BACKWARD PRODUCTION

BW TWO

ANALYZER

VERSION 2.0.0



User manual · VST3 · AAX · Windows 64-bit

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1. Introduction

BW Two Analyzer is a professional stereo analyser: spectrum, waterfall, spectral spatial map, goniometer and phase correlation, level meters with true peak, and loudness (LUFS). It only measures: it never changes the sound, so there is no bypass and no input or output meter.

This manual describes **version 2.0.0**. The measurement engines are the same as in BW Two 1.0.8. Version 2.0.0 brings the BackWard platform interface shared with BW One, BW Three and BW Four (footer with presets, module buttons, logo and About card, Settings window), an experimental OpenGL rendering option (Normal is recommended), and several stability fixes.

2. Installation

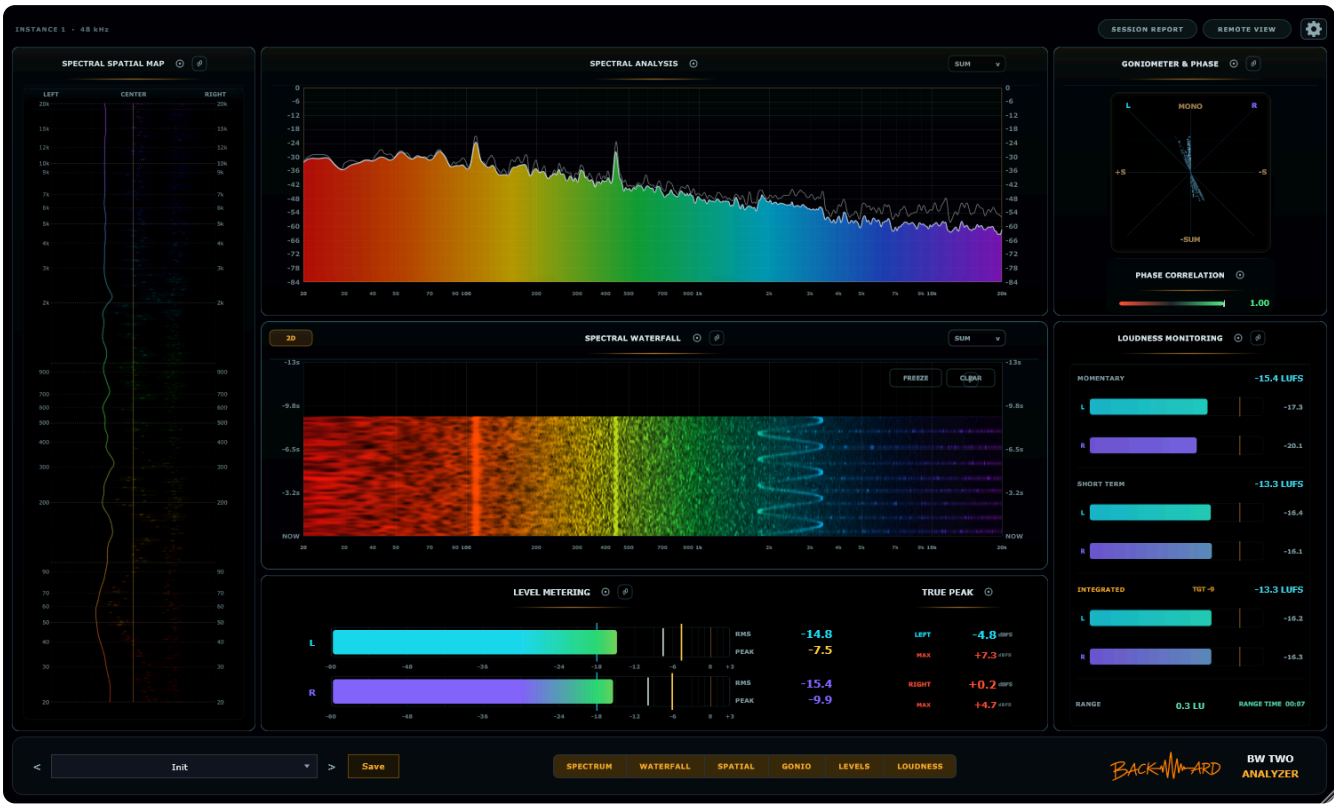
Run **BW_Two_Analyzer_v2.0.0_Setup.exe** (administrator rights required). VST3 is always installed; AAX (Pro Tools) is optional. The VST3 goes to `C:\Program Files\Common Files\VST3\BackWard\BW Two Analyzer.vst3`. The installer removes the former `BW Two.vst3`, which shares the same identity. Then rescan your plugins and check the version in the About card (click the BackWard logo).

> Your saved sessions, user presets and window layouts are kept: BW Two Analyzer 2.0.0 reads what BW Two 1.0.x saved.

3. Quick start

1. Insert BW Two Analyzer on a track, a bus or the master.
2. Play: every module updates in real time.
3. Use the footer buttons to show or hide modules, and the gear of each module for its options.
4. Double-click a module to make it fill the window; double-click again to come back.

4. The interface at a glance



Top bar	Instance, track name and sample rate on the left. SESSION REPORT, REMOTE VIEW and the Settings gear on the right.
Workspace	The modules. Each has a gear (its options and guide) and a link button (open in its own window).
Footer	Preset bar, the six module buttons, the BackWard logo (About) and the product name.

The window can be resized from the bottom-right corner. On narrow windows the footer simplifies itself, but the module buttons always stay available.

5. The six modules

Spectrum	Real-time spectrum. The selector picks SUM, L+R, L, R or SIDE. The mouse wheel zooms; dragging moves the frequency range.
Waterfall	The spectrum over time (2D history). Freeze holds the image, Clear erases the history, the inspector reads frequency, time and level.
Spatial	Spectral spatial map: for each frequency, where the sound sits between left and right, and how coherent it is.

Goniometer	Stereo scope and phase correlation (+1 mono-compatible, 0 wide, below 0 out of phase).
Levels	RMS and peak level per channel in dBFS, with True Peak and the maximum of each channel.
Loudness	Momentary, short-term and integrated loudness in LUFS, loudness range in LU, target marker, range time.

Each module keeps its own Options window (gear) with a detailed guide, and its own factory reset.

6. Module buttons and workspace

The six footer buttons show or hide each module (amber = shown). Right-click a button for **Go to this module**, **Solo**, **Open in plug-in** or **Open in separate window**. A small dot marks a module that lives in its own window. With every module hidden the workspace says so; the buttons are the way back. The Settings window lists the same modules with Docked / Window / ON, plus Show all and Default layout.

7. Presets

User presets are complete interface setups, shared by every instance on the computer. Click the name for the list; the arrows step through the presets; **Save** writes over the active one, and a new preset asks for a name. **Save as** picks a slot, and the **Preset library** renames, imports, exports (`.bwtpreset` , `.bwtbank`) and deletes. There are four slots.

8. Session report

Records the session (levels, loudness, true peaks) and exports it as PDF, XLSX or CSV. Open it from the top bar.

9. Remote view

Shows the analysers on a phone or tablet on the same network (scan the code or type the address). It is read only.

10. Settings, Help and About

The gear opens the Settings window (OPTIONS and HELP). OPTIONS covers where each module lives, workspace, tools and rendering; it only changes what you see. The BackWard logo opens the About card: version, instance and sample rate, and **Export error log**, which saves the plugin's error-only log for support.

11. Rendering and performance (OpenGL)

By default the processor draws the windows (**Normal**). **OpenGL** (Settings, OPTIONS, Rendering) lets the graphics card draw them. It is **experimental**: in our tests with several instances open in a host (4 instances in Nuendo) it made the host slower, so **Normal is recommended**, especially with several instances. The setting applies to every window. If the host ever fails while OpenGL starts, the plugin switches it off automatically at the next start. The interface also shares its refresh budget across all open windows so many instances stay responsive.

12. Tips

- Hide the modules you do not need: the others get more room.
- Detach a module to a second screen with its link button.
- Nothing in Settings changes a measurement.

13. Troubleshooting

Old BW Two still listed	Delete `BW Two.vst3` from the VST3 folders and rescan.
Window looks cut	It corrects itself; otherwise resize slightly.
Something failed	Click the logo, then Export error log, and send the file.

14. Version history

2.0.0 - BackWard platform interface, footer and Settings, About with error log export, experimental OpenGL option, fix for a hang at exit, same measurement engines. **1.0.8** - static runtime (no dependency on Visual C++ redistributables). Earlier versions: see RELEASE_NOTES.txt.