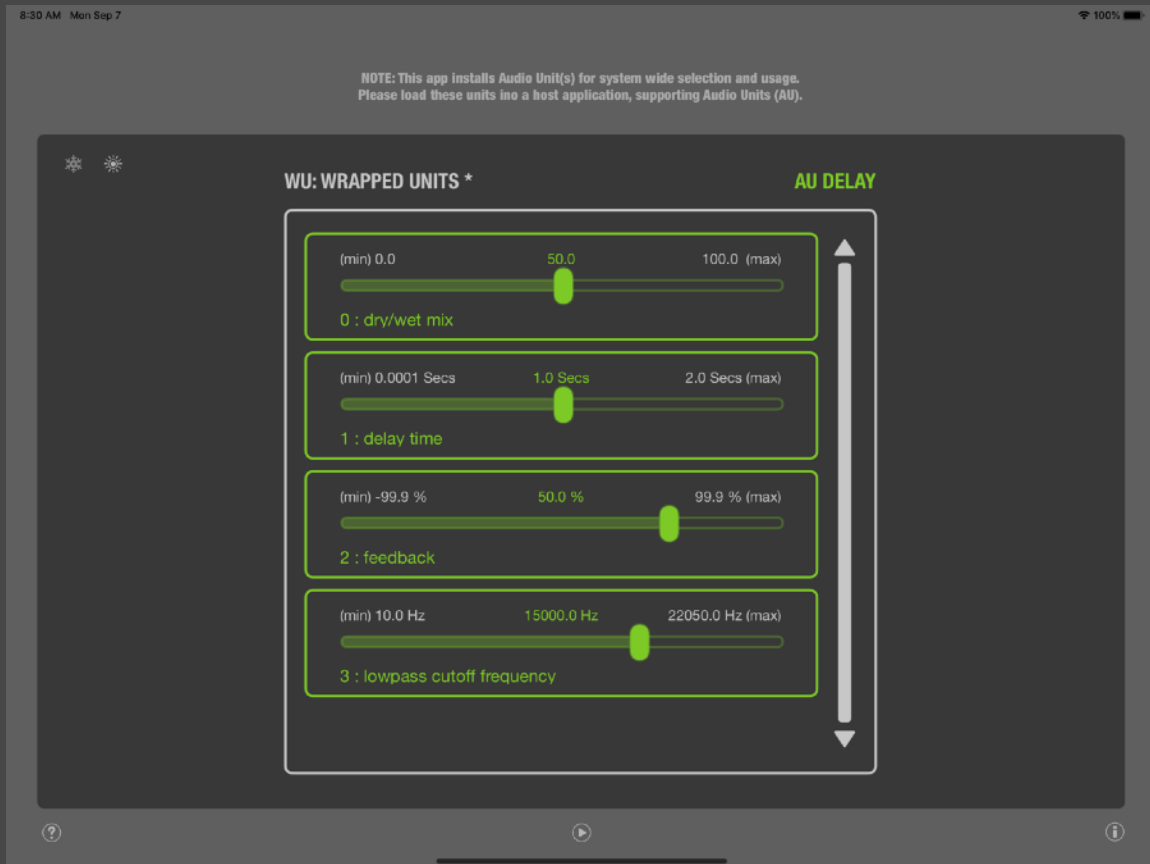




**JAX : ((WU : WRAPPED UNITS))
SERIES**

UNLEASH THE POWER OF THE HIDDEN UNITS.

JAX : WU (WRAPPED UNITS) SERIES



This is a collection of Audio Units created by us, which expose a (missing) user interfaces to iOS system included Audio Units.

iOS includes allot of quite useful public Audio Units, but many host apps do not expose these to the user, never mind of not exposing their functionality in any way.

The result is often missing these essential cross-platform-available Audio Units, the absolute essentials for audio processing, i.e. an expander, compressor, limiter, ring modulator, decimator, delay, reverb, several filters and EQs and so on, which are all well known and instantly available on the MacOS

to anyone (GarageBand, MainStage and Logic Pro X and others).

GarageBand for iOS (and some few third party host applications for the mobile platforms) at least, do embed these audio units with a generic interface.

So we created some kind of generic user interface too, published as single audio units with own user interfaces, that wrap these included system Audio Units to expose all of their parameters to the host applications not providing it, because of the simple lack of not having a user interface to expose. (These system units are by default - and probably certain intention - parametric Audio Units without a specific user interface on iOS).

This collection concept may sound quite simple but required allot of research, time and work on our side, due to missing system and development documentations for these units and so each single Audio Unit extension will be available for the lowest possible price in the App Store.

We also decided to release these units as separate units, rather than packages, because users may not need all of the offered Audio Units at ones or even owning each single unit of them (cluttering the AU listings this way) but selectively are able to chose the unit(s) of desire.

Please note, that we did not touch the internal DSP of these units in any way and also tried to keep the native preset format untouched for possible exchanging of patches across different host applications.

These Audio Units are developed by Apple and essential part of the basic Audio Unit system on all Apple platforms. Developers can expose these for usage with audio processing.

The complete collection includes the following single components, which will be released in successive order:

Collection 1: Delays & Reverbs

- WU: AUDelay (a classic delay effect)
- WU: AUSampleDelay (a sample offset, useful for latency compensation)
- ~~- WU: Reverb (preset reverb)~~
- WU: Reverb2 (algorithmic reverb)

Collection 2: Distortion & Dynamics

- WU: AUDistortion (multi distortion effects)
- WU: DynamicsProcessor (multi dynamics effects)
- WU: AUPeakLimiter (peak/brickwall limiter)

Collection 3: EQ & Pitch

- ~~- WU: AUNewPitch (pitch shifter)~~
- WU: AUParametricEQ (single band EQ)
- WU: AUNBandEQ (10 band EQ)

Collection 4: Filters

- WU: AUBandpassFilter (basic bandpass filter)
- WU: AULowPassFilter (basic lowpass filter)
- WU: AUHighPassFilter (basic highness filter)
- WU: AULowShelfFilter (basic low shelf filter)
- WU: AUHighShelfFilter (basic high shelf filter)

Collection 5: Synthesizers & Samplers (*)

- WU: AUSampler (single MIDI channel, 64 voice polyphonic sampler)
- WU: AUMIDISynthesizer (multitimbre/multichannel GM compatible synthesizer, that uses soundfonts) (**)

(**) GM (General MIDI) compatibility and sound quality always depends on the used sound fonts.