



FACT SHEET · VERSION 1.0.5

Clearwall Limiter

Hold the ceiling. Keep the punch.

A true-peak mastering limiter in three styles: Clear, Punch and Dense. Set a loudness target and Learn Drive sets the Drive to meet it. Then judge the result at matched loudness with Unity, or hear exactly what the limiter removes with Delta.



Real render. Punch, Club master -8: -8.0 LUFS integrated, -1.0 dBTP, -3.5 dB gain reduction.

WHAT IT DOES

- **Three styles, one structure, one latency.** Clear clips only the tips of hits. Punch clips the first milliseconds of each drum hit, where the snap lives, and leaves the rest to the gain. Dense hands more of the work to the clipper as you push and keeps that extra clipping off the bass. Switching style never shifts your timing.
- **A true-peak ceiling** from -12 to 0 dBTP, held with 8x true-peak detection and a final verify stage.
- **A target, and Learn Drive.** Set a target in integrated LUFS, short-term maximum or PLR. Learn Drive listens to the loudest part in 4-second windows, sets Drive once and stops. It never rides the gain. If the target is out of reach, it keeps the closest Drive it measured and says so.
- **Honest listening.** Unity turns the output down to the input's loudness, so a louder setting can't win just by being louder. Delta plays only what the limiter removes. Codec plays an AAC 256 kbps encode and decode on macOS. While either one plays, the display dims and says so, with a BACK TO NORMAL key, and closing the window returns to Normal. An offline bounce prints the normal output.
- **Codec margin, off by default:** the ceiling held 1 dB lower while the short-term loudness is above -14 LUFS (fading in from -16).
- **Master or Live.** Master runs every stage at 25.8 ms at 48 kHz, reported to the host. Live, for tracking through the master bus, stays under 10 ms at every rate from 44.1 kHz (8.5 ms at 48 kHz).
- **Also:** metering to ITU-R BS.1770, checked against the EBU Tech 3341 and 3342 test signals; dither at 24 or 16 bit with noise shaping at 16 bit (44.1 and 48 kHz); 15 presets that never move Drive; A/B with Copy, undo and redo; bypass with a 10 ms crossfade that keeps your timing.

AT A GLANCE

Category	Mastering limiter
Version	1.0.5
macOS	Apple silicon and Intel: AU, VST3, AAX
Windows	10 or later, 64-bit: VST3, AAX, standalone
Sample rates	44.1 to 192 kHz
Trial	Free for 3 days, full function
Licensing	Purchased licenses work offline; trials need an internet connection

MEASURED

Ceiling, Master	Worst overshoot 0.0012 dB at 32x, 16 mixes at -8 LUFS
Ceiling, Live	Worst overshoot 0.0000 dB, same 16 mixes
Six rates, 44.1 to 192 kHz	Worst overshoot 0.0003 dB; loudness within 0.035 LU of 48 kHz
Loud masters	-6 and -5 LUFS on 16 of 16 mixes, every style
Bass at -5 LUFS (Dense)	Bass share (20 to 120 Hz) moved -0.51 dB, median of 16 mixes
Latency at 48 kHz	Master 25.8 ms, Live 8.5 ms; fixed and reported
Plugin vs engine	Bit-identical renders, 0 of 950,400 samples differ
Mac and Windows	630 test renders bit-identical

Vitric Audio is an American audio plugin developer making plugins for mixing, mastering and sound design. Every plugin ships as VST3 and AAX for Windows, and VST3, AU and AAX for macOS, with a free 3-day trial. Current prices and offers are on each product page. Interface renders, the logo and this sheet are in the press kit.

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