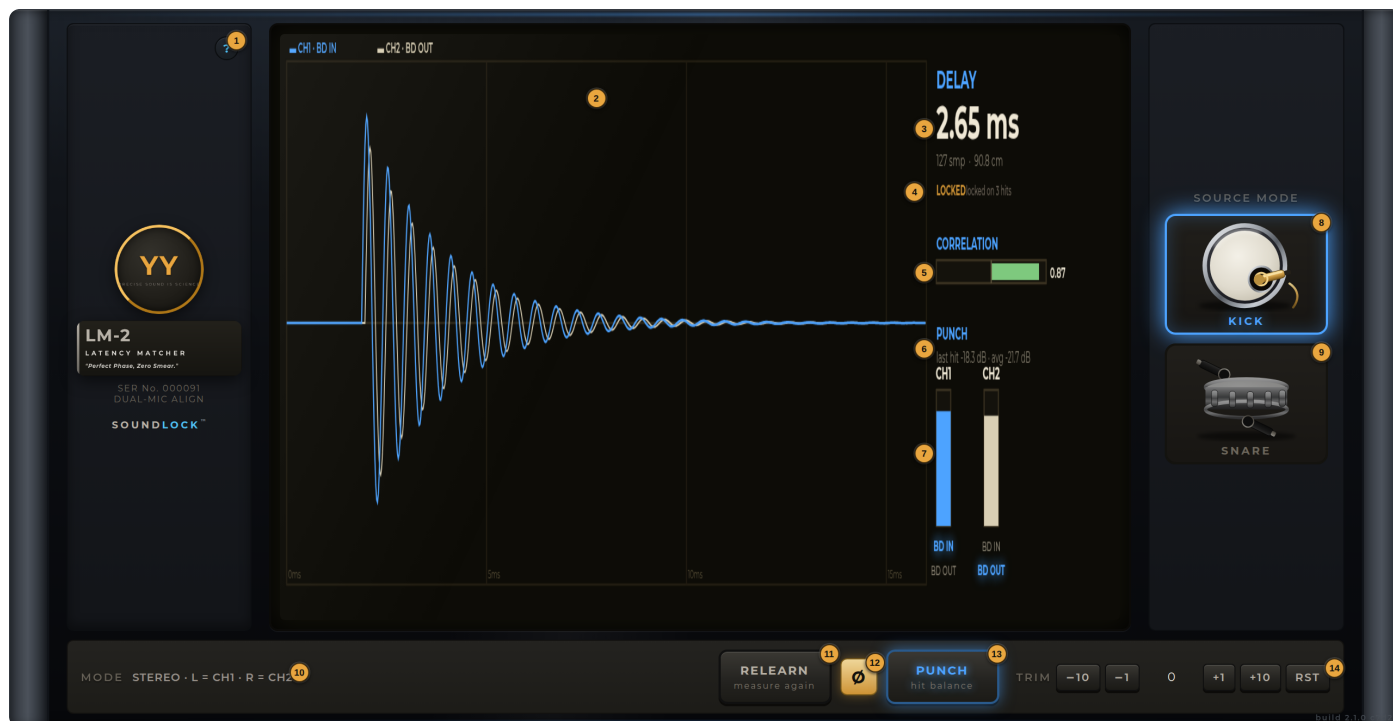


LM-2 Latency Matcher *Perfect Phase, Zero Smear.*

Dual-mic alignment · SOUNDLOCK™ single-measurement engine · VST3 · AU

LM-2 aligns fixed microphone pairs — kick in/out, snare top/bottom — with ONE measurement that then freezes. Mics that do not move must not be re-measured all show long: continuous adaptation corrupts itself with bleed and reflections. LM-2 measures only at hit onsets, with a band-limited cross-correlation in the ~1–4 kHz attack region, sub-sample interpolation, and locks when measurements agree — a clean pair can lock on a single hit; disagreement waits for consensus up to a 16-hit median. Polarity (Ø) is decided automatically from the correlation peak and frozen with the delay. Until it has learned, LM-2 is completely transparent — FAIL-SAFE.



LM-2 face. The numbers below refer to this view.

SCREEN

- 1 MANUAL** — Opens this manual.
- 2 HIT SCOPE** — The last measured hit, both channels on a common time base — CH1 in the mode color, CH2 cream. The role labels are live: click a role name to swap which physical channel plays which role. “waiting for a hit...” until the first onset.
- 3 DELAY** — The measurement: milliseconds, samples, and centimeters (1 ms ≈ 34.3 cm) — the on-stage sanity check done for you.
- 4 STATE** — READY (learning: hits collected /16 and their IQR spread) or LOCKED (frozen: shows how many hits it took — “locked on 1 hit” is the healthy answer on a clean pair, 3 means the first had a rival and the engine waited for agreement). After LOCKED nothing changes by itself.
- 5 CORRELATION** — The pair’s correlation at the applied offset. Green = positive; red = negative — a negative peak means opposite polarity, and the engine flips Ø for you.
- 6 PUNCH READOUT** — Last hit and running-average hit level — the numbers the hit balance works from.
- 7 CHANNEL METERS** — Per-channel hit level; the role names under the meters are clickable to swap roles.

SOURCE MODE

- 8 KICK** — BD IN / BD OUT pair: onset threshold and analysis tuned for kick. Switching the mode discards the measurement and relearns — a different source is a different measurement.

- 9 **SNARE** — TOP / BOTTOM pair; same rule.

UTILITY ROW

- 10 **MODE** — Routing status. STEREO: one instance, L = CH1, R = CH2. MONO INSERT: two instances pair up over the link — pick a GROUP (1–8) and a ROLE (IN = reference, OUT = the channel that gets delayed); the status shows PARTNER LINKED or WAITING.
- 11 **RELEARN** — The only way a locked measurement changes: measure again, atomically. Use it after a mic has actually moved.
- 12 **Ø** — Polarity lamp — not a button. The engine decides polarity from the correlation peak and freezes it with the lock (snare-bottom classic).
- 13 **PUNCH** — Hit balance on/off; it works from the measured hit levels shown at (6).
- 14 **TRIM** — Deliberate manual offset on top of the locked delay, in samples (± 400): -10 / -1 / +1 / +10 / RST. It never touches the measurement itself.

QUICK START

1. Insert on the pair: one stereo instance (L/R), or two mono instances linked by GROUP with roles IN and OUT.
2. Pick the source mode — KICK or SNARE.
3. Play. LOCKED appears when measurements agree; read DELAY in cm and check it against the real geometry.
4. Ø is handled for you; watch CORRELATION go green.
5. RELEARN only when a mic has moved. That is the whole product.