Peakroom HARMONIQ — Adaptive Harmonic EQ (free) · 1.4

HARMONIQ is a 24-band equalizer that also creates clean harmonics, shapes transients, saturates, tames resonances and moves with the song. Each job has its own tab on the same display: EQ · HARMONICS · TRANSIENT · SATURATION · WIDTH · DELAY · REVERB · RESONANCE · MOTION (keys 1-9).

The display

- Click an empty spot: new band of the current tab's kind. On the EQ tab the far left / right edge adds a LOW / HIGH CUT.
- Right-click an empty spot: add a band of ANY kind right there (on the MOTION tab: a moving one). With a band's panel open, the click closes the panel instead (the next click adds).
- Drag on empty space: selection box. Drag any selected node and all of them move together. Cmd+A selects every band of the tab, Delete removes the selection.
- Drag a node: frequency + value (Shift = fine, Cmd = frequency only). Scroll: Q / width. Double-click: remove. Right-click a node: CHANGE TO another kind (EQ, Harmonics, Transient, Saturation, Width, Delay, Reverb - frequency and motion stay), DUPLICATE, type, stereo, solo.
- Bubble icons: power = BYPASS, headphones = SOLO, x = delete.
- IN / OUT / SC (+ masking zones) / HARM analyzers, FREEZE ghost, range ±6 / 12 / 18 / 30 dB.
- While RESONANCE is on, what it turns down (violet) and lifts (green) is drawn on every tab.

The band panel

Docked at the bottom of the display, closes with x or a click on empty space. - BYPASS keeps the band but takes it out of the sound. SOLO plays the band's region of the processed sound (plus its own overtones): toggle BYPASS while soloing to hear exactly what the band does. - EQ: Bell, Low/High Shelf, Low/High Cut 6-48 dB/oct, Notch, Band Pass, Tilt; stereo (Stereo / Mid / Side / Left / Right); dynamic RANGE / THRESHOLD / ATTACK / RELEASE, EXT SC; acts on ALL / ATTACK / SUSTAIN; FOLLOW the played note. - HARMONICS: clean 2nd-6th overtones of the region (WARM / EVEN / ODD / OCTAVE / RICH). The overtones follow fast notes (arps) without crackle. Below zero: the region's own overtones are reduced. - TRANSIENT: SHAPE = attack (node) and sustain (diamond) gains, ATK TIME (how fast the attack is caught) and DECAY (how long it lasts). PUNCH = attack pushed + body compressed (COMP) with automatic make-up: harder hit, same level. - SATURATION: TUBE / TAPE / ANALOG / DIGITAL / EVEN / ODD drive of the region, only the new harmonics are added. Below zero: that character's overtones are cut. - WIDTH: the region's side level (up = wider, down = narrower / mono) + HAAS (the region's right channel a few ms later). - DELAY: only the region echoes. TIME synced to the song (1/32 - 1 bar, triplet, dotted), FEEDBACK, PING-PONG. Up to 4 delay bands. - REVERB: only the region goes into a room. SIZE, DAMP (darker tail), PRE-DELAY (0-150 ms, keeps a vocal upfront). Up to 4 reverb bands.

Tabs with a card

- HARMONICS card = HARMONIC LAYER: LEVEL, LOW/HIGH CUT, WIDTH, PUNCH, SOLO, FOLLOW PITCH (exact 2nd-6th harmonics of the detected note; draw their levels).
- RESONANCE: DEPTH, SHARP, SELECT, FOCUS LO/HI, ATTACK, RELEASE, LIFT (weak partials pulled up), LISTEN. Adds latency while on (2048 samples at 44.1/48 kHz).
- MOTION works like EQ: click to add a moving EQ band (right-click: a moving band of any kind), click a node to edit its 16 steps in the panel (draw, or GATE / OFFBEAT / RAMP UP / RAMP DN / PULSE / RANDOM / SHARED), DEPTH, SMOOTH and RATE (1 beat - 4 bars). The card shows every band's pattern.
- EQ card = MATCH EQ: reference = dropped audio file, sidechain average, or a track CAPTURED in another HARMONIQ.
- OUTPUT: OUTPUT, MIX, AUTO GAIN (equal loudness), DELTA (only the change), IN/OUT meters.

Presets and settings

< name ☆ > browses presets, SAVE stores MY PRESETS (Music/Peakroom Audio/Harmoniq Presets), A/B + COPY, UNDO/REDO. SETUP: oversampling 2x/4x/8x, analyzer speed and tilt, display refresh 30/60/120 fps, tooltips, SAVE AS MY DEFAULT, FACTORY SETTINGS.