



USER MANUAL

Table of Contents

1. PREFACE	4
1.1 Minimum System Requirements.....	4
1.2 Installation.....	4
1.3 iLok Registration	5
2. QUICK START	6
3. UI OVERVIEW	7
3.1 Header.....	7
3.1.1 Logo	7
3.1.2 Input.....	8
3.1.3 Load Preset.....	8
3.2 WIDEN Module	9
3.2.1 Dry.....	9
3.2.2 Wet.....	9
3.2.3 Spread	10
3.2.4 Tone & Range	10
3.3 M/S Module	10
3.3.1 M/S	11
3.3.2 Rotate.....	11
3.3.3 Delay M & Delay S.....	11
3.4 STEREO Module	12
3.4.1 L/R	12
3.4.2 Pan L & Pan R.....	12
3.4.3 Delay L & Delay R.....	13
3.5 WIDTH Module	13

- 3.5.1 Width High 13
- 3.5.2 Low Split..... 14
- 3.5.3 Width Low & Delay Low..... 14
- 3.6 Output section and analysers..... 15**
 - 3.6.1 Quick Monitoring 15
 - 3.6.2 Vectorscope..... 15
 - 3.6.3 Stereo Correlation Meter 15
 - 3.6.4 Level Meter 16
 - 3.6.5 Output Gain..... 16
- 4. USE CASES 17**
- 5 End-User License Agreement..... 18**

1. PREFACE

WHAT IS STEREOLAB AND WHAT MAKES IT SPECIAL?

Thanks for choosing STEREOLAB!

Effortlessly sculpt and shape the stereo image of your audio signals with precision and ease. STEREOLAB includes an array of essential tools, including pan, balance, width adjustment, mid-side processing, and more. Tailor your sound to perfection by precisely positioning elements within the stereo field, achieving stunning clarity and depth.

Whether you're a professional audio engineer, a music producer, or a sound enthusiast, STEREOLAB empowers you to elevate your audio productions to new heights. With its unrivaled combination of convenience, versatility, and transparency, this plugin is a must-have tool in your audio arsenal.

1.1 Minimum System Requirements

WINDOWS: 8 (64-bit), 8 GB Ram, Intel® Core™ i5 (relatively recent)

MAC: 10.13 (64-bit), 8 GB RAM, Apple Silicon or Intel® Core™ i5 (relatively recent)

1.2 Installation

After downloading and opening the installer of STEREOLAB please follow the on-screen instructions to install the application.

THE MANUAL WILL BE COPIED HERE:

Windows: C:\Program Files\BOOM Interactive\StereoLab

Mac: /Applications/BOOM Interactive/StereoLab

USER PRESET BANKS WILL BE LOCATED IN SUBFOLDERS HERE:

WINDOWS: C:\Users\[user name]\AppData\Roaming\BOOM Interactive\StereoLab\Presets

MAC: /Users/[user name]/Library/Application Support/BOOM Interactive/StereoLab/Presets



Key Features:

- Comprehensive stereo imaging toolkit:
Stereo balance, per-channel pan and phase, dual-band width adjustment, mid-side processing, and more.
- Innovative widening algorithm:
Enhance the stereo image without sacrificing mono compatibility.
- Real-time visualization:
Intuitive graphical representation of your stereo field for precise adjustments.
- Seamless integration:
Compatible with all major digital audio workstations (DAWs) and operating systems.

1.3 iLok Registration

During the first start of STEREO LAB after installation, the iLok registration window pops up. STEREO LAB is licensed using the PACE Licensing Platform. You need to have an iLok account to use it, however setting up an iLok account is free. You will find all necessary information on how to setup your account on www.ilok.com. You can either directly authorize your computer (machine authorization) or use a 2nd or higher generation iLok hardware dongle. A second or third generation iLok (iLok2 or iLok3) is a product of PACE that can be purchased at www.ilok.com or from any participating music retailer.

Next: please download the iLok License Manager at www.ilok.com.

After your purchase, you automatically receive an order confirmation from us containing the download link for the installer plus a 30 digits long iLok activation code (e.g. 1234-1234-1234-1234-1234-1234-12).

HOW TO ACTIVATE THE LICENSE

- Open the iLok License Manager application.
- Either select the menu: License -> Redeem Activation Code or click on the small Redeem Activation Code Icon on the upper right of the application.
- You should then copy paste the entire code you received from us into the entry form. Select your iLok as the activation location to immediately activate the license on this iLok and confirm the location.

Now you are ready to go!



TIP:

Upon the first launch of the application, you will be asked to register STEREO LAB with your iLok account.

A free iLok account can be created under www.ilok.com



Watch a step-by-step video tutorial about how to activate your iLok license:

[WATCH TUTORIAL](#)



The product doesn't show up in your DAW?

Not activating the software when first launching the DAW can lead to DAWs putting the plug-in into a "failed to scan" blacklist or blacklist.

In such cases it is usually sufficient to:

- check the DAW's blacklist/blocklist
- remove the plugin from that list
- activate it in the iLok License Manager
- cause a plug-in rescan or restart your DAW

2. QUICK START


Once STEREO LAB has been instantiated, it will pass through audio unaltered while in its default state. The input signal runs from the left to the right through the four available processing modules WIDEN, M/S, STEREO and WIDTH. These modules can be enabled independently, and their order can freely be changed via drag and drop.

To the right you'll find the Output section, containing monitoring toggles, analyzers, and output gain adjustment.

3. UI OVERVIEW

The GUI of STEREO LAB is divided into the following sections: **Header**, **Modules**, **Analyzer** and **Output**. You can rearrange the **Modules** to change their order in the processing chain.



⚠ Click and drag the icon  located in the top left corner of a Module to rearrange its position.

3.1 Header



The **Header** occupies 3 general functions.

3.1.1 Logo



Click on the Logo in the top left of the GUI to display the currently installed version of STEREO LAB as well as support contact information and credits.

3.1.2 Input

STEREO IN ▾

Click to switch between Stereo and Mid/Side input depending on your input signal type. When switched to Mid/Side, STEREO LAB will decode the input signal to Stereo.

3.1.3 Load Preset

LOAD PRESET ▾


STEREOLAB comes with a variety of presets to serve as starting points for various common use cases. Click "Load Preset" to quickly recall any of the included configurations, or to restore the init state.

3.2 WIDEN Module



Widen produces an artificial side signal from any source. It allows you to drastically widen any signal in a controllable frequency range. It can even turn mono signals into stereo signals. Since **Widen** only affects the side component of the signal while leaving the mid portion unaffected, the signal will maintain mono compatibility.



In its initial state **Widen** is disabled. You can activate it by clicking on the button  in the top right corner of the module.

3.2.1 Dry



The **Dry** amount determines how much of the original signal is passed through.

3.2.2 Wet



The **Wet** amount lets you dial in the amount of the artificially created widening effect.

3.2.3 Spread



Spread affects the character and image of the generated signal. Adjust it to fit your input material.

3.2.4 Tone & Range



Tone and **Range** allow you to tweak the frequency range that is affected by **Widen**. **Tone** controls the center frequency, **Range** controls the band width.

3.3 M/S Module



Mid/Side processing is a technique used in audio production to manipulate the stereo image by splitting the stereo signal into two components: The mid (center) and side (stereo).

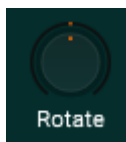
The mid component contains audio common to both channels, while the side component contains the audio information that is unique to each channel. By splitting the stereo signal into mid and side components, you gain precise control over the individual elements of the stereo field.

3.3.1 M/S



Use the **M/S** knob to adjust the mix of mid and side signal. When set to full left, only the mid component will remain, effectively soloing the mono portion of the input. On full right position, only the side component is kept.

3.3.2 Rotate



STEREOLAB lets you rotate the signal by an arbitrary angle to the left and to the right. You can imagine this like turning a double-eight M/S microphone in hindsight. This provides an interesting alternative to adjusting the left/right balance, since rotation of the signal doesn't affect the total energy of the audio.

3.3.3 Delay M & Delay S



The **Delay M** and **Delay S** controls allow you to apply delay to the mid and side components of the signal independently.



Observe the effect of rotation in the Vectorscope and compare it to the effect of adjusting the stereo balance instead.



Delaying either the mid or the side signal serves for a great way to create depth by slightly separating the mid and side transients. This is one of many ways to enhance the perceived stereo width of your audio.

3.4 STEREO Module



The **Stereo** module contains straightforward parameter access for general stereo control.


3.4.1 L/R



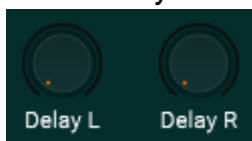
The **L/R** Knob alters the left/right balance of the input signal and behaves just like a balance knob you would find on a stereo channel of a regular mixer.

3.4.2 Pan L & Pan R



The **Pan L** and **Pan R** controls allow independent panning of the left and right input channels. The toggle buttons  above the knobs can be used to invert the phase of either channel.

3.4.3 Delay L & Delay R



The **Delay L** & **Delay R** controls allow you to apply delay to the left and right components of the signal independently.

3.5 WIDTH Module



The **Width** module provides a convenient way to quickly reduce the width of the signal. It contains an optional band splitter, allowing for independent control of high and low band.

This is your go-to tool for removing unwanted stereo information from bass sounds.

3.5.1 Width High



Interaural time delay for sound localization:

The precision delays used in STEREO LAB allow for very short delay times at sub-sample accuracy, enabling you to imitate the effect of interaural time delay.

Interaural time delay refers to the time difference between when a sound reaches each ear, aiding in our perception of sound localization and spatial cues. The brain uses these timing differences to determine the distance and direction of sound sources.

Dial back the overall width via the **Width High** control. If the **Low Split** toggle is deactivated, this will affect the entire frequency spectrum. This is the initial state when loading a new instance of STEREO LAB.

3.5.2 Low Split



Enable dual-band processing using the toggle button on the right of the Low Split knob. Once enabled, the **Low Split** knob lets you set the crossover frequency between high and low width adjustment.

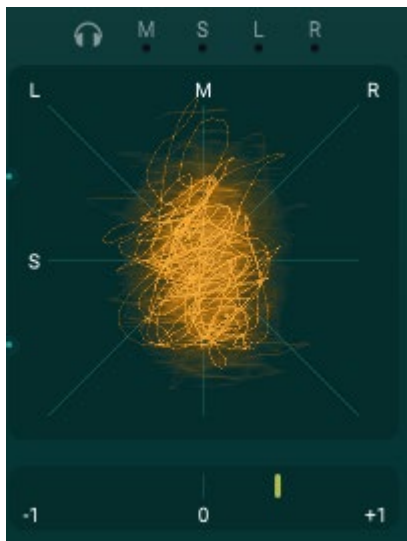
3.5.3 Width Low & Delay Low



If dual band processing is enabled, **Width Low** controls the width of the low frequency portion of the signal independently.

For interesting effects, you can delay the low portion of the signal, resulting in strong phase alterations around the crossover frequency.

3.6 Output section and analysers



3.6.1 Quick Monitoring

The **M**, **S**, **L** and **R** toggles above the Vectorscope allow you to temporarily solo mid, side, left or right component of the output signal. Click the toggle again, or the headphone icon, to disable monitoring and listen to the combined output again.

3.6.2 Vectorscope

The **Vectorscope** displays the phase and amplitude relationship between the left and right channels of the output signal, providing a responsive visual representation of the stereo image.

STEREOLAB uses the diamond-shaped variant: The diagonal lines correspond to the left and right channels, while the x and y axis represent the phase relationship between the two channels. A pure mono signal will show as a vertical line.

The **Vectorscope** is helpful when evaluating the stereo field because it provides a unique perspective on the stereo image, emphasizing the phase coherence and stereo width. It allows audio professionals to visually assess the balance of the stereo mix, detect any phase issues or imbalances, and make informed adjustments to achieve a more coherent and immersive stereo experience.

3.6.3 Stereo Correlation Meter

The **Stereo Correlation Meter** below the **Vectorscope** measures the correlation between the left and right channels of the output signal. It helps assess mono compatibility and phase cancellation issues. Simply spoken, it shows the "mono-ness" of the signal when right of the center position. If the meter moves to the left of the center position, left and right channels will cancel each other out when summed together.

3.6.4 Level Meter



To the right, above the output gain knob, you will find a simple **Level Meter** that indicates clipping, should it occur, and helps to keep the signal within safe range. The displayed range is -48dB, with -24dB at the centre, and 0dB at the top. The bright area displays RMS level.

3.6.5 Output Gain

Below the **Level Meter**, you can adjust **Output Gain** to compensate for changes in the signals level due to processing.

4. USE CASES

STEREOLAB is a comprehensive toolkit for altering the stereo image: It can serve as a handy tool for simple tasks like reducing bass width, inverting the phase, or swapping left and right channels.

It can just as well serve as a precision tool for signal restoration, artificial widening, or precise spatialization.

Designing a virtual sound stage with STEREOLAB allows for wider and cleaner mixes that couldn't be achieved with regular stereo balance panners alone.

By combining the various imaging tools in one package, STEREOLAB improves the mixing workflow in the box and helps focusing on the sound without the hassle of navigating between different plugins and the mixer of the DAW.

There are many opportunities for creative sound design when employing the flexibility of the customizable processing chain and the delay units.

Experiment!

PS: Of course, you could also just watch "music for oscilloscopes" on the Vectorscope and produce interesting geometric shapes by adjusting the various controls.

5 End-User License Agreement

This license agreement is a single-user license agreement. For multi-user licenses and multi-user discounts, please contact us via service@boomlibrary.com

The following End User License Agreement ("EULA") represents the contractual conditions between you ("Licensee" or "you") and BOOM Library ("BOOM", visit www.boomlibrary.com/about for the official legal company details and address) for the use of audio software plug-ins including related media, documentation (e.g. manuals) and other documents and materials (e.g. presets) manufactured by BOOM ("audio-plug-ins" or "software"). By installing and by registering the software on your computer, you declare yourself in agreement with these conditions. If you do not agree with these conditions, you are not allowed to install the software. Copyright laws and international copyright treaties, as well as other intellectual property laws and treaties protect the content. All rights not expressly granted to Licensee hereunder are reserved by BOOM.

Section 1 – Introduction:

1. What You Get:

- a. You get to install the software on up to two (2) computers that you, only, use. They can be your computer in an edit bay and a laptop for the field, or your computer at work (or school) and your computer at home, etc.

- b. Please note that you need a sequencer software to run our audio plug-ins which is not included in this license.

- c. You can copy the software only once, for the sole purpose of making a backup copy

- d. If you need licenses for multiple people or more workstations, you will need to get a multi-user license from us. Please contact us for multi-user pricing.

- e. If you are an educator and need a license for your lab please contact us for educational pricing.
- f. You can export, render out, re-record or otherwise save any type of sound, noise, music, pad (“work”) created with our audio plug-in and its presets and use it as part of any video, game, audio library or other media production (“media projects”), even other people’s media projects that you didn’t do, if the works are made from the copy of the audio plug-in you have on your computer and used as per our End User License Agreement.

2. What You Don’t Get:

- a. You don’t get to make any other copies of the audio plug-in.
- b. Please don’t share our audio plug-ins on the internet – we are a small company, and unlicensed copies hurt our ability to make the software better for you and bring you new products in the future.

Section 2 – Ownership:

1. The enclosed audio plug-ins and related instructions are licensed (not sold) to you, and BOOM retains all ownership interests and intellectual property rights in the Software.

Section 3 – Software License:

1. BOOM grants you a nonexclusive, nontransferable license to (i) install and use one copy of the Software on up to no more than two (2) computers both of which must be owned and used by you and (ii) make one copy of the Software for back-up or archival purposes only.
2. The software cannot be installed on a network server, without contacting us and asking for a Network license required for each workstation served on such network. You may not:

- a. copy (other than for a second computer owned and used by you and for back-up purposes), disclose, publish, export, distribute, rent, lease or sublicense
- b. remove any BOOM trademarks or copyright notices from;
- c. modify, translate or prepare derivative works of;
- d. use in a computer-based services business or publicly display visual output of;
- e. transmit by audio, digital or other electronic means or post software on any file-sharing site or
- f. reverse engineer, decompile or disassemble all or any portion of the audio plug-in in any form, except as expressly licensed herein.

Section 4 – Audio Rights (Rights to the works):

1. This license grants the rights to produce new works using our audio plug-in. Such new works can be created using the presets included in the audio plug-in. This license includes the worldwide, royalty-free, non-exclusive right to combine or sync works created with our audio plug-in into media projects without
 - a. paying any additional license fees to BOOM or any third-party other than the purchasing cost of this license;
 - b. obtaining additional clearances or permissions; or
 - c. providing source attribution to BOOM.
 - d. This license includes mechanical, synchronization, public performance and broadcast rights.

2. This license grants the worldwide and limited right to Licensee to use, re-record, duplicate, incorporate, modify, adapt, embed, and exploit all or a portion of the works created with our audio plug-ins without further payment to BOOM or any third party (royalty free). The media projects that can use the works created under this license using our audio plug-ins need to contain an additional element: i.e. voice, music, image, etc.

Examples of allowed uses are, without limitation, inclusion in radio programs, podcasts, mobile apps, television broadcasts, film soundtrack, music albums, PowerPoint presentations, sound effects libraries, software instruments, websites, advertising, multi-media presentations, video games and other similar products.

Section 5 – Limitations:

1. This license expressly forbids any unauthorized inclusion of the software or parts of the software code into applications or hardware products that you manufacture for your clients.

2. This license also forbids any stand-alone re-distribution method of our software, through any means, including but not limited to, re-selling, trading, sharing, re-compiling, mixing, processing, isolating, or embedding into other software or hardware of any kind, for the purpose of re-recording or reproduction as part of any free or commercial library of musical and/or sound effect samples and/or articulations, or any form of musical sample or sound effect sample playback system or device.

3. Licensee is prohibited from using works and our audio plug-ins in any product that is substantially sound effects audio and therefore would compete with other present and future BOOM products. Substantially, for the purposes of this license, is defined as containing pure sounds (without mixed in voice or music) for 80% or more of Licensee's entire projects. Upon written request that details such potential use by Licensee, BOOM will furnish a safe-harbor letter within 30 days allowing or disallowing use for the described project.

4. All licenses and rights under this license are nontransferable, which means Licensee may not sell, gift, or in any way allow another individual or business the rights obtained pursuant to this license except to Licensee's affiliates and successors. In the event that the Licensee is acquired by another business or organized under another business name or tax entity, all licenses and rights under this AGREEMENT may be transferred provided that number of users and workstations has not increased, and BOOM is notified of this transfer in writing within 30 days.

Section 6 – User Responsibility:

1. Licensee is responsible for installation, management and operation of the Software. Further, Licensee agrees to indemnify, hold harmless and defend BOOM from and against all claims or lawsuits, including attorneys' fees, that arise or result from any use or distribution of the Software not expressly authorized in this Agreement.

2. Warranty. BOOM warrants the Software media (e.g. download) to be free from defects in materials and workmanship for a period of sixty (60) days from the date of purchase. BOOM will replace any such defective media returned to BOOM during such warranty period, provided such defect is not the result of improper use or neglect, or if BOOM is unable to do so, it will refund your price for such defective Software. Replacement (or refund) is the exclusive remedy for any such defects, and BOOM shall have no liability for any other damages.

3. THE FOREGOING WARRANTY IS IN LIEU OF ALL OTHER EXPRESS OR IMPLIED WARRANTIES, INCLUDING ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT WILL BOOM BE LIABLE FOR ANY KIND OF SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES, INCLUDING LOST PROFITS, EVEN IF BOOM HAS KNOWLEDGE OF SUCH POTENTIAL LOSS OR DAMAGE.

Section 7 – Termination and reservation of right:

1. This Agreement is effective until terminated. You may terminate it at any time by destroying the Software, including all computer programs and documentation, and erasing any copies residing on computer equipment. This Agreement also will terminate if you do not comply with any terms or conditions of this Agreement. Upon such termination you agree to destroy the Software and erase all copies residing on computer equipment.

2. This Agreement may be subject to alterations, due to changes in law, new distribution channels, acquisition of BOOM by a third-party entity, new rules applied by third party software providers on whom BOOM's software rely on. BOOM warrants that any such alternation will happen in the best interest of the Licensee and BOOM and that BOOM will inform Licensee in due time and in written form of any such changes.

Section 8 – Agreement:

1. This Agreement expresses the entire understanding between you and BOOM and supersedes all other oral or written communications relating to the Software. This Agreement shall be governed and construed under the laws of the Federal Republic of Germany and subject to the exclusive jurisdiction of the courts therein.

2. Some content included BOOM's Software, as well as any associated intellectual property rights and titles, belongs to third parties. This content may be protected by copyright or other intellectual property laws and treaties and may be subject to terms and conditions from the third party providing the content.

3. If any section of this EULA should be or become invalid, either completely or in part, this shall not affect the validity of the remaining sections. The parties agree that they make good effort to replace the invalid section with a valid regulation which comes as close as possible to the purpose originally intended.

APPENDIX A: SOFTWARE LICENSE AGREEMENTS OF THIRD PARTIES

I - Inno Setup License:

Except where otherwise noted, all of the documentation and software included in the Inno Setup package is copyrighted by Jordan Russell. Copyright (C) 1997-2013 Jordan Russell. All rights reserved. Portions Copyright (C) 2000-2013 Martijn Laan. All rights reserved.

This software is provided "as-is," without any express or implied warranty. In no event shall the author be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter and redistribute it, provided that the following conditions are met:

- 1.) All redistributions of source code files must retain all copyright notices that are currently in place, and this list of conditions without modification.
- 2.) All redistributions in binary form must retain all occurrences of the above copyright notice and web site addresses that are currently in place (for example, in the About boxes).
- 3.) The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software to distribute a product, an acknowledgment in the product documentation would be appreciated but is not required.
- 4.) Modified versions in source or binary form must be plainly marked as such, and must not be misrepresented as being the original software.

Jordan Russell, jr-2010 AT jrsoftware.org, <http://www.jrsoftware.org/>

II - PFFFT : a Pretty Fast FFT

Copyright (c) 2013 Julien Pommier (pommier@modartt.com)

Based on original fortran 77 code from FFTPACKv4 from NETLIB, authored by Dr Paul Swarztrauber of NCAR, in 1985.

As confirmed by the NCAR fftpack software curators, the following FFTPACKv5 license applies to FFTPACKv4 sources. My changes are released under the same terms.

FFTPACK license:

<http://www.cisl.ucar.edu/css/software/fftpack5/ftpk.html>

Copyright (c) 2004 the University Corporation for Atmospheric Research ("UCAR"). All rights reserved. Developed by NCAR's Computational and Information Systems Laboratory, UCAR, www.cisl.ucar.edu.

Redistribution and use of the Software in source and binary forms, with or without modification, is permitted provided that the following conditions are met:

- Neither the names of NCAR's Computational and Information Systems Laboratory, the University Corporation for Atmospheric Research, nor the names of its sponsors or contributors may be used to endorse or promote products derived from this Software without specific prior written permission.
- Redistributions of source code must retain the above copyright notices, this list of conditions, and the disclaimer below.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions, and the disclaimer below in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE CONTRIBUTORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS WITH THE SOFTWARE.

III - FFTConvolver

Copyright (c) 2017 HiFi-LoFi

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

IV - Roboto Fonts

This application makes use of the Roboto fonts authored by Christian Robertson and made available through Google Fonts (fonts.google.com) under the terms of the Apache Software License v2.

Version 2.0, January 2004, <http://www.apache.org/licenses/>

1.) Grant of Copyright License: Subject to the terms and conditions of this License, Apache hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.

2.) Trademarks: This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.

3.) Disclaimer of Warranty: Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.

4.) Limitation of Liability: In no event and under no legal theory, whether in tort (including negligence) contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.

V - Steinberg VST License

VST PlugIn Technology by Steinberg Media Technologies and VST PlugIn Interface Technology by Steinberg Media Technologies GmbH.

LIMITATION OF LIABILITY

1.) Subject to the provisions in the following sub-sections, Steinberg shall only be liable, irrespective of the legal grounds, for damages caused by the intentional or grossly negligent conduct of Steinberg, its legal representatives, managerial employees or any other vicarious agents. In the case of damage caused by the grossly negligent conduct of any other vicarious agents, the liability shall be limited to those damages which must typically be expected within the scope of an agreement such as the present one. Any further liability other than as permitted under this agreement shall be excluded.

2.) Any liability of Steinberg for damages arising from violation of life, body and health, from the assumption of a guarantee or from a procurement risk as well as Steinberg's liability for damages pursuant to the Product Liability Act (Produkthaftungsgesetz) shall remain unaffected.

3.) To the extent the liability of Steinberg is excluded pursuant to the subsections of these provisions, this shall also apply to the benefit of Steinberg's employees in the event the Licensee files any claims directly against them.

PRODUCT WARRANTY

1.) Steinberg licences the VST PlugIn Interface Technology on an "AS IS" basis. Steinberg makes no warranties, express or implied, including without limitation the implied warranties of merchantability and fitness for a particular purpose, regarding the VST PlugIn Interface Technology or operation and use in combination with the Licensee's program. Neither the Licensee, its employees, agents or Distributors have any right to make any other representation, warranty or promise with respect to the VST PlugIn Interface Technology.

2.) In no event shall Steinberg be liable for incidental, indirect or consequential damages arising from the use, or distribution of the VST PlugIn Interface Technology by the Licensee, whether theory of contract, product liability or otherwise. All claims for indemnification for losses by the Licensee itself or by third parties shall be excluded.

3.) Steinberg may in its sole discretion discontinue the distribution of the current VST PlugIn SDK and/or release improved versions of the Licensed Software Developer Kit but offers no commitment whatsoever those releases will occur at any time or for anybody.

INFRINGEMENT

1.) Steinberg represents and warrants that, as of the date of this Agreement, it is not aware of any claim or action alleging that VST, the VST PlugIn Interface Technology, or the content of the Licensed Software Developer Kit infringes any third party intellectual property right.

2.) Steinberg, however, disclaims any obligation of defense or indemnify of the Licensee or its customer with respect to any such claim or action, or otherwise arising out of this agreement. Steinberg shall have no liability arising out of any such actual or alleged intellectual property infringement. The Licensee, however, shall promptly notify Steinberg, in writing, of each such infringement claim of which the Licensee becomes aware. Steinberg may defend the Licensee against such claims. In such case, the Licensee is obligated to duly support Steinberg's defense.

This is a software of BOOM Library

All other product names, brands and trademarks, mention of which in this document and the software is for identification purposes only and does not imply affiliation or endorsement, are the property of their respective owners.

Visit www.boomlibrary.com/about for the official company address.

www.boomlibrary.com

© 2023 BOOM Library. All Rights Reserved.