



USER MANUAL

Less Gain Stage

Gain, polarity and a measured readout for setting levels.

macOS: AU and VST3, Apple silicon · Windows: VST3, 64 bit
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Overview

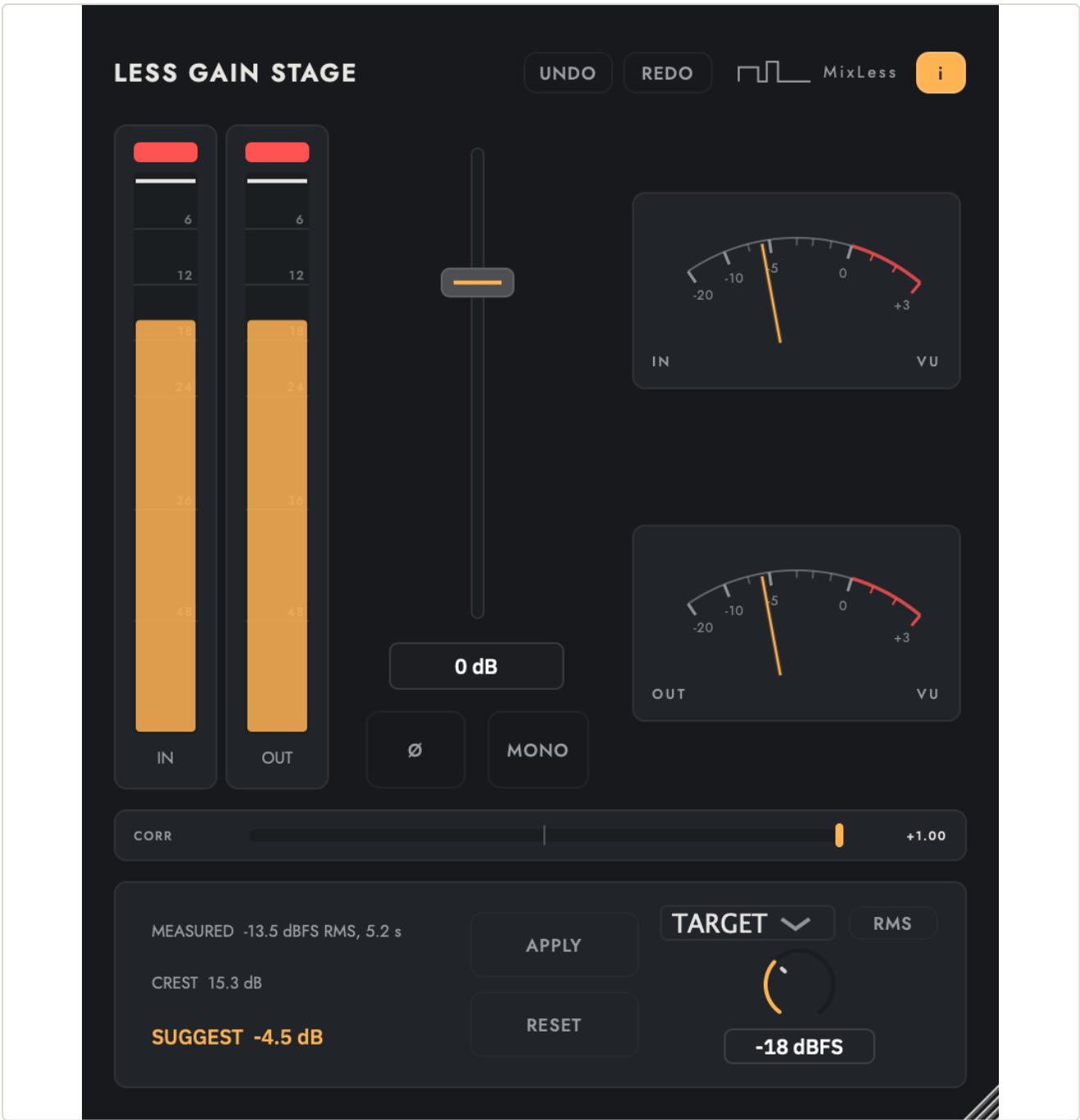
Less Gain Stage measures your level, you type the target, and it shows the difference to apply. A small tool for gain and polarity with a measured readout.

Installation

Run the installer for your platform. On macOS the AU and VST3 versions install for all users; on Windows the VST3 installs under Common Files. Factory presets install into your user preset folder and are never overwritten: presets you save land in the same folder and stay yours.

MACOS PRESETS	~/Library/Application Support/MixLess/Presets/Less Gain Stage
WINDOWS PRESETS	%APPDATA%\MixLess\Presets\Less Gain Stage

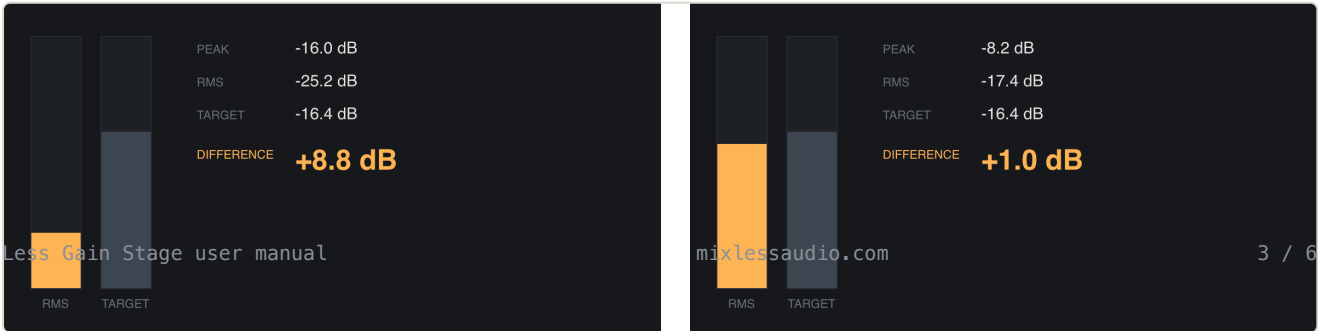
The interface



The screenshot is the shipping interface, rendered by the shipping code. Press I in the plugin to toggle the same control descriptions as cursor tooltips.

The screen while it works

Two moments from the same display: at rest, and with material running through it. Print cannot move, so these are frames of the animation rather than a drawing of it.



Controls

GAIN	Gain: click-free ramped trim. Double-click returns to 0 dB
ZOOM	Zoom: fine 12 dB window around the current gain, or the full range
POLARITY	Polarity: invert the waveform (phase flip)
MONO	MONO: sum left and right to check mono compatibility
APPLY	APPLY: set the gain to hit the target in the unit shown
RESET	RESET: restart the measurement
TARGET	Target level for the APPLY suggestion, in the unit shown
UNIT	Measurement unit: RMS in dBFS, or LUFS for delivery targets
PEER	Target source: a fixed number, or another Gain Stage in the session. Matching a peer measures in LUFS
PSR LABEL	PSR: true peak minus short term loudness over the last 3 seconds. Above 10 is healthy, 8 to 10 is tight, below 8 loses impact
IN METER	Input level. Click the clip light to clear it
OUT METER	Output level after gain. Click the clip light to clear it

Workflows

Stage a channel

Insert Less Gain Stage first in the chain. Type your target level and adjust Gain until the meter's distance readout reaches zero; every plugin after it now works in its sweet spot.

Check polarity

On multi-mic sources, flip POLARITY and listen: if the body comes back, the phase was the problem.

Trim without touching the fader

Use Gain for static level moves and keep the DAW fader for automation; the two jobs stay separate and the mix stays readable.

Tips

The default state is numerically transparent, tested at a tolerance of 0.0000001.

Gain staging is arithmetic here: the readout shows the distance to your target in dB.

Polarity is a free diagnosis: one click answers the phase question.

Specifications

FORMATS	AU, VST3
LATENCY	0 samples
DEFAULT STATE	numerically transparent, tested at 1e-7

Support

Questions and problems: support@mixlessaudio.com. Legal notices, the privacy notice and third-party licences: mixlessaudio.com.