

Easy Peasy

Installation Guide and User Manual

Bitsonic mastering plugin for fast, musical results across stereo and supported multichannel workflows.

Overview

Easy Peasy is a mastering plugin designed for users who want a finished result quickly without falling into a stripped-down or toy-like workflow. It combines broad tonal balancing, dynamics control, stereo management, saturation, low-end reinforcement and final loudness control behind a small set of direct controls.

Its main strength is speed with confidence. Instead of spreading mastering decisions across a large parameter surface, it focuses on broad, musical moves that can get a song much closer to release-ready in a short amount of time.

Easy Peasy works best when the controls are pushed gradually. If too many stages are driven too far at once, the result can become smaller, harsher or more crowded than necessary.



Easy Peasy interface

Installation

The Easy Peasy package contains separate builds for macOS, Linux and Windows, plus a separate Easy Peasy Trial build.

macOS

1. Extract the Easy Peasy package.
2. Open the **MacOS** folder.
3. Run the **Easy Peasy.pkg** installer and follow the on-screen steps.
4. If you want to test the trial build instead, run **Easy Peasy Trial.pkg**.

The installer places the AU and VST3 versions in the correct system locations automatically.

Windows

1. Extract the Easy Peasy package.
2. Open the **Windows** folder.
3. Copy the entire **Easy Peasy.vst3** folder to **C:\Program Files\Common Files\VST3**.
4. If you want the trial build, copy **Easy Peasy Trial.vst3** the same way.

Final path: C:\Program Files\Common Files\VST3\Easy Peasy.vst3

Linux

1. Extract the Easy Peasy package.
2. Open the **Linux** folder.
3. Copy the entire **Easy Peasy.vst3** folder to your VST3 folder.
4. If you want the trial build, copy **Easy Peasy Trial.vst3** the same way.

Typical locations: `~/vst3/`, `/usr/lib/vst3/`, or `/usr/local/lib/vst3/`

Getting Started

1. Insert Easy Peasy on the master bus, mix bus or target bus you want to finish.
2. Start playback and let the material run for a moment so the learning-based modules can react to the song.
3. Raise **Auto EQ** until the overall balance becomes more even.
4. Add **Comp** only until the song feels more controlled, not smaller.
5. Use **Image** to improve spatial impression without over-widening the mix.
6. Bring in **Saturate**, **Bass Bloom** and **Maximizer** as finishing moves.

Controls

Saturate

Adds controlled harmonic density mainly above the low band to make the result feel richer and more natural.

Auto EQ

Pushes the song toward a more even balance by reacting to the relative energy extremes across the spectrum.

Comp

Single-knob multiband compression for faster dynamic control across the main frequency regions.

Image

Adaptive stereo control that improves width while keeping the image from spreading too far.

Bass Bloom

Parallel low-end reinforcement for extra weight and sustain in the bass region.

Maximizer

The final loudness stage, used to raise level and finish the master.

Recommended Use Cases

- Fast mastering when you want a result quickly without building a long mastering chain.
- Mix-bus finishing where broad musical control matters more than deep manual tweaking.
- Correcting songs that vary in tonal balance, stereo spread or loudness from one track to another.
- Users who want mastering to stay simple in operation without sounding oversimplified.

Practical Tips

- Do not push every knob at once. Let each stage solve one clear problem.
- Use one plugin instance per song so the learning behavior of Auto EQ and Image stays matched to that material.
- If the master gets muddy, reduce Bass Bloom before adding more limiting.
- If the master gets harsh, reduce Saturate before reaching for more compression.
- Compare often with bypass so you keep perspective on level, density and width.

Troubleshooting

- If the plugin does not appear in your DAW, rescan your plugin folders.
- If the trial has expired, use the purchase link from the trial window and continue with the full version.
- If Auto EQ or Image feels too static, let more of the song play before judging the result.
- If the master becomes overprocessed, lower several controls a little instead of forcing one stage to do all the work.

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