Hullabaloo

Parallel Universe — User Manual

Welcome to Parallel Universe. This guide is written for musicians, producers, and engineers — no technical knowledge needed. It explains what Parallel Universe does and how to use every part of it, view by view, in plain language.

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Getting Started

Parallel Universe is a smart host for your audio plugins. Wrap your favourite EQs, compressors, and effects in an advanced ecosystem that improves your workflow and unlocks collaboration.

- **Available as:** a DAW plugin in AAX, VST3 and AU formats (AU is macOS only).
- **Plugins it can host:** VST3 and AU (AU on macOS). Older VST2 plugins are not supported.

Activation. When the plugin first opens it asks you to sign in or start the demo. Both continue in your browser, where you sign in with an email code, Google or Apple. The plugin window waits meanwhile and carries on by itself once you are signed in:

- **Subscription** — sign in with the account you subscribed with.
- **Demo** — start the free 30-day demo. It needs a sign-in too, but no card. There is one demo per account and per computer.

A subscription covers up to 5 of your own computers. To move it to another one, free a computer up from your account page. If your demo or subscription ends, your hosted plugins still load and process audio, so your sessions play and bounce as you saved them, but opening Parallel Universe asks you to subscribe instead of showing your plugins. Subscribe, and your plugins are back as you left them.

First launch. Once you are in, Parallel Universe opens with a welcome window that asks which plugin formats to look for. Click *Scan Plugins* so Parallel Universe can find your installed plugins, or choose *I'll do this later*. When the scan finishes it lists any plugins that could not be loaded. You can rescan any time from Settings > Plugins.

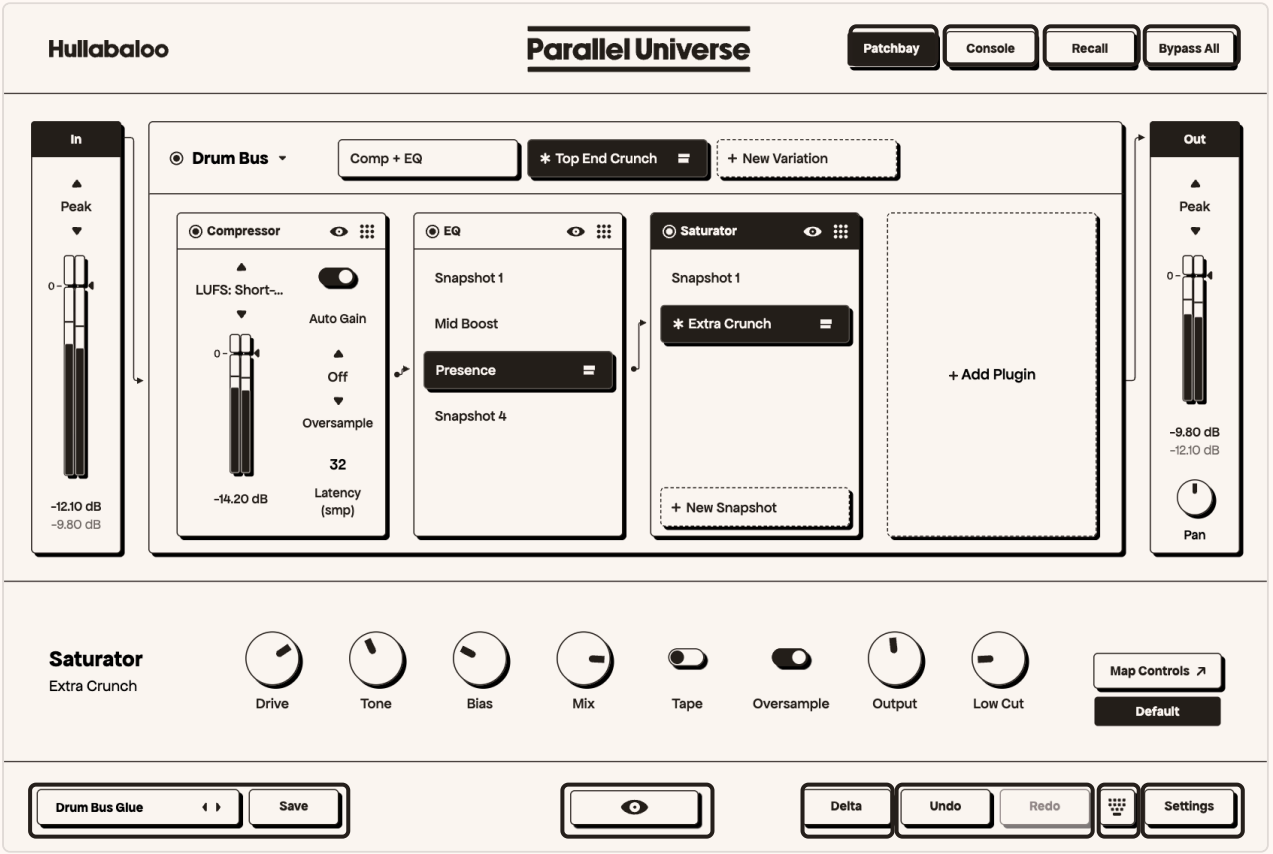
▶ Video: Signing in and scanning your plugins on first launch — watch it at hullabaloo.audio/manual

The interface at a glance

Three views and the Bypass All switch live along the top of the window, and a set of tools that stay with you in every view live along the bottom.

The header (top)

- **Hullabaloo logo** (left) — your version, updates and licence. An Update Available button appears beside it when a newer version is out.
- **Parallel Universe logo** (centre) — opens the Remote Controller window.
- **Patchbay** — build and tweak your plugin chain, and jump between plugin windows.
- **Console** — a mixer-style view with one strip for every Parallel Universe track.
- **Recall** — switch Variations across tracks and recall whole-session Mixes.
- **Bypass All** — bypasses every instance of Parallel Universe in the session.



The footer (bottom)

- **Preset Manager** — save, browse, and step through presets. The arrows step through presets in any view; the preset list and Save open from the Patchbay.
- **Blindfold** (the eye icon) — hides the names and shuffles the order of Snapshots, Variations and Mixes, so you can A/B without knowing which is which. Each slot also has its own eye.
- **Delta** — solos the difference between the track's original and processed sound, so you hear exactly what its chain is doing.

- **Undo / Redo** — step back and forward through your changes to the selected track, and to groups and Mixes. Hover to see what the next step is.
- **Keyboard navigation** (the grid icon) — turns the arrow-key shortcuts on or off.
- **Settings** — app-wide preferences and your plugin library.

While blindfolded

- Mapped controls are hidden, so a knob position can’t give the game away.
- New Snapshot and New Variation are hidden until you take the blindfold off.
- A blindfolded slot gains a Bypass button. Turn it on to add a hidden, unprocessed entry to the shuffle, so you can test your Snapshots against no plugin at all.

Patchbay view

The Patchbay is your main editing view. Build a serial chain of up to four plugins, left to right — audio flows Input → Slot 1 → Slot 2 → Slot 3 → Slot 4 → Output.

Building the chain

- **Add** — click the empty slot to browse your scanned plugins.
- **Open** — double-click a slot's header to open the plugin's own window, or right-click it and choose Open Plugin UI. A single click selects the slot.
- **Replace / Remove** — right-click a slot's header and choose Replace or Remove.
- **Reorder** — right-click and choose Move Left or Move Right, or drag the plugin by the handle on the right of its slot header. This changes the signal flow without losing your settings.
- **Bypass** — click the round button on a slot's header to turn that plugin off and on without removing it. The round button beside the track name, at the top-left of the Patchbay, turns the whole track's chain off and on.
- **Gain staging** — use the In and Out meters and faders at the edges of the chain to feed your plugins healthy levels and return to the DAW without clipping. On a stereo track the Out meter also carries a Pan dial.
- **Aux Input** — for plugins with a sidechain input, right-click the slot, open Aux Input and pick the aux to feed it (Clear Aux Routing undoes it). If the menu says No Aux Channels Enabled, turn on a sidechain input for Parallel Universe in your DAW first.

Tip: Replacing a plugin changes the plugin out across all Variations that use that plugin, and starts the slot afresh: its Snapshots and mapped controls are cleared (Undo brings them back). To learn more about how Variations work, read the Variations section.

▶ Video: Building and reordering a plugin chain — watch it at hullabaloo.audio/manual

Per-slot settings

Right-click a plugin slot's header and choose *Show Settings*. The slot flips to its settings (choose *Show Snapshots* to flip it back):

- **Slot meter and gain** — a meter with its own meter type, and a fader to trim this plugin's level.
- **Auto Gain** — measures the loudness (LUFS) going into and out of the slot and evens it out. When you toggle the plugin or switch settings, you hear the actual tonal change, not a volume jump.
- **Oversample** — run the plugin at a higher internal sample rate to reduce digital aliasing: Off, or IIR or FIR at 2x, 4x, 8x or 16x. IIR has lower latency; FIR is the choice for precise mastering EQs.
- **Latency (smp)** — shows the delay the slot adds, in samples.

▶ Video: A plugin slot's bypass and settings — watch it at hullabaloo.audio/manual

Mapping controls (Macros & automation)

Bring any knob from a hosted plugin out to the Parallel Universe interface. This lets you tweak parameters without opening the plugin window, and exposes them to your DAW for automation.

1. Select the plugin's slot, then click **Map Controls** below the chain. The plugin's window opens.
2. Move the controls you want in the plugin's own window. Each one fills the next empty tile; to choose where the next control lands, click a tile first.
3. Click **Map Controls** again to finish. The plugin's window closes and the controls stay beneath the chain, up to 8 per plugin.

Tip: The first time you map controls for a plugin, that layout becomes the plugin's default: the button under Map Controls reads *Default*, and the same controls are mapped every time you add that plugin. Change the mapping later and the button reads **Update default**; click it to keep the new layout, or right-click it to restore or clear the default. To reassign a control, right-click it in the Parallel Universe interface and select a new parameter, or select None to remove it.

▶ Video: Mapping a plugin knob to a Parallel Universe macro — watch it at hullabaloo.audio/manual

Metering

The In and Out meters, in the Patchbay and the Console, and each slot's meter offer several meter types: **Peak**, **True Peak**, **RMS**, **Peak+RMS**, and **LUFS** (Momentary, Short-Term and Integrated). Click the arrows above a meter to change it.

Snapshots & Variations

Parallel Universe gives you a simple way to save and recall different versions of your sound. **Snapshots and Variations are available from every view.**

Snapshots

Snapshots are single-plugin instant presets — saved states of one plugin's settings that let you A/B a single effect. A Snapshot also remembers its slot's gain, Auto Gain and Oversample settings. You can keep up to 4 per slot.

- Create them with New Snapshot in the Parallel Universe interface, or from the bar along the top of the hosted plugin's own window, which lists the slot's Snapshots as buttons.
- Right-click a Snapshot, or click the ... button that appears when you hover over it, to Rename, Disable or Remove it.
- Changing a Snapshot is non-destructive — the original state is always kept unless you explicitly overwrite or delete it.
- An altered Snapshot is marked with an asterisk (*) while it is selected; right-click it and choose Overwrite With Changes or Revert Changes.

Tip: Click **New Snapshot** while an altered (*) Snapshot is selected to save your changes as a new Snapshot — the original reverts to its saved state.

▶ Video: Snapshots 101 — watch it at hullabaloo.audio/manual

Variations

A Variation works at the track level: it captures the whole chain for that track. You can keep up to 4 Variations per instance. A Variation saves:

- the plugins in each slot, and their order;
- the selected Snapshot for each plugin, which brings that slot's gain, Auto Gain and Oversample settings with it;
- the In and Out levels, and Pan;
- whether each slot is bypassed.

New Variation appears once a plugin is loaded. Variations are renamed, disabled and removed from the same menu as Snapshots: right-click a Variation or click its … button (in Recall, use the … button, because right-click there is for Mixes). An altered Variation is marked with an asterisk (*) in the same way as a Snapshot. If you create a Variation while Snapshots are altered, each altered Snapshot is saved as a new Snapshot in its slot. If one of those slots already holds 4 Snapshots there is no room for that, and New Variation stays hidden until you overwrite, revert or remove one.

▶ Video: What a Variation is — watch it at hullabaloo.audio/manual

Presets

Presets save a whole instance setup to a file via the Preset Manager, so you can load it into future projects. You can save as many as you like.

- Click the preset name in the footer to open the list. Search it, and double-click a preset to load it. Default returns to an empty setup.
- Click Save to name and store the current setup. If the name is already taken, the button reads Overwrite.
- A preset you have changed since loading it is marked with an asterisk (*).

Cross-Track Navigation

Parallel Universe lets you move between plugins across your whole session in two ways:

- Click the **track name** at the top of the Patchbay to open the Patchbay of any other Parallel Universe instance in your session. The name shows a small arrow, and can be clicked, once the session has more than one instance.
- In a hosted plugin's window, click **Open Other Plugin UIs**, pick a track, then pick a plugin to jump straight to its window — no hunting through your DAW. With the *Replace Plugin Window* setting on, the window you left closes and the new one opens in its place, to avoid clutter.

Both menus keep the tracks of a Track Group together, under the group's name.

▶ Video: Jumping straight from one hosted plugin window to another — watch it at hullabaloo.audio/manual

Console view

The Console is a mixer-style view with one strip for every Parallel Universe instance in your session, so you can see and control them side by side — your own custom mixing desk built from the plugins you already own. Each strip has:

- **Header** — the track's on/off button and name. Click anywhere on a strip to select it. A selected strip with a plugin also shows a Map button, so you can map controls without leaving the Console.
- **Plugin row** — the plugin whose controls the strip is showing, with its own on/off button. Click it to open the track's chain inside the strip, then click another plugin to show that one instead. Double-click it to open the plugin's own window. Add Plugin sits at the bottom of the chain while the track has fewer than 4 plugins.
- **Controls** — the plugin's mapped controls. A strip with no plugin shows an Add Plugin button instead.

The In and Out meters, gains and pan (on stereo tracks) at the sides belong to the selected strip, and its Variations sit in the panel below, so you can A/B and recall states without leaving the Console.

Drag a strip by its header to reorder it, and keep related strips side by side with Track Groups.

▶ Video: Controlling the session from the Console view — watch it at hullabaloo.audio/manual

Recall view

Recall lists every track with its Variations, so you can switch Variations across the session from one place.

- **Each row** — a track's on/off button and name, its Variations, and New Variation. Click a Variation to switch that track to it.
- **The lower panel** — the selected track's plugin chain. Click a plugin to select it, double-click to open its window, drag to reorder, or right-click for its Snapshots. Hover over a plugin and click its … button for Open Plugin UI, Replace, Remove and the Move commands. Add Plugin is here too.

Mixes

Recall is also the home of **Mixes** — the whole-session layer. A Mix links one Variation from each track, so a single click recalls an entire session state. You can keep up to 4 Mixes, making it easy to audition completely different takes on a whole mix.

- Click **Assign Mix** to make one. It captures the Variation that is currently selected on every track, so set each track the way you want it first.
- Click a Mix to recall it. Each Mix has a colour, and a dot of that colour marks the Variations it uses.
- To change which Variation a track uses in a Mix, right-click the Variation you want (or open its … menu and choose Mixes) and tick the Mix. A Mix holds one Variation per track, so ticking a new one replaces the old; ticking the one already in the Mix takes the track out of it. This needs Mixes to be showing.
- Right-click a Mix to Rename or Remove it.
- Hide Mixes, at the top-right, puts the Mixes and their dots away; Show Mixes brings them back.

Because a Mix is built from one Variation per track, it sits on top of the work you do with Snapshots & Variations.

▶ Video: Recalling and swapping Mixes — watch it at hullabaloo.audio/manual

Track Groups

Groups keep related tracks together: all your drums, say, or every backing vocal. Each group has a name and a colour, and its tracks sit next to each other in **Recall** and the **Console**, joined by a colour bar down the left edge of each row in Recall, and of each strip in the Console (below its name and plugin). You can keep up to 8 groups, one for each colour.

Making a group

1. In Recall or the Console, click the first track. Then hold **Cmd** (Ctrl on Windows) and click each other track you want, or hold **Shift** and click to take every track in between.
2. The panel at the bottom of the window now says how many tracks are selected and shows a row of **Group** colours. Click any colour marked with a +.
3. Type a name for the group, or keep the suggested one (*Group 1*), and click **Rename** to confirm.

To start a group from a single track, rest the pointer on the left edge of its row (or strip) until a thin bar appears, and click it. Pick a colour marked with a + under *Add to a group*, then name the group.

▶ Video: Grouping tracks in Recall, adding a track to the group, and collapsing it — watch it at hullabaloo.audio/manual

Adding tracks to a group

- Click the left edge of the track and pick the group's colour. A colour that is already a group shows a number instead of a + (the group's place in the list), and its name when you hover over it.
- Select several tracks, as above, and pick the group's colour in the panel at the bottom.
- Drag the track onto any of the group's tracks. It joins the group where you drop it.

▶ Video: Grouping strips in the Console, adding a strip to the group, and collapsing it — watch it at hullabaloo.audio/manual

Managing a group

Click the colour bar on any track in the group to open a popup with the group's name and everything you can do with it. With several of the group's tracks selected, the same actions appear in the panel at the bottom.

- **Rename** — give the group a new name.
- **Collapse** — fold the group into a single row (a narrow strip in the Console) that shows its name and how many tracks it holds. Click the folded group to open it again. A folded group can still be dragged; open it to rename it, recolour it or use its arrows.
- **The arrows** — move the whole group up or down the list (left or right in the Console).
- **A colour marked +** — change the group's colour.
- **No group** — take the track out of the group. When its last track leaves, the group goes too and its colour is free again.

Reordering

Tracks reorder by dragging, in Recall and in the Console, and groups shape where they land:

- In Recall, drag a track by its row. In the Console, drag a strip by its header. Tracks that are selected together drag together.
- Drop a track on a group's tracks and it joins that group.
- In Recall, drop an ungrouped track right at a group's outer edge and it lands beside the group instead of in it. Dropping a grouped track at its own group's edge takes it out of the group.
- Dragging part of a group out beside an ungrouped track, or to another group's edge, moves the whole group there.
- A collapsed group drags as one.
- Right-click a track in Recall, or a strip's header in the Console, for Move to Top, Move Up, Move Down and Move to Bottom. A grouped track moves within its group and also gets Move Group Up and Move

Group Down; an ungrouped track moves through the whole list, stepping over each group. In the Console they read Move to Start, Move Left, Move Right and Move to End, with Move Group Left and Move Group Right.

Good to know

- Groups are saved with your DAW project.
- Collapsing and expanding a group aren’t undo steps.

Remote Controller

The Remote Controller lets you see and control all of your Parallel Universe instances across your entire DAW session from a web browser — on a desktop, phone, or tablet.

Connect

Click the **Parallel Universe logo** at the top of the plugin to open the Remote Controller window. On *Local*, make sure your phone, tablet or computer is on the same network as your DAW computer, then scan the QR code, click *Open in Browser*, or copy the Controller Address into a browser. The address ends in a long private key, so copy all of it rather than typing it. No apps, accounts or pairing required, and several people can connect at once.

▶ Video: Opening the Remote Controller to connect — watch it at hullabaloo.audio/manual

What you can do

- **Recall** — switch, create, rename and delete Snapshots and Variations; make, recall and edit Mixes.
- **Mix** — ride mapped controls, set In, Out and slot gains and pan, bypass plugins, and turn a whole track on or off.
- **Build** — add and remove plugins, drag them into a new order, map more controls, and change a slot's meter, Auto Gain and Oversample settings. A plugin that failed to load can be replaced from here too.
- **Presets and undo** — load a preset from a searchable list, save one, and undo or redo on the selected track.
- **Transport** — play, stop, loop and move around the song in DAWs that allow it. Where they don't, the controller says so.

Two layouts

- **Console** — on a computer or a wide tablet: every track as a strip, side by side, with a Panel on the right for Mixes, the selected channel and monitoring. The Panel button shows and hides it.
- **Compact** — on a phone: three tabs along the bottom. Instances lists your tracks, Channel shows the selected track's strip with presets and Undo / Redo, and Session holds the transport, Mixes and monitoring.

On anything wider than a phone, a button in the toolbar (Compact or Console) switches between the two. The toolbar also has a light or dark theme button and shows whether you are connected on Local or Internet.

▶ Video: Controlling the session from a phone over Wi-Fi — watch it at hullabaloo.audio/manual

Listen, customise and share

- **Listen** — hear a track in the browser, on your local network or over the internet. Click the headphones button on a track, or pick one in the Monitor section, and set its Level. Each person listening picks their own track. While the page is playing a Listento session, that takes the Monitor's place.

- **Customise** — group tracks, colour-code them and reorder them. Click the Group button on a track (in the Compact layout, on the Instances tab) for the same colours and actions as the plugin. These are the same Track Groups you make in the plugin, so a change in either place shows in both. Track order and groups are saved with your session, so every device sees the same console. Each device remembers on its own whether its Panel is shown; the Console or Compact choice and the theme go back to their defaults when the page is reloaded.
- **Share the link** — the address works as a private key. If it gets shared with the wrong person, make a new one from the Remote Controller window with Regenerate Link (New Link on the Internet tab). Either button replaces both the Local and the Internet address, and the old ones no longer open the controller.

Over the internet

To control and listen to your session from beyond your local network, switch the Remote Controller window to *Internet*. Internet sharing is included with your subscription and the demo. It starts the first time you switch the window to Internet, and stays on until Parallel Universe is closed; switching back to Local does not turn it off.

The Internet tab holds:

- **Controller Address** — a QR code to scan, with Copy, Open and New Link. Send the copied address to anyone you want to let in.
- **Listener Audio** — choose how people on the internet link hear your session. Monitor plays the plugin's audio straight from your computer. Audiomovers streams it through an Audiomovers Listento session instead.

To stream your session's audio through Audiomovers, see Audiomovers Listento.

Audiomovers Listento

AUDIOMOVERS × Hullabaloo

Hullabaloo has partnered with Audiomovers to integrate **Listento** into Parallel Universe. Start a Listento session from the plugin and the people you are working with hear your audio in high quality, wherever they are: in the Remote Controller, right beside the controls they are adjusting, or in Audiomovers' own Listento player.

Please note: You don't need an Audiomovers subscription to use the Remote Controller. Controlling your session and monitoring its audio in the browser work without one. Audiomovers is only needed for Listento sessions.

What you need

- **An Audiomovers account** — you sign in to it from the plugin.
- **Internet sharing** — Listento streams through the Internet tab of the Remote Controller window.
- **Parallel Universe on the track you want heard** — the session carries the audio of the track whose plugin window you start it from. To share the whole mix, start it from an instance on your mix bus.

Starting a session

1. Click the **Parallel Universe logo** to open the Remote Controller window and switch it to **Internet**.
2. Set **Listener Audio** to **Audiomovers** and sign in with your Audiomovers email and password. Leave *Keep me signed in* on to skip this next time.
3. Give the session a **Session Name**, and choose its **Quality** and **Latency**.
4. Click **Start Session**. When the window shows *Live* beside the session's name, the controller's address is already on your clipboard, ready to send.
5. Click **Stop Session** when you are done.

▶ Video: Starting an Audiomovers Listento session from the Remote Controller window — watch it at hullabaloo.audio/manual

Listening

- **In the Remote Controller** — anyone who opens the controller address finds the session waiting in its Listento section (on the Session tab in the Compact layout), with Listen, Level and Mute. They hear the stream while they work the controls. A Listento link or session number can also be pasted there to join a session.
- **In Audiomovers' Listento player** — click Copy beside Listen Link and send that instead. It opens Audiomovers' own listener page, for people who only need to listen.
- **On your own network** — playing a Listento session needs the internet address, or the page opened with Open in Browser on the DAW computer. On the Local Controller Address the controller offers Open in Listento instead.

Quality and latency

- **Quality** — OPUS at 256 or 128 Kbps, AAC (up to 320 Kbps on macOS, 192 Kbps on Windows), or uncompressed PCM at 32, 24 or 16 Bit. It starts on OPUS 128 Kbps.
- **Latency** — how much audio each listener buffers, from 0.05 to 2 seconds. It starts at 0.5. Lower is closer to real time; raise it if listeners hear dropouts.

Good to know

- Beside the session's name the window shows Connecting..., Live, Reconnecting... or Can't reach Audiomovers, retrying..., so you can see the state of the stream at a glance.
- Switching Listener Audio back to Monitor stops the session.

Reference

Settings

Click **Settings** at the bottom-right. The General tab holds:

- **Auto Gain** — turn Auto Gain on for newly added plugins.
- **Bypass Snapshot Enabled** — newly added plugins start with their blindfold Bypass button on.
- **Keyboard Shortcuts** — the same switch as the grid icon in the footer.
- **Show Global Instances** — also show instances of Parallel Universe that are running in other plugin processes.
- **Replace Plugin Window** — opening another plugin's window closes the current one and opens in its place.
- **Auto Open Plugin UI** — open a plugin's window as soon as you add it.
- **Crash Logging** — send anonymous crash information to help improve Parallel Universe.
- **Start Controller On Launch** — start the Remote Controller when Parallel Universe loads, not only when you open its window. A status line shows whether it is running, with a Start link.
- **Assistant Connection (MCP)** — let an AI assistant app control Parallel Universe. Learn More gives you a prompt and an address to paste into the assistant. It works while the controller is running, on this computer only, and the address contains a private key, so don't share it.

- The Plugins tab lists every plugin Parallel Universe has found.
- Options scans for new or updated plugins, one format at a time (for example, Scan for new or updated VST3 plugins), and clears out entries: the whole list, one format, the selected plugins, or any whose files no longer exist.
- Right-click a plugin to remove it from the list or show its folder.

Updates and licence

Click the **Hullabaloo logo** at the top-left to open About Parallel Universe:

- Your current version.
- Check for Updates. When a newer version is out, this becomes Download Update In Browser.
- Automatic Update Notifications, on by default: Parallel Universe tells you when an update is available.
- During the demo: how many days are left.

Keyboard shortcuts

With keyboard navigation on (the grid icon in the footer, or in Settings), the Patchbay responds to:

- **Left / Right arrows** — move between slots.
- **Up / Down arrows** — move between the selected slot's Snapshots.
- **Z** — disables the selected Snapshot, or enables it again.
- **Shift + Left / Right arrows** — move between Variations.

- **Shift + Z** — disables the selected Variation, or enables it again.

In Recall and the Console:

- **Up / Down arrows** — move to the previous or next track.
- **Shift + Up / Down arrows** — add the previous or next track to the selection.

Troubleshooting

- **Missing plugins?** Go to Settings > Plugins > Options and choose the scan for your plugin's format, such as Scan for new or updated VST3 plugins. Make sure the plugin is VST3 or AU — VST2 is not supported.
- **A slot says Failed to load?** Parallel Universe could not open that plugin, usually because it isn't installed on this computer or hasn't been scanned. The slot keeps its place and offers Replace and Remove, and a scan when the plugin wasn't found.
- **Remote won't connect?** On Local, make sure both devices are on the same network, and open the controller from its link or QR code so the whole address comes with it. To connect from anywhere else, use Internet, which has to be started once from the Internet tab of the Remote Controller window.
- **Remote lost its connection?** The browser keeps trying on its own. Check that the plugin is still open in your DAW. If Parallel Universe was restarted, open the controller again from its link or QR code.
- **Can't select or group some tracks together?** If your DAW runs plugins in separate processes, a group or a Mix can only hold tracks from the same one, and each process has its own 8 groups and 4 Mixes. Parallel Universe tells you when a selection crosses that line: "Tracks can only be selected together within one plugin process."
- **No + colours left?** All 8 group colours are in use. Take the tracks out of a group you no longer need (No group) to free its colour.
- **Asterisk on a Variation?** You changed a plugin's settings (its Snapshot shows an asterisk too), picked a different Snapshot, changed a level, or added, removed or reordered a plugin. Open the Variation's menu and choose Overwrite With Changes or Revert Changes.
- **New Variation has disappeared?** You already have 4 Variations, no plugin is loaded, a slot with an altered Snapshot is already full, leaving no room to save the change (overwrite, revert or remove a Snapshot in that slot), or the blindfold is on.

Glossary

- **Instance** — one copy of the Parallel Universe plugin on a DAW track.
- **Slot** — one of the 4 spaces to host a third-party plugin.
- **Snapshot** — a saved state of one plugin. Up to 4 per slot.
- **Variation** — a saved state of a track's whole chain. Up to 4 per instance.
- **Mix** — one Variation from each track, recalled together. Up to 4.
- **Preset** — a whole instance setup saved to a file, for use in other projects.
- **Group** — a named, colour-coded set of tracks kept together in Recall, the Console and the Remote Controller.

- **Oversampling** — processing audio at a multiplied internal sample rate for higher fidelity.
- **dBFS** — Decibels Full Scale. In the digital world, 0 dB is the absolute maximum before clipping.

Still stuck? Email us at support@hullabaloo.audio.