

# Headphone Mix 3

Simulate speaker feeling on your headphone monitor system



Developed by



## Operational Manual

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### Install Headphone Mix 3

You need copy the Headphone Mix.dll along with Headphone Mix folder to your VST folder

You **CAN NOT**

1. Rename the Headphone Mix folder
  2. Delete the content inside Headphone Mix Folder
  3. Put the Headphone Mix folder in a directory without the dll file
- Put Headphone Mix.dll into Headphone Mix folder

### Register Headphone Mix 3

Headphone Mix 3 must be registered before it could sound.

You have to enter keycode into the text box.

First, please find the text box named Enter Your KeyCode Here



Then paste the keycode into the box



Press Enter, you will see Authorized to XXXXXXXXX



If the text box still shows the keycode, it means the keycode is not correct, You need to contact customer service to get a new keycode. Please note 95% of the failures are caused by copy one more space at the beginning or the end of the keycode.

What if YOU enter the keycode incorrectly?

The only solution for this problem is for the customer to delete the Windows Registry Entry.

Click "Start" on the windows desktop.

Click "Run" and type in 'regedit' then press enter. A window will appear.

Click the 'Edit' tab and select 'Find...' and type in "SP2Addons "then press enter.

Right click on the folder highlighted in the Left window and select 'Delete' and click 'Yes' to confirm to delete this item.

Close the window.

Load the VST and it should show " \*Enter Your KeyCode Here \* "

If it does not show this message you should follow the above procedure again taking care to follow every step.

## Controls

**HRTF FILE:** Load HRTF file here by clicking load file button. These files will be installed into Headphone Mix default folder so after you click load file button, you will first go to default folder and see them in first place.

**REF FILE:** Load REF file (often simulate a certain type of space) here by clicking load file button. These files will be installed into Headphone Mix default folder so after you click load file button, you will first go to default folder and see them in first place.

In order to prevent failure to load REF file and HRTF file, we have an indicator on the left of the load file button. If the REF File actually loads, it will show SUCCESSFUL!. If not, it will show “**FAILED!**”

**Blend:** the blend rate of left and right channel signal. It is very useful when you simulate the natural blending of human ears.

**Environment:** How your environment affects the speakers’ sound. This could be used to generate added reverb when the sound travelling on air.

**Soundfield:** How big is the sound field? Some headphones have sound field issue that is they represents a larger or smaller sound field than actual size. This setting is to solve this issue.

**A.I.R.C:** controls the amount of compensate on high frequency. Usually, after the signal passed through HRTF, the high frequency will be decayed so you may not familiar with this kind of sound. This control is useful if you want to get more clear highs.

**Reverb time:** Reverb time of your listening environment. The effect depth is controlled by Environment slider and reverb time determines how wet the sound is.

**Room Size:** the Size of your listening Environment

**Damp:** How the materials on the wall absorb the sound? The less, the more sound will be absorbed.

**Low:** Frequency compensate on low frequency

**Mid:** Frequency compensate on Middle frequency

**High:** Frequency compensate on High frequency

**Reference Type:** Select which category of the devices you want to simulate,

here you have 4 to choose.

HIFI/Pro-Audio: This type of devices has the highest performance on sound quality.

Car Audio: This type of devices usually has strong low-ends.

Mobile Phones: Not very good on sound quality.

MP3 Player: a bit better than mobile phones on sound quality

**Mode:** Different modes in different reference types.

**Bypass:** Bypass Headphone Mix 3 by clicking this button