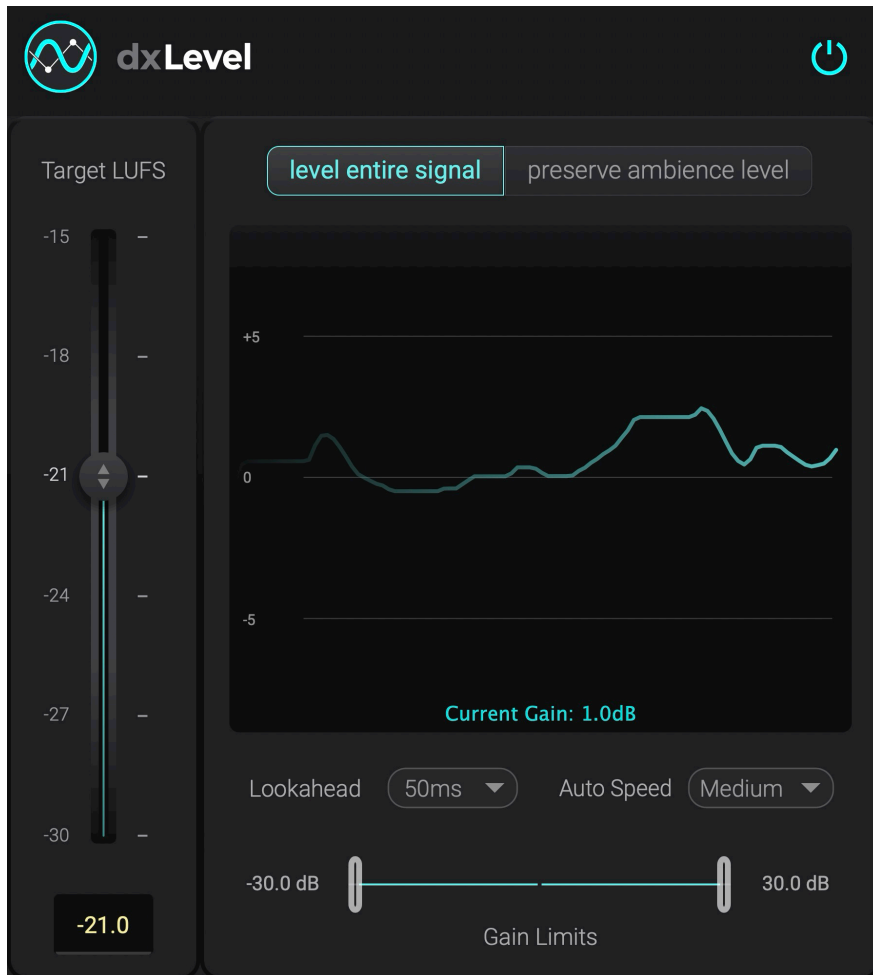


dxLevel

User Manual



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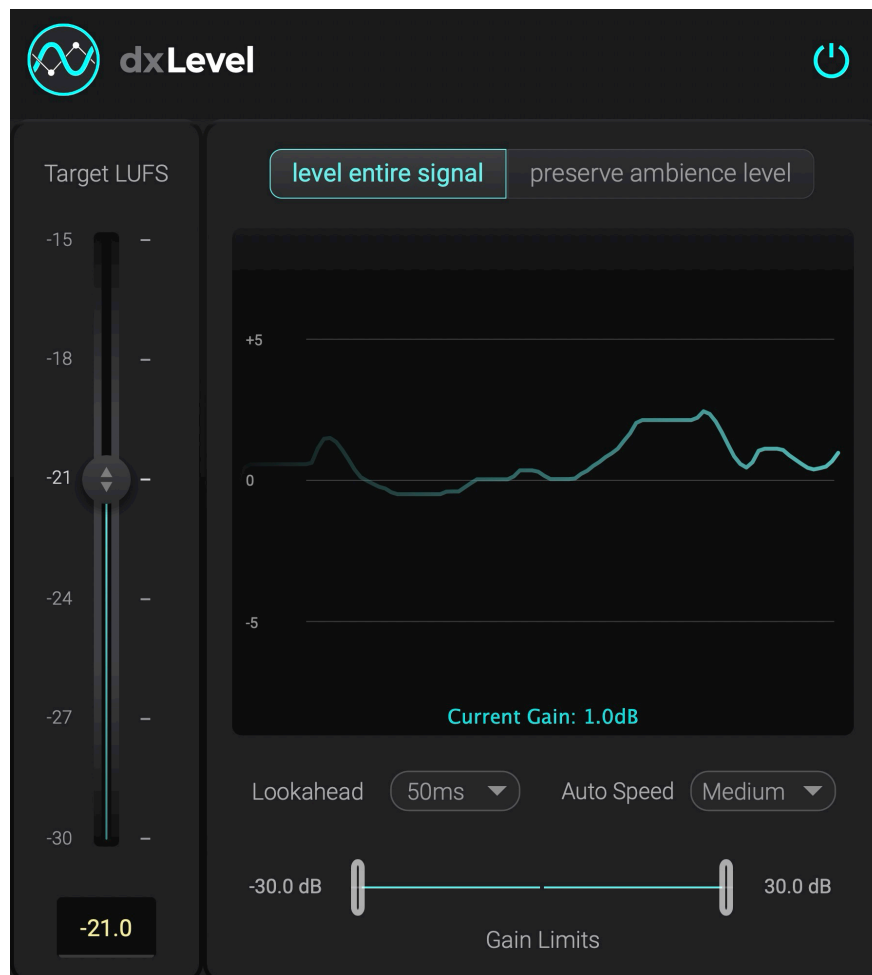
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Introduction

dxLevel is a speech loudness leveling plugin for post production. It is a **voice-only leveller** and is not intended for music, effects, or full-mix program material. It automatically moves dialogue toward a target LUFS value, reducing manual clip gain work.

Two processing modes are available:

- **Level Entire Signal:** detects and levels the voice, then applies that gain to the **entire signal**. This means ambience/noise are boosted or reduced together with the voice.
- **Preserve Ambience Level:** levels **speech only** and keeps non-speech content untouched, helping maintain a constant noise floor.



Main Controls

2.1 Target LUFS

Sets the dialogue loudness target. Lower values are quieter, higher values are louder.

2.2 Gain Limits

Defines how much dxLevel is allowed to attenuate or boost. This keeps automatic correction inside your preferred range.

2.3 Auto Speed

Controls how fast gain correction reacts to level changes.

- **Slow:** smoother, more gradual changes.
- **Medium:** balanced behavior for most speech material.
- **Fast:** quickest reaction for dynamic content.

2.4 Lookahead

Adds a short prediction window to prevent overshoot on sudden loud events. Higher lookahead is safer but adds more latency.

2.5 Processing Mode

- **Level Entire Signal:** levels the voice and applies the same gain change to the complete signal path (including ambience/noise).
- **Preserve Ambience Level:** levels speech while leaving ambience/noise untouched to keep the background floor consistent.

Notes

- Start with **Target LUFS: -24, Auto Speed: Medium, Lookahead: 50 ms** for typical dialogue.
- Use **Preserve Ambience Level** for interviews, location recordings, and noisy room recordings.
- For lowest latency in live usage, choose **Level Entire Signal** and set **Lookahead** to **OFF**.
- If pumping is audible, reduce **Max Gain** and/or choose a slower **Auto Speed**.

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