



A Short History of the Spectral Compressor

Compression began as a blunt tool.
It was designed to control volume rather than manipulate sound.
Traditional compressors treat all frequencies equally,
They smashed everything with the same settings.
However, as digital processing evolved, so did our tools.

This gave rise to the idea of compressing each frequency separately.
Thus, the Spectral Compressor was born.
Although early versions were slow and taxed CPUs heavily, the potential was clear:
surgical precision, unmatched transparency and control that mimicked the way
we hear.

Today, spectral compression is used for everything from vocals to full mixes.
It's not just a tool, it's a revolution in dynamics.

Spectral Compression is an audio effect plugin and requires a host to run.

It's available in the VST3 and AUv2 formats and is compatible with any host that supports any of these formats.

Spectral Compression is compatible with macOS (Universal), Windows.

Minimum supported OS versions

- **macOS 10.13 (High Sierra)**
- **Windows 10**

End-User License Agreement (EULA) for Spectral Compression

This End-User License Agreement (EULA) is a legal agreement between you (either as an individual or on behalf of an entity) and Jan Contopidis, operating under the name "iFeature", regarding your use of the Spectral Compression plugin and its associated documentation (the "Software"). If you do not agree to all of the terms of this EULA, do not install, use, or copy the Software.

PLEASE READ THIS AGREEMENT CAREFULLY BEFORE INSTALLING OR USING THE SOFTWARE "SPECTRAL COMPRESSION" (THE "SOFTWARE"). BY DOWNLOADING, INSTALLING, USING, OR COPYING THE SOFTWARE, YOU ACKNOWLEDGE THAT YOU HAVE READ, UNDERSTOOD, AND AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT.

1. License Grant

The Licensor, "iFeature", grants you a non-exclusive, non-transferable, revocable license to download, install, and use the Software solely for personal and/or commercial purposes on devices that you personally own or have access to. This license is conditioned upon your acceptance of this Agreement. The Software is licensed, not sold.

2. Restrictions on Use

a. The Software may only be installed and used on authorized computer systems.

b. You may not copy, reproduce, distribute, modify, decompile, disassemble, reverse engineer, or create derivative works of the Software, except as expressly permitted by applicable law.

c. You are prohibited from licensing, selling, renting, leasing, assigning, distributing, transmitting, hosting, outsourcing, disclosing, or otherwise commercially exploiting the Software unless expressly authorized in writing by the Licensor.

d. You may not remove or alter any copyright or proprietary notices contained in the Software.

End-User License Agreement (EULA) for Spectral Compression

3. Intellectual Property

All rights, title, and interest in and to the Software, including all associated documentation, are the exclusive property of iFeature. All rights not expressly granted herein are reserved by the Licensor. Any feedback, suggestions, or improvements you provide shall become the sole and exclusive property of the Licensor.

4. Disclaimer of Warranties and Limitation of Liability

THE SOFTWARE IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. YOUR USE OF THE SOFTWARE IS AT YOUR SOLE RISK. IN NO EVENT SHALL THE LICENSOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, OR EXEMPLARY DAMAGES, INCLUDING BUT NOT LIMITED TO DAMAGES FOR LOSS OF PROFITS, GOODWILL, USE, DATA, OR OTHER INTANGIBLE LOSSES, ARISING OUT OF OR IN CONNECTION WITH YOUR USE OF THE SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THIS LIMITATION OF LIABILITY IS THE MOST IMPORTANT PART OF THIS AGREEMENT.

5. Termination

This Agreement is effective until terminated. The Licensor reserves the right to terminate this Agreement immediately if you fail to comply with any of its terms. Upon termination, you must cease all use of the Software and destroy all copies in your possession.

End-User License Agreement (EULA) for Spectral Compression

6. Modifications to the Agreement

The Licensor reserves the right to modify this Agreement at any time. Continued use of the Software after any modifications constitutes your acceptance of the revised terms. Significant changes will be communicated to you in a timely manner.

7. Governing Law and Jurisdiction

This Agreement shall be governed by and construed in accordance with the laws of the applicable jurisdiction. Any disputes arising from this Agreement shall be subject to the exclusive jurisdiction of the courts in that jurisdiction.

8. Legal Status and VAT

The Licensor, Jan Contopidis, operating under the name "iFeature", is registered as an individual business entity. The absence of a VAT registration or number shall not affect the binding nature or enforceability of this Agreement under applicable law.

9. Entire Agreement

This Agreement constitutes the entire understanding between you and the Licensor regarding the Software and supersedes all prior communications, agreements, or representations.

BY INSTALLING, ACCESSING, OR USING THE SOFTWARE, YOU ACKNOWLEDGE THAT YOU HAVE READ, UNDERSTOOD, AND AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT.

Licensor: iFeature
Date: 2025-07-23

How to Install VST3 & AUv2 Plugins?

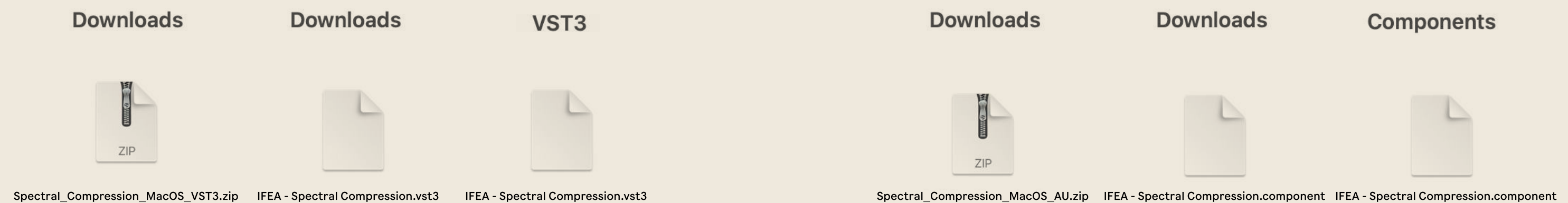


Windows (VST3 Only)

1. Locate the `.vst3` file you downloaded.
2. Copy or move the plugin into this folder:
C:\Program Files\Common Files\VST3
3. Open your DAW, go to its plugin preferences, and make sure it scans the VST3 folder.
4. Rescan or refresh the plugin list inside your DAW.
5. The plugin should now appear in your DAW.

How to Install VST3 & AUv2 Plugins?

MacOS (VST3 + AUv2)



VST3 Installation

1. Find the `.vst3` file you downloaded.
2. Move or copy the plugin to one of the following folders:
 - System-wide installation (for all users):
`/Library/Audio/Plug-Ins/VST3`
 - User-specific installation (just for you):
`~/Library/Audio/Plug-Ins/VST3`
3. Open your DAW and check that it scans the correct VST3 folder.
4. Rescan your plugin list if necessary.
5. The plugin should now be available.

AUv2 Installation

1. Locate the `.component` file (AU plugins usually have this extension).
2. Copy it to one of these folders:
 - System-wide AU install:
`/Library/Audio/Plug-Ins/Components`
 - User-specific AU install:
`~/Library/Audio/Plug-Ins/Components`
3. Restart your DAW (Logic Pro, GarageBand, etc.).
4. Your AUv2 plugin should now show up in the plugin list.

How to Install VST3 & AUv2 Plugins?

MacOS Troubleshooting (VST3 + AUv2)

If the plugin isn't showing up or fails to load, try:

Remove Quarantine Attribute:

1. Open Terminal.
2. Run this command:

For VST3:

```
sudo xattr -rd com.apple.quarantine /Library/  
Audio/Plug-Ins/VST3/IFEA - Spectral  
Compression.vst3
```

For AUv2 (Component)

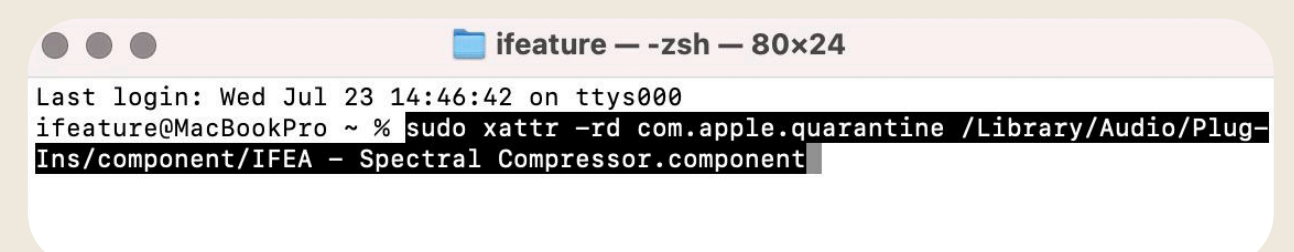
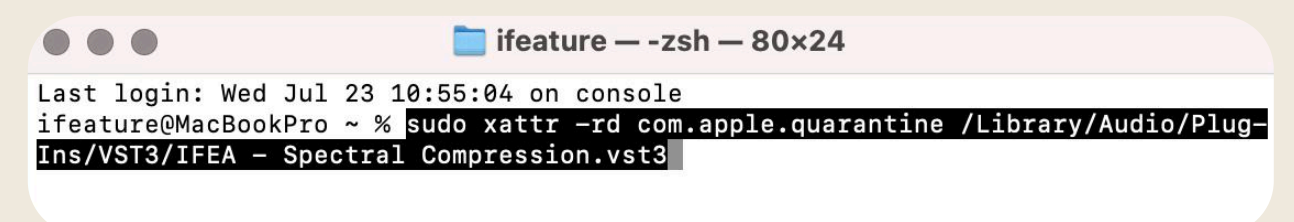
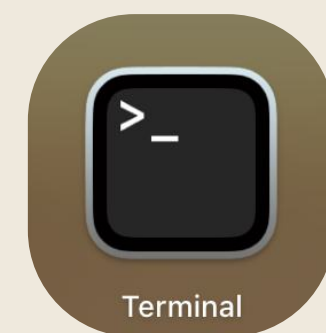
```
sudo xattr -rd com.apple.quarantine /Library/  
Audio/Plug-Ins/component/IFEA - Spectral  
Compressor.component
```

Allow the Plugin in Security Settings:

- Go to System Settings > Privacy & Security.
- Look for a prompt like “[Plugin] was blocked” and click Allow.

Final Checks:

- Make sure your DAW supports VST3 and/or AUv2.
- Ensure your system and plugin architectures match (e.g., ARM vs Intel).
- Try restarting your DAW or your computer.





What is Threshold in Spectral Compression ?

In spectral compression, the threshold sets the level where downward compression ("Down") reduces loud frequency bins above it, while upward compression (or "Up") boosts quiet bins below it, each applied per frequency bin for precise tonal shaping.



What is Tilt in Spectral Compression ?

In spectral compression, Tilt adjusts the frequency-dependent sensitivity of compression by emphasizing either high or low frequencies, effectively biasing the compression curve across the spectrum.



What is Gain in Spectral Compression ?

In spectral compression, Gain controls the overall output level after compression, compensating for any volume loss or boosting the processed signal uniformly across all frequencies.



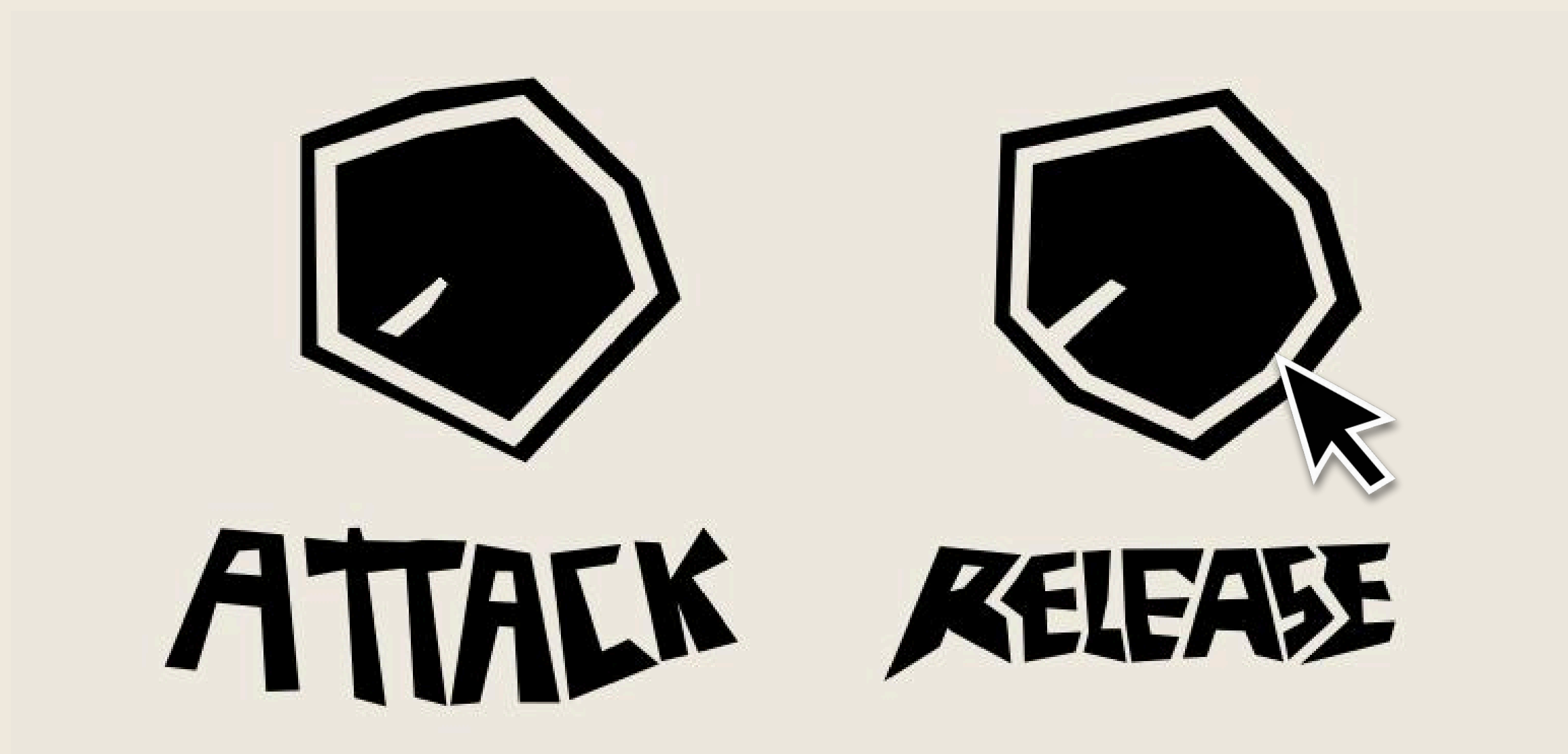
What is Ratio in Spectral Compression ?

In spectral compression, Ratio determines how strongly each frequency bin is compressed once it exceeds the threshold, defining the amount of gain reduction applied relative to how far it surpasses the threshold.



What is Knee in Spectral Compression ?

In spectral compression, Knee controls how gradually or abruptly compression is applied around the threshold, with a softer knee resulting in a smoother transition between uncompressed and compressed frequency bins.



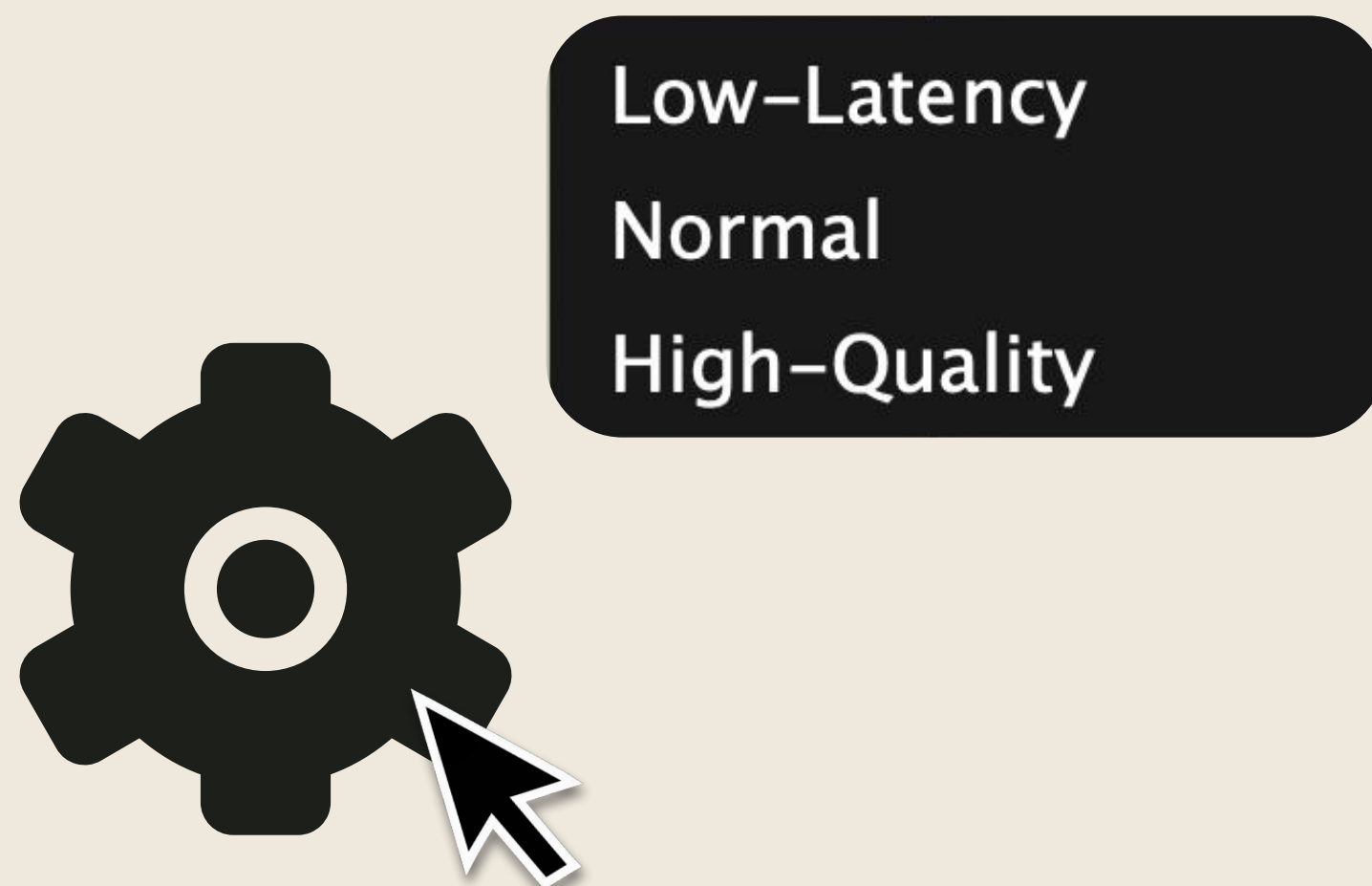
What is Attack/Release in Spectral Compression ?

In spectral compression, “Attack” sets how quickly compression is applied to a frequency bin after it exceeds the threshold, while “Release” determines how quickly the compression stops once the bin falls below the threshold.



What is Dry/Wet in Spectral Compression ?

In spectral compression, Dry/Wet controls the blend between the unprocessed (dry) signal and the compressed (wet) signal, allowing for parallel compression and more transparent results.



What is Settings in Spectral Compression ?

Settings determines the spectral resolution by selecting the number of frequency bands (e.g. 128, 512, 2048), which correspond to FFT sizes (256, 1024, 4096) and control the precision and responsiveness of the compression across the frequency spectrum.



Scale the Window

Spectral Compression interface is fully scalable, just drag any corner to resize the plugin window to suit your workflow and screen resolution.

That's it!

I wish you a lot of fun
w/ Spectral Compression!



Made in Germany