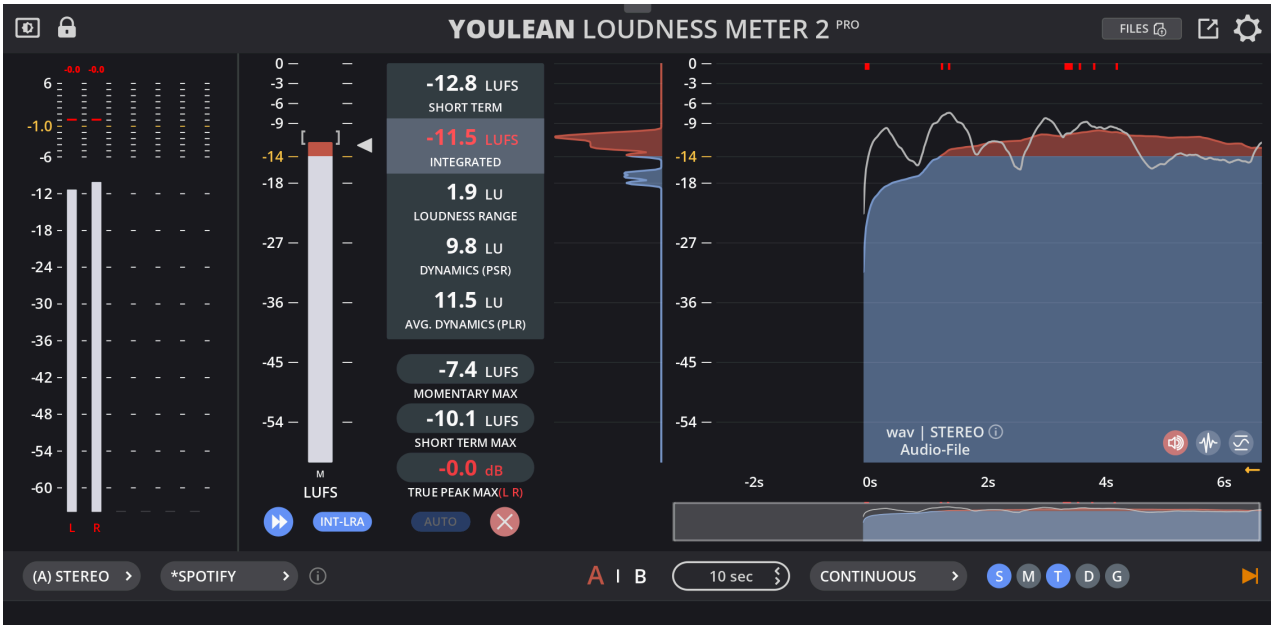
Youlean Loudness Meter 2

Introduction

Overview



Youlean Loudness Meter 2 is a professional audio tool designed for precise loudness measurement and dynamic range analysis, essential in music production, broadcasting, and film post-production. It seamlessly integrates with various digital audio workstations, offering real-time loudness measurements. Additionally, it is available as a standalone APP or as a command-line tool for advanced users.

For more information about Youlean Loudness Meter 2, detailed features, and purchase options, please visit the official page: https://youlean.co/youlean-loudness-meter/↗.

System Requirements

Youlean Loudness Meter 2 is engineered to be compatible with a wide range of systems, ensuring that users across different platforms can access its advanced loudness metering capabilities. Below are the system requirements needed to run Youlean Loudness Meter 2 effectively.

Operating Systems:

- **macOS**: Supports Version 10.13 (High Sierra) or later, compatible with both Intel x64 and ARM64 architectures (Intel CPU, Apple Silicon, M1, M2, M3).
- **Windows**: Compatible with Windows 7 or higher, supports both ARM64 and 64-bit Intel/AMD systems.

Formats:

Application (Standalone): Available for both macOS and Windows. This standalone version allows easy access and usage without needing a DAW.

Command Line Tool: For users who prefer script-based control or automation. This tool offers advanced capabilities for integrating into custom workflows or automated systems.

Plug-in Formats:

- **VST2**: For DAWs supporting the VST2 standard.
- **VST3**: Compatible with newer VST3 standard DAWs.
- **AU (Audio Unit)**: Specifically for macOS, works with AU-supporting DAWs.
- **AAX**: Designed for Avid's Pro Tools.

Installation - Windows

Install Using the Installer

1. **Download**: Visit the Youlean website ↗ and download the Windows installer.
2. **Unzip and Run**: Extract the downloaded .zip file and run the .exe file.
3. **Installation Process**: Follow the on-screen instructions. Choose the desired components and specify the installation directory.
4. **Completion**: Complete the installation and then open a standalone application or your DAW to use the plugin.
5. **Done!**

Manual Install Method

1. **Download**: Visit the Youlean website ↗ and download the Windows installer.
2. **Unzip**: Extract the downloaded .zip file and open the "Manual Install" folder.
3. **Copy**: Copy the file to the designated plug-in, app, or command line tool location for installation.
4. **Done!**

Default locations are as follows:

Format	Path
APP	C:\Program Files\Youlean\Youlean Loudness Meter 2
CMD	C:\Program Files\Youlean\Youlean Loudness Meter 2
VST2	C:\Program Files\Steinberg\Vstplugins
VST3	C:\Program Files\Common Files\VST3
AAX	C:\Program Files\Common Files\Avid\Audio\Plug-Ins

The paths are same for both ARM64 and Intel/AMD x64. Make sure to copy the correct architecture.

- The command line tool is named “ylm2”
- If you need an older version, please contact us. ↗
- If the installation does not succeed, try using the installer.

Installation - macOS

Install Using the Installer

1. **Download**: Visit the Youlean website ↗ and download the macOS installer.
2. **Open and mount**: Open the downloaded .dmg file and open it.
3. **Run Installer**: Double-click on the installer to run it.
4. **Follow Instructions**: Agree to the terms and continue.
5. **Completion**: Complete the installation and then open a standalone application or your DAW to use the plugin.
6. **Done!**

Manual Install Method

1. **Download**: Visit the Youlean website ↗ and download the Windows installer.
2. **Unzip and Mount**: Extract the downloaded .dmg file, mount it, and open the "Manual Install" folder.
3. **Drag Copy**: Drag files to the specific folders.
4. **Reboot or Log Off**
5. **Done!**

> ⓘ If you are upgrading, delete the old files first to prevent the installation issues.

Default locations are as follows:

Format	Path
APP	/Applications/
CMD	/usr/local/bin/
VST2	/Library/Audio/Plug-Ins/VST/
VST3	/Library/Audio/Plug-Ins/VST3/
AU	/Library/Audio/Plug-Ins/Components/
AAX	/Library/Application Support/Avid/Audio/Plug-Ins/

- The command line tool is named “ylm2”
- If you need an older version, please contact us. ↗
- If the installation does not succeed, try using the installer.

License Activation

Personal or business usage

The PRO version of the Youlean Loudness Meter comes as a single license, with flexible usage terms tailored for both individual and business users.

- **Personal Usage**: For individual users, the license can be applied across multiple personal devices, supporting those who work on various platforms.
- **Business Usage**: In a business setting, the same license is restricted to a single machine but allows unlimited users on that device, making it suitable for team environments or studios where the meter is accessed by multiple people.

This approach ensures that the license adapts to both personal and professional needs.

Activating PRO version

The PRO version can be unlocked from either the standalone application, command line tool, or plugins.

- **Purchase PRO Version**: Visit the official Youlean website ↗ and navigate to the purchase section. Select the PRO version and complete the purchase process.
- **Receive Serial Number**: After purchasing, you will receive an email containing your unique serial number.

> **Your license should look like this:**
>
> EMAIL: name@example.com
>
> SERIAL: YLMP-XXXX-XXXX-XXXX-XXXX

- **Open Plugin in DAW**: Launch the standalone Youlean Loudness Meter application, or open a plugin inside DAW.

Sometimes plugins can have problems accepting keyboard inputs, so the easiest way to register would be using a standalone application.

- **Enter Registration Details**: Click the padlock icon in the plugin interface. Enter the email address and serial number. The easiest way would be to copy the details from the received email and paste them into the correct field.

If you purchase multiple licenses, emails could have text appended to it.

Make sure to enter the whole email text for the registration.

Example 1:

EMAIL: name@example.com-license-1

SERIAL: YLMP-XXXX-XXXX-XXXX-XXXX

Enter **name@example.com-license-1** for the email.

Example 2:

EMAIL: name@example.com.123456789

SERIAL: YLMP-XXXX-XXXX-XXXX-XXXX

Enter **name@example.com.123456789** for the email.

- **Activate PRO Features**: Click on the **"REGISTER"** button to activate. Once you reload the standalone application, command line tool, or plugins, the registration will be fully complete for all plugin formats.

Making license available for all users on a single computer

If you purchased the license as a business, you are required to have a separate license for every machine. You can however make a license available for all users.

For more information on how to make licenses available for all users and other advanced licensing options, please contact us. ↗

FREE vs PRO

This page offers a comparison between the Free and PRO versions of Youlean Loudness Meter 2.

Program Formats	FREE	PRO
Standalone Application	✓	✓
AU, VST2, VST3, and AAX Plugins	✓	✓
Command Line Tool		✓

GUI Customization	FREE	PRO
Mini View	✓	✓
Peak Meters		✓
GUI Resizing	✓	✓
GUI Scaling	✓	✓
Text Scaling	✓	✓
Dark Theme		✓
Graph Opacity, Contrast, and Saturation Ajustments		✓
Hide Top And Bottom Bars	✓	✓

Feature	FREE	PRO
Film, TV, and Gaming Presets	✓	✓
Streaming Presets		✓
Custom Presets		✓

Measurement Algorithms	FREE	PRO
Momentary	☑	☑
Short Term	☑	☑
Integrated	☑	☑
Loudness Range	☑	☑
Integrated Dial	☐	☑
Loudness Range Dial	☐	☑
Dynamics (PSR)	☑	☑
Average Dynamics (PLR)	☑	☑
True Peaks	☑	☑

Channel Configuration	FREE	PRO
Mono	☑	☑
Stereo	☑	☑
5.1 Surround	☑	☑
7.1 Surround	☐	☑
7.1.2 Dolby Atmos	☐	☑
7.1.4 Dolby Atmos	☐	☑
Advanced Configurations	☐	☑

Graphs	FREE	PRO
Short Term Graph	☑	☑
Momentary Graph	☑	☑
Dialogue Indicator	☐	☑
Relative Gate Indicator	☐	☑
Dynamics Graph	☐	☑
True Peak Graph	☑	☑
Graph Overdub	☑	☑
Graph Auto Reset	☑	☑

Workflow	FREE	PRO
Graph Overdub	☑	☑
A/B States	☑	☑
Recalculate Selection Technology	☑	☑
Preset Info Window	☑	☑
Histogram Mode Configuration	☑	☑
Auto Channel Selection	☑	☑
Adjust Graph Size	☑	☑
Adjust Time Code Count Direction	☑	☑

Graph Export	FREE	PRO
PDF	☐	☑
SVG	☐	☑
CSV	☐	☑
Dolby CSV	☐	☑
Graph Memory	☐	☑
Text Summary	☐	☑

File Processing	FREE	PRO
File Analyze	☐	☑
File Normalize	☐	☑

Meter Settings	FREE	PRO
Set Loudness Target	☐	☑
Change Scale Offset	☑	☑
Change Scale Range	☑	☑
Use Relative Scale	☑	☑
7 Color Graphs	☐	☑
Additional Graph Options	☐	☑
Custom Alerts/Targets	☐	☑
Set Maximum Analysis Time	☑	☑
Auto Save Application Session	☐	☑

End-User License Agreement

Youlean Loudness Meter 2

This End User License Agreement (“EULA”) is a legal agreement between you, the end-user (whether an individual or a single corporate entity) and Youlean Software, (“Youlean”) a private company registered in Serbia. The terms of agreement apply to the software product(s), plugin(s) and any other Youlean services or software updates. By downloading, installing, using, copying or distributing the software, the user agrees to all of the terms of this agreement, as stated below.

If the user does not agree to any of the terms of this EULA, the user should not download, install, use, copy, transmit or distribute this (copy of the) software.

If the user agrees to the terms of this EULA, the user has the rights below. By using the software, you accept these terms.

1. INSTALLATION AND USE RIGHTS

FREE VERSION: If you are using the free version software you are hereby free to install it on as many devices as you wish. You may not redistribute or modify the software in any way without the written permission of Youlean. This includes, but is not limited to the distribution on magazine covers or software review websites. You can use the free version for commercial purposes.

Optionally (not required), if you are planning to use the free version within a large company/organization, please inform Youlean using the contact page. This will help us understand what new features are a priority for large companies/organizations.

PRO VERSION: After you have purchased the PRO license for the software and have received a confirmation email, you are licensed to install the software only into the number of devices corresponding to the license you purchased. If you wish to use the plugin on more than one device, at the same time, you must purchase an appropriate number of additional licenses. Only in case you are using the software for your personal use, you may install the software on an unlimited number of personal devices. You may not redistribute, modify or resold the software in any way without the written permission of Youlean. This includes, but is not limited to the distribution on magazine covers or software review websites.

REGISTRATION: After you have purchased the PRO version, you will be provided with a unique license key. You must keep your license key secret. You may not distribute, give away, lend or re-sell it. We reserve the right to monitor the levels of your key usage activity and take any necessary action in the event of abnormal usage being detected.

SUPPORT: The user who has purchased the product is entitled to online support by submitting a support ticket.

UPGRADES: The user who has purchased the product is entitled to free lifetime updates.

INTERNET ACCESS: Software may check license validity, or check for updates by connecting to an external server. For that matter, the HTTP Get protocol is used only. No data is sent from the software to the external servers. Internet connection is optional.

2. PROHIBITED USE

You may not use the plugin on the website(s) and/or webpage(s) that contain inappropriate, unlawful, illegal or offensive content. It is not allowed to host app, command line tool, or plugins on the server for public access.

3. LIMITATION ON REVERSE ENGINEERING

You are not permitted (and you agree not to) reverse engineer, decompile, disassemble or create derivative works of or modify the software. Nothing contained herein shall be construed, expressly or implicitly, as transferring any right, license or title to you other than those explicitly granted by this EULA.

4. TERMINATION

Without prejudice to any other rights, Youlean may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the software. Termination of this agreement or any other software license granted under this agreement will not affect the customer's obligation to pay for products and licenses granted prior to the termination.

5. REFUND POLICY

If you are not satisfied with your purchase, please contact us within 30 days of your order and we will try to resolve any issues. If we are not able to resolve your issues, we will give you a 100% refund. After a refund, you must destroy all copies of the software license and deactivate the PRO version from your device(s).

6. TITLE AND OWNERSHIP

The plugin is owned by Youlean and is protected by copyright laws. The plugin is licensed, not sold, to you for solely subject to the terms and conditions of this agreement. Youlean owns all right, title and interest in and to the software product and reserve all rights not expressly granted to you by this EULA.

7. DISCLAIMER OF WARRANTY

You understand and expressly agree that the use of the software is at your sole risk and that you will be solely responsible for any damage to your computer system or loss of data that results from the use of the software. Youlean expressly disclaims any warranty for the plugin. The plugin is provided “as is” without any express or implied warranty of any kind, including but not limited to any warranties of merchantability, non-infringement, or fitness of a particular purpose. Youlean does not warrant or assume responsibility for the accuracy or completeness of any information, text, graphics, links or other items contained within the product. Youlean further expressly disclaims any warranty or representation to authorized users or to any third party.

8. LIMITATION OF LIABILITY

By installing this software you agree to use it at your own risk. In no event shall Youlean, or its affiliates, be liable to you for any consequential, special, incidental or indirect damages of any kind arising out of the delivery, performance or use of the software, even if Youlean has been advised of the possibility of such damages.

Getting Started

Application

Live Monitoring

Youlean Loudness Meter 2 standalone app offers **Live Monitoring** capabilities that allow you to track the loudness of your audio in real time. You will need to set up your audio inputs in the app settings before starting live monitoring. For detailed instructions, please refer to this article on app settings. This feature is particularly useful for live broadcasts, mixing, or any scenario where monitoring audio levels as they happen is crucial.

- **Real-Time Monitoring**: Launch the standalone app and begin monitoring the audio signal being fed into your system. You will see the **Momentary**, **Short-Term**, **Integrated**, and **True Peak** loudness levels displayed in real-time.
- **Adjusting Levels**: Use the visual feedback provided by the standalone app to adjust your audio levels dynamically, ensuring compliance with industry standards and preventing potential issues such as clipping or inconsistent volume.

File Analysis or Normalization

Youlean Loudness Meter 2 standalone app can also be used for **File Analysis or Normalization**, allowing you to ensure that your audio meets specific loudness targets for broadcasting, streaming, or other purposes.

- **File Analysis**: Drag and drop audio or video files into the standalone app to analyze their loudness characteristics. This is especially useful for verifying compliance with loudness standards before submitting audio for broadcast or streaming platforms.
- **Normalization**: Use the **Normalization** feature in the standalone app to adjust the loudness of your files to meet specific targets, such as -14 LUFS for streaming. This ensures that your audio content is consistent and meets industry expectations.

The application can analyze single files only. If you need batch mode, please use Command Line Tool to automate the process.

Command-Line Tool

The Command-Line Tool of Youlean Loudness Meter 2 offers advanced users an efficient way to analyze and normalize audio files, and export reports. To begin using the tool, ensure it's properly installed. You can either manually install it or use an installer to integrate it into your system path for system-wide availability.

Basic Usage:

The tool functions via specific command line arguments. Here's the basic usage structure:

```
Usage: --input-file-path <path> [options]
```

> Always use absolute paths as relative paths are not supported.

Key Commands and Options:

- `--input-file-path <path>`: Sets the input file path. You can input multiple paths for multi-mono files.
- `--preset-name <name>`: Selects the preset name for analysis settings.
- `--channel-config <config>`: Chooses the channel configuration, with 'auto' as the default.
- `--export`: Triggers the export of reports.
- `--normalize`: Exports a normalized file.

Examples of Usage:

1. **Basic Analysis**:

```
--input-file-path "/your/file/path/file.wav"
```

You can also analyze multi-mono files too:

```
ylm2 --input-file-path "C:\example\file.L.wav"
"C:\example\file.R.wav" "C:\example\file.C.wav"
"C:\example\file.LFE.wav" "C:\example\file.Ls.wav"
"C:\example\file.Rs.wav"
```

This command analyzes the specified file and prints the results.

2. **Analysis with Export**:

```
--input-file-path "/your/file/path/file.wav" --export --export-type
"PNG"
```

Analyzes the file and exports the results as a PNG.

3. **Normalization and Export**:

```
--input-file-path "/your/file/path/file.wav" --normalize --export --
export-type "PDF"
```

Normalizes the audio file and exports a PDF report.

Tips for Effective Use:

- **Preset Selection**: Use the Youlean Loudness Meter 2 application to create and select presets with desired settings for your analysis.
- **Export Customization**: Customize your export options (type, folder path, file name) based on your requirements.
- **Console Results**: Use `--print-result` to see immediate analysis results in the console.
- For a full list of `--preset-name`, `--channel-config`, and `--export-type` options, use `--help` to print options to the console.

DAW Plugins

After installing the plugins, you need to load Youlean Loudness Meter 2 inside your preferred DAW. The following plugin types are supported: **VST2, VST3, AU, AAX**.

- **Placement**: The plugin should be placed at the last position on the master mixer bus.
- **Enable Playback**: Once the plugin is inserted, enable playback by pressing play in your DAW to see the loudness measurements.

> **Note**: The master fader must be set to 0dB, as it applies volume correction after all plugins in the mixer chain, which can lead to inaccurate loudness measurements if not set properly.

Measurements Explained

Youlean Loudness Meter 2 is equipped with a comprehensive set of measurements essential for audio production and broadcasting. Here's an overview of its key measurement capabilities, including those specific to dialogue:

Momentary Loudness (LUFS):

Measures average loudness over 400 milliseconds, ideal for monitoring rapid loudness fluctuations.

Short-term Loudness (LUFS):

Averages loudness over a 3-second period, useful for evaluating specific parts of a track, like verses or choruses.

Integrated Loudness (LUFS):

Calculates the average loudness over the entire duration of a track or segment, essential for broadcasting and streaming platform compliance.

True Peak Level (dBTP):

Detects the maximum level of audio signal peaks to prevent digital clipping and distortion.

Loudness Range (LRA):

Measures the difference between the quietest and loudest parts of a track, indicating its dynamic range.

Average Dynamics (PLR):

This ratio reflects the difference between the peak level and integrated loudness, providing insights into the overall dynamics of the track.

Dynamics (PSR):

Offers real-time insights into the dynamic processing of the audio by measuring the instantaneous difference between peak and loudness levels.

Integrated Dialogue Gated Loudness:

Specifically measures the integrated loudness of dialogue within a program. This is crucial for content where dialogue clarity and consistency are key, such as in film and TV production.

Dialogue Gated LRA:

Calculates the loudness range of dialogue content by focusing on the parts where dialogue is present. This measurement is vital for understanding the dynamic range of speech in mixed audio content.

Dialogue Percentage:

Indicates the percentage of the program's duration that contains dialogue. This metric is particularly useful in assessing the balance between dialogue and other elements in the audio mix, such as music or sound effects.

It's important to note that **LUFS (Loudness Units Full Scale)** and **LKFS (Loudness, K-weighted, relative to Full Scale)** are essentially the same measurement. The difference between these two terms lies not in the measurement technique or the result, but rather in how different countries or organizations prefer to refer to this measurement.

- **LUFS** is the term more commonly used in European and international standards.
- **LKFS** is often used in the United States, following the terminology of the ITU (International Telecommunication Union).

Despite this variation in terminology, both LUFS and LKFS adhere to the same reference scale and measurement parameters. In practice, this means that a measurement in LUFS is directly equivalent to a measurement in LKFS.

Troubleshooting and Tips

Installation Issues

Windows Installation Issues

- The most common mistake is putting a **plugin in the wrong folder.**
- Make sure that you are installing **64-bit plugins** if you are on the 64-bit platform.
- **Pro Tools**: Sometimes AAX plugin could not be loaded. This could happen if the plugin signature is broken. Delete the old plugin and install it again to solve the issue.
- **Ableton Live**: Make sure to enable plugins in the settings.

---

macOS Installation Issues

- The most common issue happens if you **overwrite the old plugin** when upgrading. Make sure to delete the old plugins before copying the new ones.
- Usually **logging off or rebooting** is required after manual installation.
- If the plugin can not be found, or the app cannot be opened, you might need an **older version**. Please contact us. ↗

Fixing Audio Unit Issues

Delete the old plugin and then copy a new one. Log off, or reboot your Mac if the plugin can not be loaded.

If you want to manually validate the Audio Unit, open the **"Terminal"** application and run this command:

```
auval -v aufx urbY gtuY
```

For more advanced troubleshooting methods run these commands in **"Terminal"**:

This is a safe operation

This will kill AudioComponentRegistrar process.

It could solve the Audio Unit not showing up problem.

Command:

```
killall -9 AudioComponentRegistrar
```

This is a safe operation

Delete **com.apple.audio.InfoHelper.plist** file. This could be done using Finder or Terminal via the command below.

It could solve various Audio Unit issues.

Command:

```
rm ~/Library/Preferences/com.apple.audio.InfoHelper.plist
```

Warning

Delete **com.apple.audiounits.cache** file. This could be done using Finder or Terminal via the command below.

It will force a full rescan of all Audio Units on your system.

It could solve various Audio Unit issues.

Command:

```
rm ~/Library/Caches/AudioUnitCache/com.apple.audiounits.cache
```

Unsafe. Do only as a last resort

Delete **com.apple.logic10.plist** file. This could be done using Finder or Terminal via the command below.

It will reset all Logic Pro X settings.

Most commonly it will solve issues where a plugin is not available in some channel configurations.

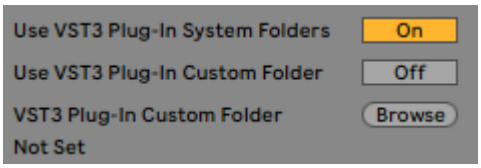
Command:

```
rm ~/Library/Preferences/com.apple.logic10.plist
```

Common Issues and Solutions

Plugin doesn't show in Ableton Live

Once you install the VST3 plugin make sure that VST3 plugins are enabled in Ableton settings.



For more info, read Ableton's documentation. ↗

Plugin and App Measurements are Different

The most likely cause for this issue could be:

- Wrong channel configuration
- The master channel fader is not at 0dB

How to move all meter data to another computer

The user data is stored in the following locations:

Windows:

```
C:\Users\%USERNAME%\AppData\Local\Youlean\Youlean Loudness
```

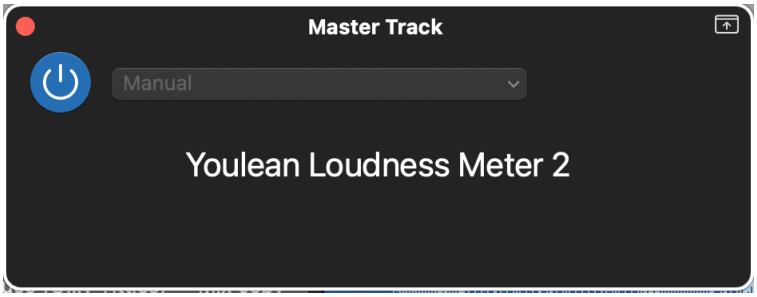
macOS:

```
~/Library/Application Support/Youlean/Youlean Loudness Meter 2
```

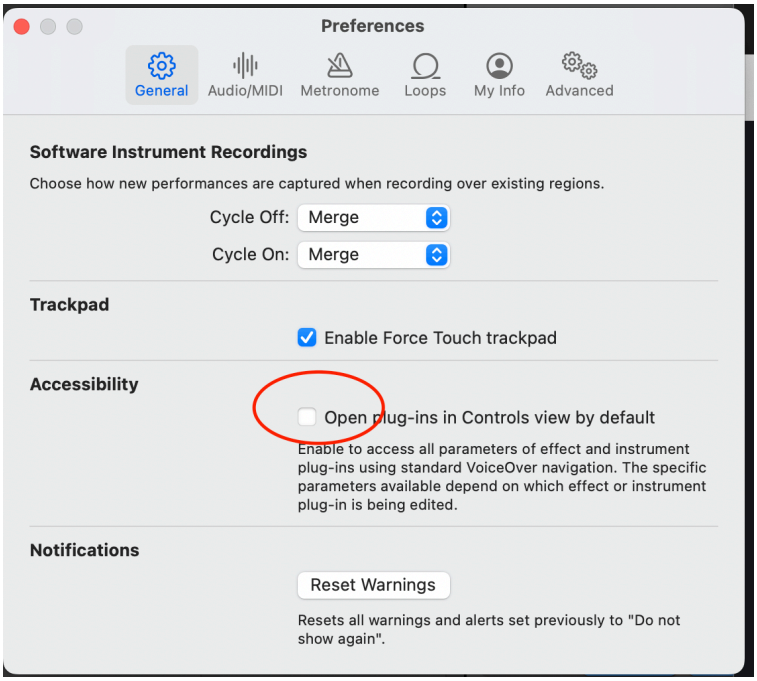
To move all data, copy these folders to the other computers.

The meter interface is not visible in Garageband

If you open a plugin and you see this:



Make sure that this option is disabled in Garageband preferences:



The meter doesn't show any measurements

The problem might be if the **Elapsed** histogram mode is selected, but audio playback is stopped.

The solution is to switch to continuous mode for measurements or to activate a host playback.

Crash Reports

In software applications, crashes can occur due to various reasons. It's important to report these crashes to the developer.

Crash reports help identify and fix issues, improving the app's performance.

For reporting and assistance, contact us. ↗

Windows crash reports

If you experience a crash on the Windows operating system, the Youlean Loudness Meter may save a crash report.

The location where crash reports will be saved is:

```
C:\Users\%USERNAME%\AppData\Local\Youlean\Crash Reports
```

---

macOS crash reports

On macOS systems, Apple will collect crash reports automatically. The crash reports are stored in the **"Console"** app on your macOS device.

For more information on how to get a crash report, read this Apple documentation. ↗

Changelog

V2.5.13 - August 14, 2025

- Fixed update all presets doesn't work in some cases
- Removed 32-Bit plugins support for Windows
- Added ARM64 support for Windows (AAX is not supported yet)
- Measurements will auto reset if transport loops. This can be disabled in advanced settings
- Significantly reduced binary sizes by removing custom fallback fonts and by optimizing some other files
- Fonts for Japanese, Korean, Arabic, Thai, and Chinese languages will be loaded from OS by default
- Fallback fonts will be loaded only if missing glyph is detected in order to save RAM
- Various small fixes

V2.5.12 - July 20, 2025

- Fixed crash or GUI freeze on Windows when disabling histogram

V2.5.11 - July 15, 2025

- Fixed crash when loading deleted default preset
- Fixed crash when resizing GUI on Windows with OpenGL rendering
- Fixed A/B state not working when graph saving is set to AUTO
- Fixed Pro Tools crash when using bigger audio buffer sizes
- Fixed reserve RAM buffers knob not working correctly
- Fixed some app audio settings don't work correctly
- Fixed crash when changing audio settings in standalone app
- Fixed AAE -30002 error in Pro Tools
- Fixed measurements start from silence after playhead jumps in Time Code mode
- Fixed project files can not be saved on macOS
- Fixed custom path for export doesn't work on macOS
- Added option to automatically export measurements after AudioSuite analysis
- Added normalization function when using "Render" button in AudioSuite
- Added fonts for Japanese, Korean, Arabic, Thai, and Chinese languages
- Added momentary and short term bar options
- Added option to disable renaming of the normalized file
- Added option to sync play head position when the playback is paused with Time Code histogram mode
- Measurements won't reset when transport loops and Elapsed or System Time histogram mode is used
- Max analysis time is now 24 hours (it is actually infinite, but you can preallocate RAM for max 24 hours to avoid audio dropouts)
- Text scaling now scales max true peak values above the peak meters
- Various small fixes

V2.5.10 – November 9, 2024

- Fixed graph memory not saving correctly
- Fixed utf8 characters not showing correctly in file names on Windows
- Fixed meter hidden when external monitor is disconnected
- Fixed file browse multimono crash
- Fixed clipped text when moving with hardware acceleration off
- Fixed crash when changing default OS audio device with standalone app
- Fixed broken chars in Windows App settings
- Fixed app will reset its settings if you quit via app menu a couple of times in a row
- Fixed AAE: -20038 error in Pro Tools
- App will now remember its position on the screen
- Added resizing from all sides of the window for App on Windows
- Removed meter interface is larger than the monitor warning
- macOS 10.13 is now minimum requirement
- Various small fixes

V2.5.9 – October 3, 2024

- Fixed default settings do not load correctly with VST3 in some DAWs
- Saving app session and dark theme settings are now global
- Updated handling AAX IDs for a possible final fix for -20038 error in Pro Tools
- Various small fixes

V2.5.8 – September 26, 2024

- Fixed crash when changing audio inputs in standalone APP
- Fixed not being able to change audio device in the standalone APP on macOS 14.1 or earlier
- Fixed normalized file name unicode error on Windows
- Fixed GPU acceleration can not be disabled in some cases
- Fixed overdubbing with Time Code mode not showing the right part of the graph
- Added a popup button to update all presets when you change some parameters
- The app will automatically reset audio input settings if it detects that it has crashed repeatedly
- Various small fixes

V2.5.7 – September 13, 2024

- Fixed uppercase letters in the file extension not recognized correctly when analyzing a file
- Fixed normalization not working for FLAC files
- Fixed normalization not working correctly for files bigger than 4GB
- Fixed graph glitches when framerate drops while overwriting in the time code mode
- Fixed macOS scaling using CTLR instead of COMMAND key
- Fixed crash in Qlab 5 on macOS
- Fixed app won’t scale correctly on Windows when moving between monitors with different DPI
- Fixed the “GUI will not fit” warning wrongly showing when using vertical monitors
- Fixed AAX plugin doesn’t load in Avid Media Composer
- Fixed AAX AAE: -20038 error in Pro Tools
- Fixed graphical glitch when graphs are updating
- Fixed compatibility with older project files
- Added “–unregister-license” option to unregister license from the command line tool
- Added more graph window sizes between 1h and 4h
- Added option to double click and edit window size. Use: 01:15:53, or 1h 15m 53s notation. If time is not specified, it will be treated as minutes
- Added option to auto update graph window size from the input audio length
- Added default audio device option for input and output in the standalone app
- Added option to reverse mouse wheel zooming direction
- Added peak meter scale options
- Added option to analyze system audio natively on macOS 14.2 and later
- Added license info panel in registration menu
- Added “Reset All Settings” button in the help menu
- Updated the handling of global settings
- Presets now save all settings, including text scaling etc.
- Graph saving option no longer requires PRO version

- Improved project saving speed and reduced project file size
- Improved Audio Unit stability
- Reversed direction of mouse wheel graph zooming
- Windows app when analyzing system audio will auto switch audio devices if the default device is changed
- Switched normalization WAV format for files bigger than 4GB from W64 to RF64 for better compatibility
- Increased maximum file analysis time to 5965 hours (tested up to 150 hours)
- Input file is not required anymore to register the license in the command line tool
- App will now always start centered on the screen in order to prevent it from being off-screen in multi monitor setups
- Various small fixes and stability improvements

V2.5.6 – December 29, 2023

- Fixed broken GUI text in drag & drop when GPU acceleration is off
- Fixed GUI lag when overwriting measurements in Pro Tools
- Fixed crash in auval tool on macOS
- Fixed crash with VST3 in Reaper on macOS
- Fixed audio output broken in Audacity with VST3
- Fixed top and bottom bars not hiding after project reload
- Updated CSV export file to include all measurements
- It is no longer mandatory to use “–export” for exporting in the command line tool
- You can now use “–preset-import-path” to import a preset from a custom location via the command line
- Various small fixes and stability improvements

V2.5.5 – November 22, 2023

- Added 49 new channel configuration options
- Added a button to quickly copy current measurements summary in the clipboard
- Added a system to check if audio input is detected, and host playback is paused preventing measurements in
- Elapsed histogram mode
- Added ability to analyze up to 24 channel audio
- Added ability to register the PRO version from the command line tool
- Added option to always show all channels for peak meters
- Added option to force multi-mono export for normalized file
- Added option to hide full file paths in exports
- Added option to write BWF metadata to normalized files
- Drag and drop file info text will show file name only
- Fixed crash when GPU acceleration is disabled.
- Fixed message box showing the same messages concurrently
- Fixed resetting bug when rendering in SADiE
- GUI scaling was reset to a default value
- Holding CTRL + ALT on Windows, or Command + Option on macOS and dragging the resize corner will scale the meter interface
- Improved compatibility with SADiE
- Improved design for standalone app preferences
- Improved general stability
- Peak meters will now automatically resize based on the channel count.
- Plugins and standalone app will now automatically select the best audio channel preset for you (if the feature is available in the host)
- Updated GUI scaling code. Windows will now support per-monitor DPI scaling
- Using multi-mono files for normalization will now export multi-mono files instead of the single file
- You can now analyze and normalize 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16, and 24 channel audio.

V2.5.4 – July 19, 2023

- Fixed text summary and Command Line true peak max showing max short term value
- Fixed “USE DRAG & DROP FILE NAME” not working for file export
- Fixed crash when trying to change the export name on some Windows 10 systems
- Fixed GUI glitches with the free version
- Disabled double click to reset scaling on the resize corner
- Added license version info to the help menu

V2.5.3 – July 10, 2023

- Added 3s and 5s windows sizes
- Added 8k and 16k image export resolutions
- Added a helper panel for showing drag and drop channel configuration
- Added ylm2 command line tool that can be used for analysis, normalization, and file export
- Added ability to analyze FCPX clips directly with drag and drop
- Added auto width expand export option
- Added Dolby Media Meter CSV export
- Added export range options with BWF metadata support
- Added file browse panel for selecting individual and multi-mono files
- Added more content options like drawing a true peak graph
- Added option to automatically export graphs after analysis
- Added option to bold loudness target line in the graph
- Added option to bold true peak max line in the graph
- Added option to disable drag and drop normalization
- Added option to disable finish animation after drag and drop
- Added option to disable or enable graph fill
- Added option to hide top and bottom bars on the interface
- Added option to import/export presets
- Added option to select a more dense scale, or streaming scale where -14 is always visible
- Added option to select graph sampling type. This will affect the graph's appearance when you use a long zoom size.
- Added option to select monochrome, horizontal, or vertical graph coloring
- Added option to select the normalization file format
- Added option to show all measurements export option
- Added option to show color thresholds as a background below the graph
- Added option to show color thresholds numbering on scale
- Added option to use drag and drop folder path for export
- Added path stroke export options

- Added Recalculate Selection Technology. Select the part of the graph you want to recalculate
- Added system default option for app audio sample rate
- Added test files that can be used for analysis and normalization in free and PRO version
- Added text summary file export option
- Added true peak graph histogram view
- Apostrophes are now allowed in the export file name
- Auto reset will automatically be disabled if using time code mode
- File export will now exclude the start offset
- Fixed audio glitches when using low buffer size and high sample rate
- Fixed crash when switching the A/B states
- Fixed crash when trying to replace the exported file
- Fixed dialogue percentage not saved in graph export
- Fixed double click to enter a value not working for alerts when the relative scale is active
- Fixed drop-down menu not responding on macOS
- Fixed hang on load
- Fixed Pro Tools AudioSuite in some cases cuts measurements if previous measurements are not cleared manually
- Fixed Pro Tools crash when saving a session
- Fixed the “audio processing deadline was not met” problem when working at 10h timeline
- Fixed true peak alerts showing in the histogram graph if the true peak threshold is hit
- Fixed Windows crash with mp4 drag and drop
- Fixed Windows installer always adds a desktop icon
- GUI drawing is 2x faster. When working in time code mode, speed up is even more significant
- Histogram position will not change if the playback is stopped and time code histogram mode is used

- Image export timeline will switch to time code if using time code histogram mode
- Improved start-up speed
- Input gain correction is now app setting only
- Lowered brightness of “Created with Youlean Loudness Meter” on export pictures
- Normalization now supports input files greater than 4 hours in length
- Optimized drag and drop and increased speed by up to 3.7x times
- Plugin loading is now 34% faster
- Project saving is now 10x faster.
- Removed 32-bit AAX plugin support for Windows
- Removed graph reset when switching the histogram mode
- The audio driver is now disabled by default for standalone APP
- The dynamics color “knob” improved the handling of the mouse clicks
- The dynamics color button will now be displayed with the gradients like in the graph
- The meter will now smartly exclude all data at the start of the time code if necessary
- Updated targets UX
- You can now click on the “PAUSED” text to resume measurements
- Added ATSC A/85 DIAL preset

V2.4.4 – April 1, 2023

- Added support for AAX Apple Silicon native

V2.5.2 – BETA – April 25, 2022

- Fixed crash when showing a message box

V2.5.1 – BETA – April 24, 2022

- Fixed normalization bug
- Fixed window resizing bug

V2.5.0 – BETA – April 23, 2022

- Fixed APP crash when unplugging audio device on Windows
- Fixed AudioSuite not resetting before analysis
- Fixed PDF export missing some peaks in the true peak graph
- Fixed a nasty bug causing crashes when having multiple plugins loaded at the same time. (might improve stability overall)
- Fixed app freeze when changing audio driver type on Windows
- Fixed app not closing completely in some cases on Windows
- Fixed crashes for Windows standalone app and bad audio drivers
- Fixed message box blocking UI on macOS
- Fixed some alerts shouldn’t change when relative loudness scaling is activated
- Added AES Streaming Short Form preset (commercials <60s)
- Added ITU-R BS.1770-1 DIAL and ITU-R BS.1770-2 DIAL presets
- Added an ability to test drag and drop in the free version with test files
- Added audio pass through option for the standalone app
- Added file loudness normalization with WAV export
- Added min alerts for momentary, short term and true peak hold readouts
- Added normalization verification for double checking normalized file
- Added option to require target hit for normalization
- Added preset popup infobox
- Changed view settings icon
- Disabled multi-mono plugin type in Pro Tools
- Enabled all histogram modes in standalone app and plugin hosts that don’t support these features. Auto reset will not function in some cases.
- Improved preset system
- The minimum OS version for macOS is now 10.11
- Old custom presets will auto upgrade to the new presets
- Reduced vertical size of the interface
- Removed 32-bit AAX plugin on Windows
- Under the hood optimizations
- Updated AAX SDK to the latest version

- Updated VST3 SDK to the latest version
- Other small UI, UX improvements

V2.4.3 – February 14, 2021

- Fixed choppy scrolling in menus on macOS
- Fixed forced dedicated GPU switch on macOS. Now the current GPU will be used if possible
- Fixed default preset not loading correctly
- Fixed loading custom preset does not change the GUI size
- Fixed meter in FCPX getting disabled in Big Sur
- Fixed OS preventing editing files after drag and drop
- Fixed using multi-file drag and drop could lead to incorrect analysis if channel settings are preselected
- Fixed app moving up when resizing the window on macOS
- Fixed installer not working in 32 bit Windows
- Fixed potential huge RAM usage with VST3 plugin
- Fixed GUI flickering in some DAWs on older macOS systems
- Fixed Time Code not working in some situations in Pro Tools
- Updated VST3 SDK to the 3.7.1
- Added support for Apple Silicon
- Added warning when sample rate is incorrect in the app
- If the sample rate is missing in the app preferences, a default sample rate will be used
- Removed momentary window knob
- Simplified buffer settings in the app preferences
- Ignore master volume setting in app preferences is now disabled by default
- Changed view settings icon (hopefully more clear now)
- macOS 10.9 is now a minimum system requirement for macOS
- Other small UI, UX improvements

V2.4.2 – October 19, 2020

- Fixed graph constantly resets in some DAWs
- Fixed file export not showing dialog values if dialog gating is selected
- Fixed app doesn’t remember the custom export path
- Fixed crash with macOS El Capitan
- Fixed crash with macOS Sierra
- Tested and ready for macOS Big Sur
- Improved preferences panel for standalone application

V2.4.1 – October 4, 2020

- Fixed VST plugin not showing inside EDIUS
- Fixed VST3 constantly resetting in Adobe Audition
- Fixed AU plugin not working on some older macOS versions
- Fixed crash that can occur if loading saved project and using timecode with the auto-reset off
- Fixed loudness target knob using frac position when manually setting
- Fixed CPU spike when resetting the graphs
- Fixed audio dropouts when using higher sample rates
- Fixed FCPX muting channels when rendering and using 5.1 channel configuration
- Fixed slow analysis with lower sample rates
- Fixed mono mpg files do not work with drag and drop on Windows
- Fixed drag and drop not working with mono or multichannel AIFF files on macOS
- Fixed true peak max value sometimes not shown in the excel export
- Fixed true peak not correct on mouseover when the relative scale is used
- Fixed export creating incomplete graphs for PDF and SVG files
- Fixed SmartScreen warning on Windows
- Fixed crash with VST2 and DAVID MultiTrack Editor
- Fixed crash in Cakewalk
- Fixed crash with VST2 and Wavelab
- Fixed crash with Adobe Audition
- Fixed crash with Adobe Premiere Pro
- Fixed crash with Soundforge Pro 12
- Fixed crash when analyzing huge files on Windows
- Fixed audio glitches when using VST2 inside Adobe Premiere Pro
- Fixed big ram usage when analyzing big files
- Improved VST2 stability in some daws
- Improved VST3 stability in some daws
- Rewritten GUI engine. Hardware acceleration is now supported
- If hardware acceleration is not supported, software rendering will be used

- Added hold CTRL to set the default preset in the drop-down menu
- Added option to show both integrated relative and dialog gated readout at the same time
- Added Analyze File menu item on the standalone application
- Added HBO, Disney+, EBU R128 S2, and EBU R128 S2 Music streaming presets
- Added remaining time info for drag and drop
- Added support for RF64 WAV encoding for analyzing 4gb+ files
- Removed message box information when exporting graphs
- Removed support for macOS 10.7
- Analyze multi mono files as one file by using .L.wav, .R.wav, etc. extensions with drag and drop
- Changing the preset won't reset the measurements unless required
- Collapsed groups inside drop-down menus are now saved globally
- Changed color of the focus rectangle in order to make the text more readable
- The export custom path will be globally retained
- Other small UI, UX improvements

V2.4.0 – March 20, 2020

- Fixed macOS Mojave or Catalina can’t analyze audio from inputs
- Fixed crash with Vegas Pro when rendering
- Fixed crash with SADiE 6
- Fixed crash with OBS Studio
- Fixed drop down menus not scrolling in some cases
- Fixed reset button doesn’t clear all values in some hosts
- Fixed switching from A to B state doesn’t switch properly
- Fixed long non-ASCII filenames breaking GUI with file analysis
- Fixed standalone app not starting the audio engine after the first install on macOS
- Fixed standalone app crashes if digital inputs are selected
- Fixed plugin always starts in default size
- Fixed window resizing in Ozone 9
- Fixed dynamic range graph color do not update on preset change
- Fixed channel selection menu not showing correctly with histogram disabled
- Fixed short term alerts not set and reloaded properly in free version
- Fixed edited preset indication not working for streaming services
- Fixed tooltips showing wrong info if menus are open
- Fixed window resizing with OBS Studio
- Fixed crash when doing drag and drop on AudioSuite in Pro Tools
- Fixed drag and drop not switching to 5.1 channels automatically
- Added option to save and load projects with the standalone application
- Added option to export only loudness or dynamics graphs
- Added option to set points density for graph export
- Added option to the export-import graph memory file
- Added dialog gating option based on Dolby Dialog Intelligence
- Added option to see a voice detection inside the histogram based on Dolby Dialog Intelligence
- Added option to ignore system audio volume on Windows standalone app
- Added option to always keep the standalone app on top of other windows

- Added option to resize the window by its sides
- Added option to auto update export name based on the file name from drag and drop
- Added option to select integrated relative gate type
- Added option to select adaptive dialog gate method of calculation
- Added adaptive gate threshold setting
- Added configurable averaging window for the momentary loudness calculation
- Added integrated relative gate indication in the histogram
- Added option for showing an alternative look of the metering bars
- Added Netflix preset
- Added Deezer preset
- Updated YouTube preset
- Removed click to pause histogram tracking option
- Improved CPU usage when the UI is minimized
- Improved measurements naming in the graph export
- Changed indication for edited preset to a simple star symbol
- Output settings are removed on the standalone app because they are not needed
- The standalone app now remembers its position
- Integrated alerts are now set with presets automatically
- Successful export message box now shows the full path of the exported file
- Advanced optimizations are now on by default
- Improved project saving speed with large graphs
- Improved loading speed
- Changed LK indication to more correct LU indication
- The standalone app preferences will be reverted to default values
- Windows installer now remembers previous install paths
- Improved GUI performance on 5K iMacs and macOS running non-default display color profiles
- Other small UI, UX improvements

V2.3.2 – October 17, 2019

- Fixed wrong channel selection in the standalone app
- Fixed wrong input name with the ASIO driver in the standalone app
- Fixed GUI not working in some older macOS versions
- Fixed crash when changing GUI scaling and reverting back to original
- Fixed drop-down menu glitch
- Fixed drag and drop not working with Ogg files on Windows
- Removed support for 32bit on macOS
- Improved file support for drag and drop
- Added System Audio monitoring in Windows standalone app
- Added fullscreen mode in the standalone app
- Other small UI, UX improvements

V2.3.1 – August 30, 2019

- Fixed volume boost in FL Studio
- Fixed custom preset glitch
- Fixed blue window showing with empty buttons
- Fixed AAX plugin not loading with 7.1.2 channel configuration
- Fixed AAX plugin won’t load in Pro Tools 12.7 or earlier
- Improved compatibility with Pro Tools
- Added prevention of crashing when loading saved state from newer versions
- Audio is now only passed for channels set inside the interface

V2.3.0 – August 11, 2019

- Audio is now always passed for all connected channels
- Added option to add a custom logo to exported files
- Added a file selector button for quick analysis
- Added Amazon Alexa and Amazon Music preset
- Added tooltip info bar
- Added support for 7.1 surround and 7.1.2 Dolby Atmos
- Added true peak clipping channel indicator
- Added an option to invert time code for Elapsed and Continuous histogram mode
- Added AAX Audio Suite analyze button
- Added back support for 32 bit on macOS
- Time coding info is now inverted by default for Elapsed and Continuous histogram mode
- Time coding info is now always inverted after drag and drop
- Application will not start with paused measurements by default anymore
- Fixed macOS installer not showing all information if the dark theme is selected for the OS
- Fixed drag and drop has a wrong start in the Time Code mode
- Fixed drag and drop not working in some DAWs like Cubase
- Fixed GUI glitches with drag and drop in some DAWs
- Fixed spike at dynamics graph start
- Fixed crash when working with 5.1 surround channels
- Improved general stability
- Small UI, UX improvements

V2.2.4 – June 20, 2019

- Added Apple Podcast and Spotify Loud presets
- Drag and drop now always process audio at the file sample rate
- Measurements won’t be reset if you open a project with a different sample rate
- Alerts now show “OFF” when disabled
- Adjusted thresholds and rounding
- Adjusted Auto Gradient for dynamic range target to show all green when above the threshold
- Right click on readouts now opens the alerts settings
- Fixed graph jumps at 0 position when DAW is not playing when using Time Code mode
- Fixed some graphical glitches when working in Time Code mode
- Fixed mouseover dynamics graph showing dB instead of LU
- Fixed drop-down menu graphical glitch
- Fixed Pro Tools run out of power when using the Time Code mode
- Fixed Time Code not working on sessions longer than 14 hours
- Fixed slow GUI animations on some systems
- Improved the GUI performance, especially on macOS retina screens
- Improved overall performance
- Other small UI, UX improvements

V2.2.3 – May 2, 2019

- Fixed graph not correctly updated in some cases if using Time Code mode
- Fixed input gain not retaining value if global settings are used
- Fixed input gain does not modify the output anymore
- Fixed crash in TwistedWave with AU
- Fixed drag and drop info does not display correctly in TwistedWave
- Fixed wrong end position when doing drag and drop in Time Code mode
- Fixed crash with drag and drop on macOS Mojave if you have not allowed the permission to use audio
- Fixed graph not zooming correctly with mouse wheel if GUI scaling is not at 100%
- If you cancel drag and drop the graph is not reset anymore
- Animations are now a bit slower on macOS
- Removed halo around the dynamic graph

V2.2.2 – macOS Only – April 25, 2019

- Fixed problems with loading the plugin on macOS

V2.2.1 – April 23, 2019

- Fixed plugin reverting from PRO to free in some cases
- Fixed crash in Ableton Live 9 when loading more than one plugin instance
- Fixed drag and drop not working in Windows with non-English file paths
- Fixed drag and drop crashing with longer files
- Fixed crash when using 5.1 in the standalone app
- Fixed AAX not working on macOS
- Reduced RAM usage for drag and drop by 300%
- Improved speed of drag and drop by 2x
- Improved preferences panel in the standalone app
- Improved news panel
- Added option to check updates for BETA versions
- Added dropped file info on the histogram
- Added option to autosave app session
- Added option for input gain correction
- Drag and drop can now open all OS supported audio/video files
- Audio is now silenced while drag and drop analysis is performed
- The installer on macOS now recommends reboot or logging off, but does not force anything

V2.2.0 – BETA – March 29, 2019

- Added drag and drop to analyze WAV, MP3, OGG or FLAC files
- Added Excel file export option
- Added color alerts to mouse over readouts
- Added confirmation box when changing GUI scaling
- Added A/B save states
- Added DR guides in the histogram
- Added standalone 64bit app for Windows and macOS
- Removed support for 32bit on macOS systems
- Removed requirement for a reboot of macOS after updating the plugin using the installer
- Removed getting started screen
- All plugins and apps are now digitally signed
- Fixed wobbly graphs
- Fixed wrong selection position after session reload
- Fixed plugin starts in extremely low FPS mode after first use
- Added automatic gradient setting for dynamics graph
- Improved GUI performance
- Improved zooming on the histogram
- UI and UX improvements

V2.1.1 – November 29, 2018

- Fixed Sound Forge not starting in continuous mode
- Fixed opening an old project might give you low FPS
- Fixed typo in refresh rate menu
- Fixed graph not updating in timecode mode
- Fixed label text not scaling
- Fixed export not working on macOS
- Fixed Pro Tools reset graphs glitch
- Fixed SVG and PNG not exporting at correct DPI
- Plugin moved to Sound Field menu in Pro Tools

V2.1.0 – November 23, 2018

- Added plugin dark theme
- Added export white theme
- Added PNG, SVG graph export
- Added resolution selector for the export
- Added text scaling option
- Added option to save a custom presets
- Added simple way to unregister the plugin
- Added graph refresh rate control
- Added 1.5 HRS, 2.5 HRS, 3.5 HRS window sizes
- Added EBU S1 and ASWG presets
- Renamed PLR-Integrated to Peak-Loudness Ratio
- Renamed PLR-Short Term to Dynamic Range
- Extended range of true peak alert threshold (10dB to -30dB)
- Improved graph timeline text
- Improved loading speed
- Graphs rendering optimization
- Fixed crash in Studio One on macOS
- Fixed FL Studio wrong timecode position after project load
- Fixed plugin won’t work until you reselect the continuous mode in some DAWs
- UI and UX improvements
- Stability improvements

V2.0.2 – September 23, 2018

- Fixed graphical glitches on macOS retina screens
- Fixed plugin resetting to the FREE mode in Final Cut Pro X
- Fixed “GO TO WEBSITE” button
- Fixed update notification not working in Windows in V2.0.1
- Fixed plugin freeze if you pause measurements and disable and re-enable the plugin in the mixer
- Improved compatibility with vMix

V2.0.1 – September 9, 2018

- Fixed not being able to click on View and Registration menu
- Fixed plugin is moved to the bottom on retina screens
- Fixed resize error when dragging plugin from retina to non retina screen
- Improved compatibility with retina screens
- Improved compatibility with Final Cut Pro X (more work needs to be done)
- Fixed crash with AU loading in Studio One

V2.0.0 – September 1, 2018\

- Fixed resizing issues in Ableton Live on Windows
- Fixed drop shadow glitch with scaled GUI
- Fixed problem with file names when exporting PDF files
- Fixed Elapsed behavior when “Auto Reset” feature is turned off
- Fixed plugin not working in FL Studio using AU plugin format
- Minor graphics fixes
- Added option to close “Window can not fit the screen” popup

V1.9.9 – BETA – July 20, 2018

- Improved GUI performance
- Added GUI animations
- Added preview for PLR histogram
- Fixed not being able to see the GUI interface
- Fixed not being able to resize GUI interface in vMix
- Fixed empty 2 button panel on GUI open
- Added registration panel

V1.9.8 – BETA – June 28, 2018

- Fixed “Pro Tools ran out of CPU power” bug
- Added Audio Suite version of the plugin for Pro Tools
- Changed GUI design (still work in progress)
- Added option to check for updates from the plugin
- Added “Pause Measurements” button
- Added option to set focus on readouts
- Resizing performance improvements

V1.9.7 – BETA – May 7, 2018

- Fixed hold max values not resetting after a mouse click
- Added AAX plugin type for macOS and Windows
- Stability improvements

V1.9.6 – BETA – May 2, 2018

- Fixed VST3 not working in Studio One
- Fixed VST3 not working in vMix
- Fixed bug when moving color splits will freeze vMix

V1.9.5 – BETA – May 2, 2018

- Added settings for PLR graph, alerts, optimizations
- Added pdf export option
- Fixed PLR-I measurement error after project reload
- Optimized binary size
- Reduced CPU usage by ~30%
- Minor GUI tweaks

v1.9.4 – BETA – Apr 1, 2018

- Fixed forced mono audio
- Fixed some crashes

v1.9.3 – BETA – Apr 1, 2018

- Fixed broken v1.9.2 build that will crash sometimes

v1.9.2 – BETA – Mar 31, 2018

- Added loudness target knob
- Added check if a plug-in interface can fit the monitor screen
- Added buttons to reset window size and scaling
- Added loudness range display
- Fixed crash when switching to 22050 Hz sample rate
- Minor GUI bug fixes

v1.9.1 – BETA – Feb 28, 2018

- Fixed Time Code behavior when “Auto Reset” feature is turned on
- Minor small bug fixes

v1.9.0 – BETA – Feb 7, 2018

- Added smooth color transition option
- Added PLR-Short Term and PLR-Integrated readouts
- Added second color split
- Added true peak graph display
- Added Getting Started window
- Added true peak graph display
- Extended range of true peak threshold to -30 dB
- Optimized graphics for macOS retina and Windows HiDPI mode
- Optimized graphics performance
- Fixed preset recalling
- Fixed most of the resizing problems on macOS
- Better compatibility with macOS High Sierra using AU format
- GUI design improvements
- Stability improvements

v1.5.0 – BETA – Jun 4, 2017

- Added GUI scaling. Activate by ctrl+drag on resizing handle
- Added view modes
- Added continuous mode
- Added fine control for true peak threshold
- Fixed crashes in Cubase – VST3 version
- A lot of stability improvements
- Minor graphical glitches fixes

v1.0.5 – Jan 12, 2017

- Added macOS installer
- Fixed settings not sticking after project reload
- Fixed jump when changing window size with the mouse wheel
- Improved scrolling with histogram control
- macOS stability improvements
- Minor graphical glitches fix

v1.0.4 – Dec 12, 2016

- Added manual.
- Fixed small bug when switching from auto to non-auto in Time Code mode
- Fixed wrong integrated and loudness range measurements if play position has jumped in the playlist

v1.0.3 – Dec 8, 2016

- Fixed random resetting transport in Bitwig Studio
- Many fixes regarding transport

v1.0.2 – Dec 6, 2016

- Fixed AU crash at load in Ableton Live
- Fixed true peak detection
- Fixed a button that pauses integrated and loudness range measurements

v1.0.1 – Dec 4, 2016

- Fixed missing libraries on macOS
- Fixed volume boost in FL Studio
- Fixed FL Studio crash while detaching the plugin
- Fixed Reaper crash after play in Windows
- Fixed minor graphical glitches

v1.0.0 – Nov 30, 2016

- Initial release

Credits

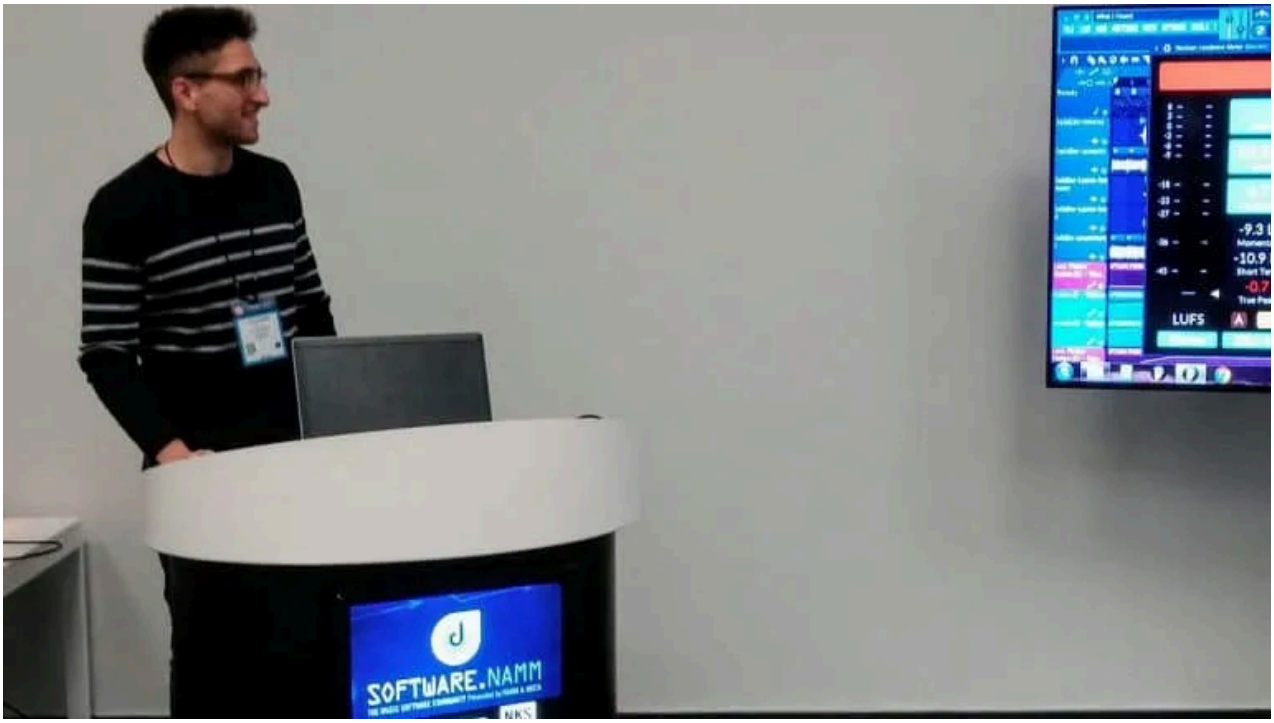
Development Team

Youlean Loudness Meter was and currently is developed by a single developer: **Julijan Nikolic**

The first version was released on **November 30, 2016,** and development is still going on.

The development was started for the **KVR Developer Challenge 2016** competition in which Youlean Loudness Meter got the top votes and first place.

The winning product was then presented at **NAMM 2017** in Los Angeles, USA.



Julijan Nikolic at NAMM 2017

Since then, Youlean Loudness Meter has had a lot of new features added.

YLM 2 Presentation

Special Thanks

Special thanks to all the testers who have helped over the years!

Also, thanks to everyone who has bought the PRO version or spread the word about this software over the years!