



USER GUIDE

SevenTeamMusic

KEEP THE FIRE

A STEADY CENTER. A LIVING EDGE.

Hestia is a stereo mastering character processor built for the moment when a mix is already working, yet still needs weight, cohesion, and a more deliberate sense of motion. Its two sound stages are simple to navigate: Tape shapes density and tone; Character adds the broad response and three-band dynamics that define Hestia's voice.

KEEP THE FIRE

Listen before matching

Level strongly changes the result. Make decisions at matched loudness, and compensate Output Gain whenever Input Gain, Drive, or Hard Clip changes apparent impact.

Use the display as context

The Tonal Balance view shows direction, not a command. The target is a reference envelope; it is not an automatic correction stage.

Know the anchor

Bad Idea at 100% and Let Go at 0% form the core Hestia character. Move outward from that point deliberately.

SCOPE

This guide documents the behavior implemented by Hestia 1.0.4 in the current source tree.



1 Input meters and gain

2 Bad Idea character amount

3 Let Go multiband release

4 Tape stage

5 Gain-reduction meters

6 Output meters and gain

7 Tonal Balance display

8 Theme / TIPS / global bypass

Quick Start

FIRST PASS

1 Reset the core

Input 0 dB, Bad Idea 100%, Let Go 0%, Output 0 dB. Start with Tape off and both oversampling selectors at 1x.

2 Stage the level

Adjust Input Gain so the processor reacts musically. Use Output Gain to compare at equal loudness.

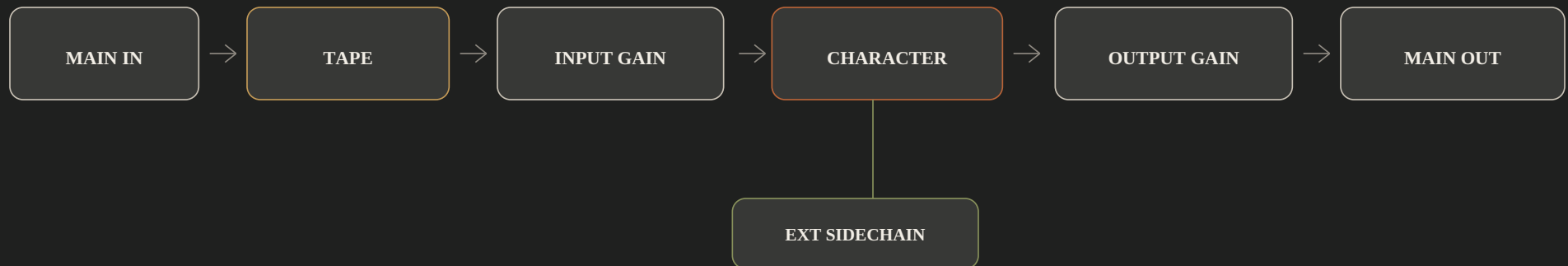
3 Release compression

Turn Let Go clockwise only when you want less three-band gain reduction. At 100%, the dynamic reduction is removed.

4 Add Tape last

Enable Tape, choose 15 or 30 IPS, raise Drive, then trim Tape Out. Add Sheen or Hearth only after the density feels right.

SIGNAL FLOW



IMPORTANT

Global Bypass removes Tape, Character, Input Gain, and Output Gain while preserving host latency. The bypassed signal is the original input level.



1 Bad Idea | 0–200%

Sets the Character stage amount. 0% disables the stage; 100% is Hestia's central calibrated position; values above 100% extend the color and dynamics into creative territory.

2 Let Go | 0–100%

Controls how much of the three-band compression is released. 0% means the full fitted compression is active. 100% removes multiband gain reduction while retaining the static Character color.

Sidechain | INT / EXT

INT derives the detector from the processed main signal. EXT uses the optional stereo sidechain bus. If EXT is selected but no bus is connected, the detector receives silence; it does not fall back to INT.

Character OS | 1x / 2x / 4x / 8x

Selects the Character anti-aliasing quality. Higher settings use more CPU. The external detector path is aligned with the main path, and Hestia keeps the same reported timeline when the mode changes.

Tape

DENSITY + TONE

SHEEN

Measured high shelf after saturation. Range: -6 to +6 dB.

HEARTH

Hestia's 150 Hz low shelf after saturation. Range: -6 to +6 dB.



DRIVE

Saturation depth and pre-gain. Range: -7 to +14 dB.

TAPE OUT

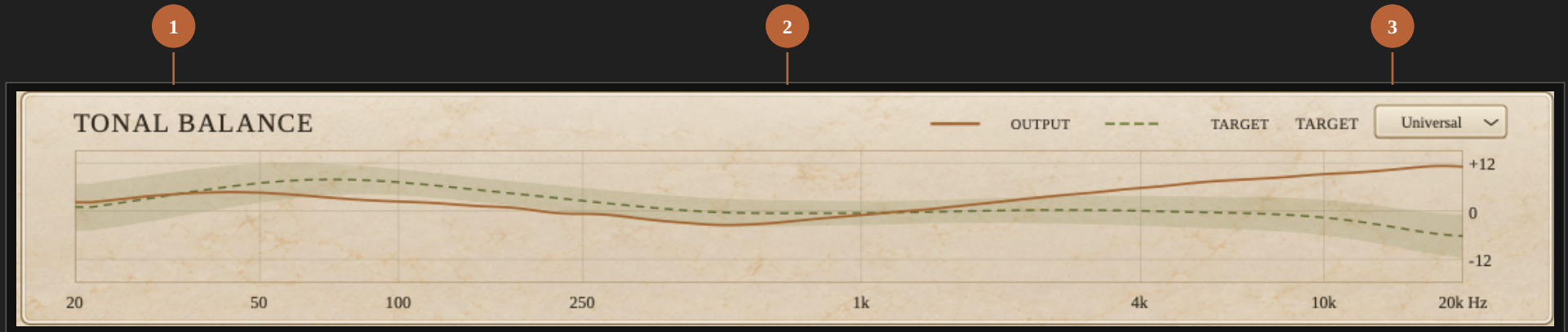
Post-stage gain before Hard Clip. Range: -12 to +12 dB.

TAPE WORKFLOW

15 IPS reaches saturation earlier; 30 IPS gives more headroom. Hard Clip is a fixed +/-1.0 clamp after Tape Out. Tape OS is independent of Character OS. Switching Tape off retains latency, so the host timeline does not jump.

Meters & Tonal Balance

READ THE SIGNAL



1 Output curve

The solid curve is the live output spectrum, smoothed for musical readability rather than surgical diagnosis.

2 Target envelope

The dashed center line and shaded tolerance area show the selected broad reference target.

3 Target selector

Choose Universal or one of 15 genre and speech references. Changing the target does not change the audio.

METER BEHAVIOR

Input and Output columns show RMS and peak in dBFS; the Output PEAK readout is the live true peak. RMS readouts hold for about 750 ms. LOW / MID / HIGH meters report Character gain reduction. Click a held readout to reset it.

INTERPRETATION

Use the display to spot persistent balance trends. Do not chase every ripple; arrangement, monitoring, and artistic intent remain more important than matching the target exactly.

Appearance

THREE MATERIALS



IVORY

The default mythology interface: warm stone, engraved brass, and the Hestia medallion.

FACTORY DEFAULT



OXBLOOD

A darker lacquered instrument with the same controls, state, and live analysis.

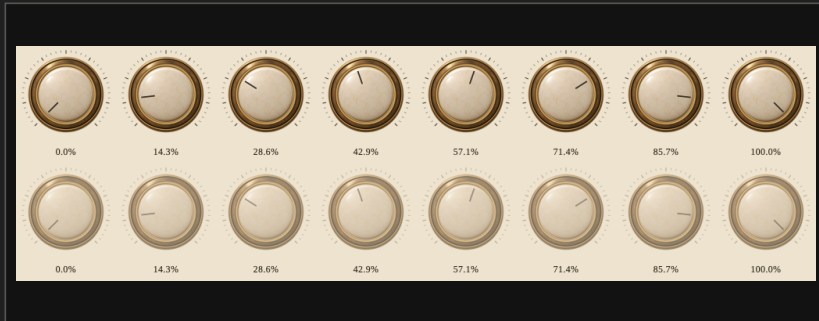


PORCELAIN

A restrained light material treatment with identical audio behavior.

APPEARANCE ONLY

Use UI: IVORY to cycle Ivory -> Oxblood -> Porcelain. TIPS is on by default; switch it off to hide hover explanations. UNDO and REDO affect control-parameter edits only. Theme, TIPS, and editor size are view state and do not alter audio, automation, metering, or presets.



One gesture law across every knob

Drag vertically or horizontally; the first committed axis owns the gesture. A small dead zone prevents accidental nudges, fast motion is bounded, and the pointer returns to its press position when the drag ends.

Drag

Adjust continuously. Movement is screen-scale independent, so editor zoom does not change sensitivity.

Double-click

Reset: gains and Tape tone to 0 dB; Bad Idea to 100%; Let Go to 0%.

Resize

Fixed 16:9 layout from 960 x 540 to 2560 x 1440.

Undo / Redo

The top buttons record knob, switch, and selector edits only. They do not change view state such as theme, TIPS, or window size.

Shift + drag

Fine mode at one quarter of the normal increment.

Hover

With TIPS on, wait about 650 ms for a themed tooltip that explains the control's role. Switching TIPS off hides the current tip.

Disabled controls

A disabled module cannot start or continue a parameter gesture. Bad Idea remains draggable from 0% so it can be re-enabled.

TIPS

The top toggle controls hover explanations only; it does not change processing or saved audio parameters.

Presets

SAVE, RECALL, SHARE

Preset strip

Click the side zones to move to the previous or next preset. Click the centered name to open the preset browser. A changed current file gets a * until it is saved.

Save and Save As

Save overwrites the currently loaded user file. Save As... creates a new file and makes it the current preset. With no current file, Save opens the save dialog.

User presets

Files use the .hestia-preset.json suffix. The default folder is
~/Documents/SevenTeamMusic/Presets/Hestia/. Subfolders appear as browser categories.

Open Other Preset... loads a file outside the default folder. Open Preset Folder opens the default folder directly.

Built-in presets

Default, 17 MixBus, Yu MixBus, and the Kinghand entries Vintage Relax, Modern Tight, and Modern Relax are compiled read-only presets. They cannot be saved back into the user folder.

Preset files contain sound parameters only. Theme, TIPS, editor size, and license state are outside the preset.

IF LOADING FAILS

Hestia checks the file format, plug-in identity, parameter ranges, and discrete choices before applying anything. An invalid file leaves the current sound unchanged. Missing parameters in an older file use the current defaults.

Parameter Reference

CORE + UTILITY

PARAMETER	RANGE / CHOICES	DEFAULT	BEHAVIOR
Input Gain	-12 to +12 dB	0 dB	Gain into Character and its internal detector; bypassed by global Bypass.
Bad Idea	0 to 200%	100%	Character amount. 0% disables Character; 100% is the central anchor.
Let Go	0 to 100%	0%	Releases three-band compression: 0% full reduction, 100% none.
EXT Sidechain	INT / EXT	INT	Selects the Character detector source. Unconnected EXT means a silent detector.
Output Gain	-12 to +12 dB	0 dB	Clean gain after Character; bypassed by global Bypass.
Bypass	Off / On	Off	Latency-preserving bypass of all audio processing and gain.
Tonal Target Genre	16 references	Universal	Display target only; no audio processing.
Character OS	1x / 2x / 4x / 8x	1x	Character anti-aliasing quality. Host non-automatable.

Parameter Reference

TAPE

PARAMETER	RANGE / CHOICES	DEFAULT	BEHAVIOR
Tape	Off / On	Off	Enables the pre-Character Tape stage; switching preserves latency.
Tape In Gain	-12 to +12 dB	0 dB	Host parameter retained for state and program compatibility. Not shown on the faceplate; summed with Drive before saturation.
Tape Drive	-7 to +14 dB	0 dB	Visible pre-gain and saturation depth.
Sheen	-6 to +6 dB	0 dB	High shelf after saturation.
Hearth	-6 to +6 dB	0 dB	Hestia low shelf at 150 Hz after saturation; transparent at 0 dB.
Tape Out Gain	-12 to +12 dB	0 dB	Post-stage gain before Hard Clip.
Tape Speed	15 / 30 IPS	15 IPS	15 IPS saturates earlier; 30 IPS provides more headroom.
Tape Hard Clip	Off / On	Off	Fixed +/-1.0 clamp after Tape Out.
Tape OS	1x / 2x / 4x / 8x	1x	Tape anti-aliasing quality. Host non-automatable.

PROGRAM COMPATIBILITY

Host program lists may expose Default, 17, and Yu. Recalling a Tape program sets Hearth to 0 dB because those source states contain no Hearth control.

Starting Points

RECIPES

THE ANCHOR

TAPE OFF

BAD IDEA 100%

LET GO 0%

The reference point for learning Hestia. Match Output Gain before judging.

OPEN MASTER

TAPE OFF

BAD IDEA 80-110%

LET GO 30-70%

Retains the static color while easing multiband movement.

DENSE BUS

15 IPS / DRIVE +2 TO +5 DB

BAD IDEA 80-120%

LET GO 0-35%

Use Tape Out to recover level before deciding on Hard Clip.

CLEANER TAPE

30 IPS / MODERATE DRIVE

BAD IDEA 70-100%

LET GO 20-60%

Add small Sheen or Hearth moves only after gain matching.

STATIC COLOR

TO TASTE

BAD IDEA 100%

LET GO 100%

Removes multiband reduction while keeping the Character color path.

EXTERNAL PUMP

TO TASTE

BAD IDEA 70-130%

EXT SIDECHAIN

Feed a stereo key signal. Verify that the host has actually enabled the sidechain bus.

TREAT THESE AS DIRECTIONS

The source material and level decide the result. Recipes are deliberately broad; Hestia is most useful when settings are found by listening at matched loudness.

PARAMETER STATE

All 17 parameters are saved in the plug-in state. Existing state migration preserves the current Let Go direction: 0% is full compression and 100% is released.

VIEW STATE

Theme and editor size are appearance data. They do not change audio. The session state carries a copy of the chosen view.

AUTOMATION

Audio controls are host parameters. Tape OS and Character OS are intentionally non-automatable. Smooth 20 ms ramps reduce zipper noise on continuous gain and Let Go moves.

TAPE IN

Tape In Gain remains accessible to hosts and saved states although it is not shown on the faceplate. It is summed with Drive before Tape saturation.

SIDECCHAIN

EXT is meaningful only when the host enables a stereo sidechain bus. Selecting EXT with no connected bus deliberately gives the detector silence.

BYPASS

Global Bypass preserves the reported timeline and returns audio at its original input level, regardless of Input or Output Gain settings.

I/O

Stereo main input, optional stereo EXT sidechain, stereo output. Mono layouts are not accepted.

SAMPLE RATE

Follows the host sample rate. 48 kHz is the calibration and comparison point documented for the current build.

TAIL

Maximum reported tail: 8.1 seconds.

WINDOW

Resizable 16:9 editor: 960 x 540 minimum, 2560 x 1440 maximum.

FORMATS

VST3 and Standalone: AU on macOS; AAX when included in the signed macOS or Windows package.

LATENCY

At 48 kHz the current build reports 289 samples. Within a session, bypass and oversampling choices are padded to one stable timeline.

MIDI

No MIDI input or output: not a MIDI effect.

METERING

Input/Output RMS and peak, with true peak on the Output readout; Low/Mid/High Character gain reduction; live output spectrum against a selectable target.

RELEASE STATUS

This manual is built from the current source tree and freshly rendered native UI. It does not by itself prove installation, notarization, accessibility, or behavior in every DAW. Those are separate release gates.