SOUND FREAK STUDIOS

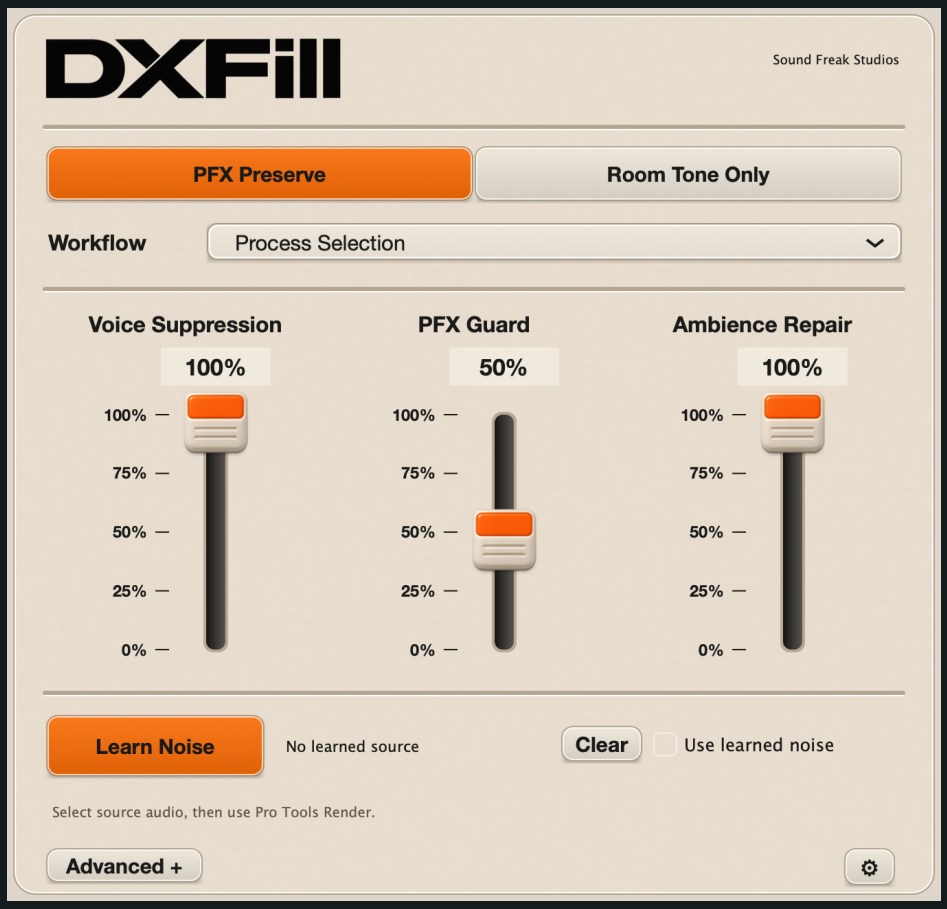
DIALOGUE REMOVAL + AMBIENCE RECONSTRUCTION

# DXFILL

## INSTALLATION & USER MANUAL

macOS | Version 1.0.0

AAX AudioSuite / VST3 / AU | Intel + Apple silicon




REMOVE THE VOICE. KEEP THE SCENE.

A practical guide to production effects, continuous room tone and source-matched ambience.

**SOUND FREAK STUDIOS**

hello@soundfreakstudios.com

START HERE

# Keep the scene behind the voice.

DXFill suppresses dialogue while retaining production effects, or creates a steadier ambience bed from the recording. Learn Noise lets you use a selected source as the reference for another passage.

| PLATFORM | WORKFLOW | AUTHORIZATION |
|---|---|---|
| macOS 11 or later<br>Intel + Apple silicon<br>Mono and stereo | AAX: offline AudioSuite<br>VST3 / AU: capture and export<br>Resizable interface | Payhip or Gumroad<br>Two computers per license<br>14-day trial |

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**Choose the right workflow.** AAX processes a Pro Tools selection offline. VST3 and AU capture incoming audio, then export a processed WAV. Their live input passes through unchanged.

INSTALLATION / MACOS

# One installer. Three formats.

DXFill runs on Intel and Apple silicon Macs with macOS 11 or later. Use a compatible 64-bit host; your DAW may require a newer macOS version. Supported audio is mono or stereo at 44.1-192 kHz.

1 **Save and close your audio applications.**

Quit Pro Tools and other plugin hosts before installing or updating DXFill.

2 **Open DXFill-macOS-Universal.pkg.**

Follow the installer prompts and authenticate with your Mac administrator account when requested. The package installs AAX, VST3, AU and the shared support files.

3 **Reopen your DAW.**

Allow its plugin scan to finish. Look for DXFill under Sound Freak Studios, or in the AudioSuite menu in Pro Tools.

4 **Activate or start the trial.**

Connect to the internet and open DXFill. Complete the first-launch authorization panel to access processing.

| FORMAT | HOW YOU USE IT |
|---|---|
| AAX AudioSuite | Select audio in Pro Tools, then analyze or render offline. DXFill is not an AAX track insert. |
| VST3 | Capture audio in a VST3-compatible host, then process and save a WAV. |
| AU | Capture audio in an Audio Units-compatible host, then process and save a WAV. |

## Updating DXFill

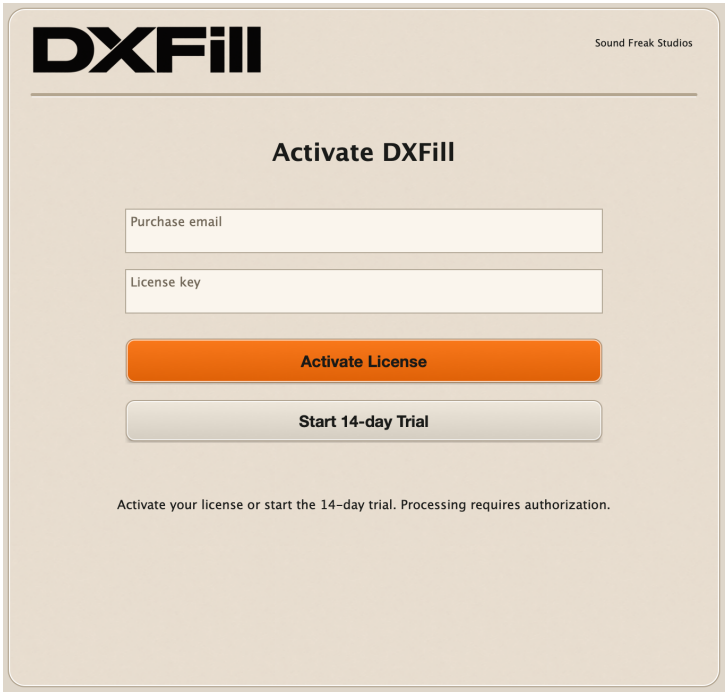
Close your DAW and run the newer installer. Existing authorization is retained. The same download supports both the trial and purchased activation.

> **KEEP THE MANUAL HANDY**
>
> A copy of this guide is installed in the DXFill Documentation folder. See page 13 for its location.

ACTIVATION + TRIAL

# Activate. Then get to the scene.

On first launch, enter your purchase email and complete DXFill license key from Payhip or Gumroad, or choose Start 14-day Trial. An internet connection is required to begin.




After successful activation or trial start, the panel closes automatically. A small Trial badge appears during trial use. Reopen authorization from the settings gear: **License and activation**.

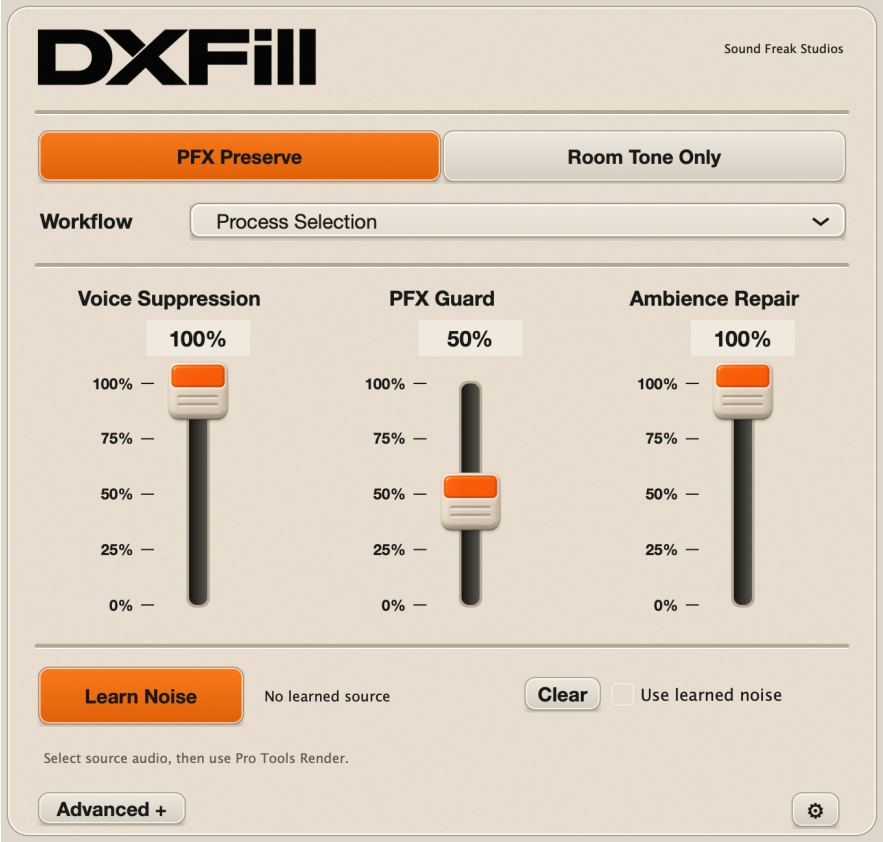
| TOPIC | WHAT TO EXPECT |
|---|---|
| Trial | Full processing for 14 days from its successful start. Reinstalling does not restart the trial. |
| Paid license | Up to two computers. Installed formats share authorization under the same Mac user account. |
| Offline use | Paid authorization can remain valid for up to 30 days after successful activation or renewal. Reconnect periodically. |
| Moving a seat | While online, open License and activation and choose Deactivate this Mac before moving to another computer. |

New processing requires valid authorization. Before an offline session, open DXFill while connected and check its license status. Keep the computer date and time correct.

INTERFACE

# Find your way around.

The mode buttons choose the kind of result. Workflow chooses processing, learning or noise generation. Three faders control the active mode.



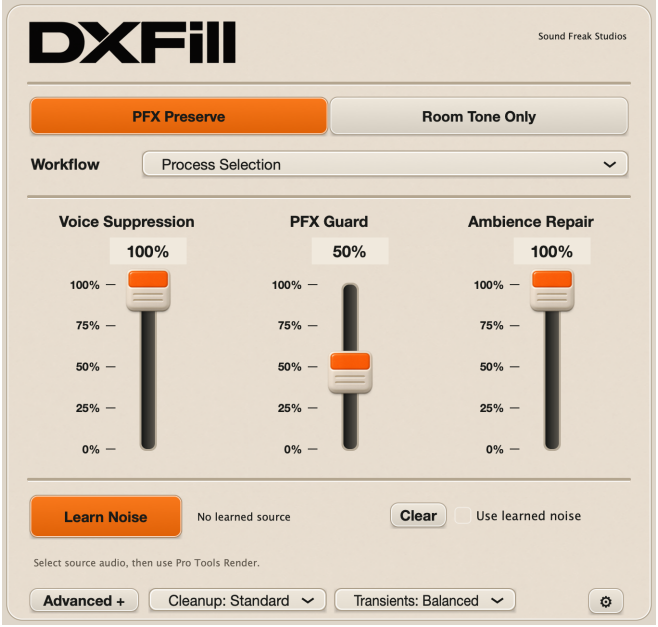

| AREA | PURPOSE |
|---|---|
| Mode buttons | PFX Preserve retains production effects; Room Tone Only favors a continuous background bed. |
| Workflow | Process Selection, Learn Noise or Render Learned Noise. See pages 8-10 for the exact sequence. |
| Learn row | Learn Noise captures a reference. Clear removes it. Use learned noise applies that reference during processing. |
| Bottom controls | Advanced opens PFX options. The gear opens interface size and licensing settings. |

Drag a fader, use the mouse wheel over it, or edit its percentage. Double-click a fader to restore its default. Example interface shown at default sound settings.

MODE / PFX PRESERVE

# Remove dialogue. Retain events.

Choose PFX Preserve when footsteps, clothing movement, handling sounds and other production effects should remain. The result depends on how strongly those sounds overlap the voice.




| CONTROL | HOW TO USE IT |
|---|---|
| Voice Suppression | Raises dialogue attenuation. At 0%, Process Selection leaves the original audio unchanged. Default: 100%. |
| PFX Guard | Increases protection for likely non-voice events. Raise it when wanted effects lose impact; compare for voice leakage. Default: 50%. |
| Ambience Repair | Rebuilds the background where suppression removes source energy. Higher values add more of the estimated ambience bed. Default: 100%. |

## Advanced

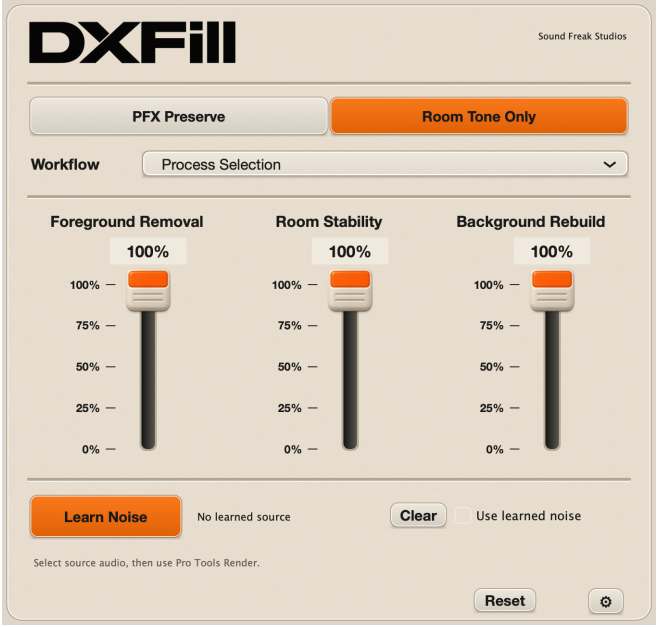
**Cleanup: Low / Standard / Strong** adjusts residual voice cleanup. Start at Standard; try Strong if words or whispers remain. **Transients: Balanced / High** sets how strongly PFX Guard favors detected events. High can help preserve attacks, but compare any remaining speech.

> **LISTEN THROUGH DIALOGUE AND PAUSES**
>
> Check both the wanted effects and the background continuity. Use a representative clean Learn source if automatic ambience estimation does not fit the scene.

MODE / ROOM TONE ONLY

# Build a quieter, steadier bed.

Choose Room Tone Only when the goal is ambience without dialogue or prominent foreground events. Use the three controls together to balance removal, continuity and background fill.




| CONTROL | HOW TO USE IT |
|---|---|
| Foreground Removal | Suppresses speech and changing foreground events. At 0%, Process Selection leaves the original audio unchanged. Default: 100%. |
| Room Stability | Moves the result toward a stationary ambience bed. Higher values reduce movement in the retained background. Default: 100%. |
| Background Rebuild | Sets how much reconstructed ambience fills the result. Lower values can make a strongly suppressed result quieter. Default: 100%. |

## Start at the defaults

With Foreground Removal and Room Stability at 100%, the result uses the stationary ambience bed. Keep Background Rebuild at 100% for the full estimated background. Lower Room Stability if you want to retain more natural movement.

**RESET AND REFERENCE**

Reset returns all six main sound controls and both PFX Advanced choices to their defaults. It does not clear the learned source. For a new location, use Clear or learn an appropriate new reference.

LEARN / PRO TOOLS AUDIOSUITE

# Teach DXFill the background.

Learn Noise captures a representative source for ambience reconstruction. A few seconds of steady room tone are ideal. Avoid dialogue, breaths, music, footsteps and isolated loud events when possible.

1 **Select the source audio.**

Select a clean mono or stereo passage in Pro Tools. Use audible room tone, not digital silence. Keep the same DXFill AudioSuite window open for the next steps.

2 **Click Learn Noise inside DXFill.**

Wait for the status to show Learned and a duration. If analysis does not start, keep the source selected and click the host Analyze button. Alternatively, choose Learn Noise in Workflow, then click Analyze.

3 **Choose the destination audio.**

After successful learning, AudioSuite returns to Process Selection. Select the dialogue or scene that you want to process, then choose PFX Preserve or Room Tone Only.

4 **Enable Use learned noise and render.**

Check Use learned noise to use the captured reference. Adjust the mode controls, then click the Pro Tools Render button. Review the new audio against an untouched original.

## What the Learned duration means

DXFill retains a representative excerpt of up to about three seconds from the analyzed source. A longer selection can still show Learned: 3.0 s. That duration is the reference length, not the length of the audio you can render.

## Clear, replace and recall

Clear removes the reference. Uncheck Use learned noise to return to automatic estimation for Process Selection. Learn again when the location or background changes. A learned source is kept only in the current plugin instance and is not saved with the session or preset.

> **KEEP THE SOURCE AVAILABLE**
>
> Keep the reference clip in your session so you can learn it again after reopening the project or replacing the plugin instance. Learning by itself does not create a processed audio file.

GENERATE AMBIENCE

# Fill a gap with learned room tone.

Render Learned Noise creates ambience from the learned source instead of processing the destination audio. It is useful for filling gaps or making a continuous background layer.

## In Pro Tools AudioSuite

1 **Learn a suitable source.**

Follow page 8 and confirm that Learned and a duration appear. Use steady ambience from the same scene whenever possible.

2 **Select the destination duration.**

Select a time range on the destination mono or stereo track. If Pro Tools requires a source clip for that range, create a silent audio clip covering it.

3 **Choose Render Learned Noise.**

Use the Workflow dropdown, then click the host Render button. Check the AudioSuite file and playlist options before rendering. This workflow requires a learned source even if Use learned noise is unchecked.

## In VST3 or AU

First capture a clean ambience passage, Stop, and click Learn Noise. Then Capture silence for the duration you need and Stop. Choose **Render Learned Noise**, click **Process & Save WAV**, and import the saved file into your session. Capture duration is limited to 120 seconds.

## Match the edit

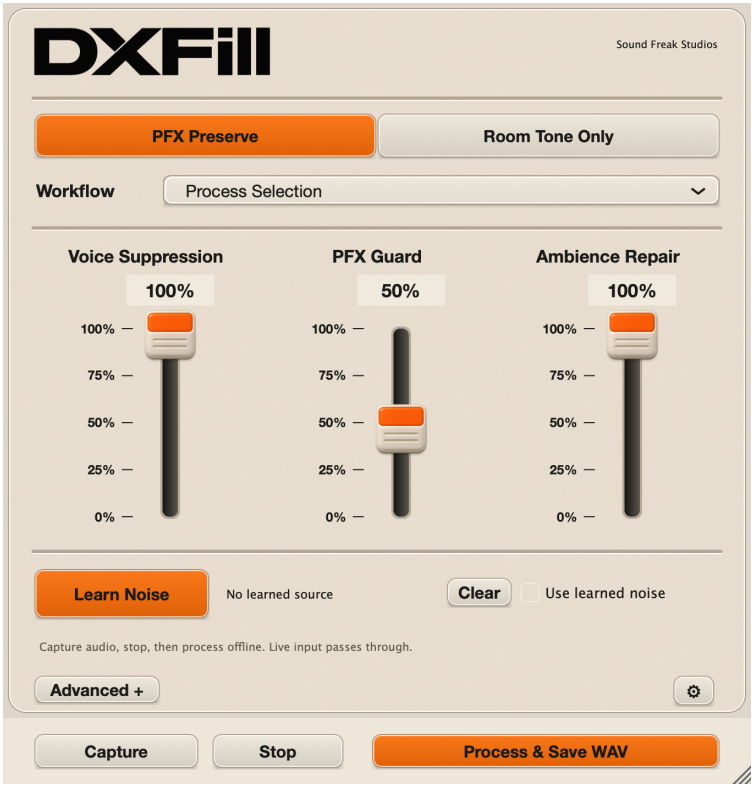
Noise generation follows the learned reference and destination duration; the six processing faders do not shape this workflow. Audition the result beside the original background, adjust the clip level in your DAW if needed, and add short boundary fades where the edit calls for them.

> **STEADY TEXTURE, NOT REPEATED EVENTS**
>
> Learned generation recreates the steady background character. It is not intended to replay a passing car, footstep or other changing event from the source. Choose or learn another reference when the scene changes.

VST3 + AU

# Capture. Process. Save a WAV.

VST3 and AU use an offline capture workflow. While the track plays, live input passes through unchanged. The processed result is written to a separate audio file.




1 **Capture the intended passage.**

Insert DXFill on a mono or stereo track. Click Capture and play the passage through it. Click Stop when finished. Starting a new capture replaces the previous captured audio.

2 **Choose the mode and workflow.**

For cleanup, choose Process Selection, then PFX Preserve or Room Tone Only. Set the controls. For a reference, capture clean ambience and click Learn Noise before capturing your target passage.

3 **Process & Save WAV.**

Choose a filename and location. Wait for Saved, then import the 24-bit WAV into your DAW at the capture start position. The exported file uses the capture sample rate and channel count.

Captures and learned sources are temporary and are not saved in the DAW session. Save processed files before closing the instance. Use shorter sections for longer material.

SETTINGS + REVIEW

# Keep each edit predictable.

Use the controls for the scene, then review the rendered result in context. Retain an untouched original so you can compare or revise the treatment.

## Resize the interface

Drag the lower-right corner, or open the settings gear and choose **Interface size**: Compact (60%), Small (80%), Original (100%) or Large (120%). DXFill opens at the Small size.

## Choose the right source

For a learned reference, choose ambience from the same location, microphone perspective and background level. Avoid learning silence. A clear reference is especially useful when dialogue occupies most of the selected clip.

## Compare the entire passage

Listen during speech and between lines. Check for remaining words or whispers, missing production effects, changes in background color and level, and audible edits at the boundaries. Adjust the controls or relearn the source before committing.

## Recall settings and references

Use your host session and preset features to retain parameter settings. Captured audio and learned references are not stored with those settings. Relearn the source after reopening an instance, and export capture results before closing.

## Processing and capture limits

DXFill supports mono and stereo. Use separate compatible tracks for wider channel layouts. VST3/AU capture is limited to 120 seconds. Use sample rates from 44.1 to 192 kHz. Process longer material in separate sections.

> **WORK FROM THE ORIGINAL**
>
> Avoid processing an already treated clip repeatedly unless that is intentional. The result depends on the recording; heavily overlapping dialogue and effects can require a different balance of suppression and preservation.

TROUBLESHOOTING

# Get back to the scene.

Read the status line below Learn Noise first. It reports learning, processing and source problems. Keep a copy of your original audio while troubleshooting.

### The plugin is missing

Close the DAW, run the installer and reopen it for a scan. In Pro Tools, look in AudioSuite rather than the track-insert list. Use AU or VST3 in a host that supports that format.

### Learn Noise does not start in Pro Tools

Select audible mono or stereo source audio, click Learn Noise, then click the host Analyze button if necessary. Wait for Learned before changing the source selection.

### The result is silent or much too quiet

Check the original clip and destination range. In Room Tone Only, raise Background Rebuild when using strong removal and stability. Confirm the learned source contains audible ambience; relearn or uncheck Use learned noise.

### Dialogue or whispers remain

Increase Voice Suppression in PFX Preserve and try Cleanup: Strong. If needed, lower PFX Guard or return Transients to Balanced. Compare wanted effects after each change.

### Wanted effects are weakened

Try raising PFX Guard and using Transients: High. If the effect still changes too much, reduce Voice Suppression and compare the remaining dialogue.

### The ambience texture or level does not fit

Learn a cleaner, representative passage from the same scene. Check Use learned noise for Process Selection. Compare Ambience Repair or Background Rebuild at 100%, and adjust the final clip level if the edit needs it.

### VST3 or AU sounds unchanged during playback

That is expected: live audio passes through. Use Capture, Stop and Process & Save WAV, then import and play the saved result.

### Rendering or activation cannot continue

For rendering, leave Learn Noise workflow and choose Process Selection or Render Learned Noise. For activation, check the complete DXFill key, purchase email, connection, computer date/time and available seats.

REMOVAL + SUPPORT

# Help when you need it.

Save and close your DAW before updating or removing DXFill. If you are retiring a computer, deactivate its paid license while it is still online.

## Removing DXFill

Remove only the DXFill bundles from the system folders below. Removing plugin files does not deactivate a paid seat or restart the trial.

| FORMAT | LOCATION |
|---|---|
| AAX | /Library/Application Support/Avid/Audio/Plug-Ins/ DXFill.aaxplugin |
| VST3 | /Library/Audio/Plug-Ins/VST3/DXFill.vst3 |
| AU | /Library/Audio/Plug-Ins/Components/DXFill.component |

## Manual and shared support files

This guide and Getting Started are installed here:
/Library/Application Support/Sound Freak Studios/DXFill/Documentation

The parent DXFill folder contains files required by all installed formats. Keep it while any DXFill format remains installed. Remove that folder only when you have removed every format and no longer need DXFill.

## Technical support

hello@soundfreakstudios.com

Include your macOS version, DAW and version, plugin format, DXFill version, sample rate and channel count. Describe the workflow, settings, expected result and what you hear. Hide purchase details and complete license keys in screenshots.

> **AUDIO STAYS ON YOUR COMPUTER**
>
> DXFill processes source audio locally. License activation and renewal require an internet connection; your audio is not sent to the licensing service.

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