



# for Presswerk Documentation



- How to Install
- Learning New UI
- Download & Update

# Install Skin

## macOS

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1. Go to "Macintosh HD/Library/Application Support/u-he/Themes" and drop the theme folder (the one named "ANYA").

△It's the system library, not your user library!

△It's not "/u-he/**Presswerk**/Themes". The "Themes" folder is right under the "u-he" folder.

2. Open Presswerk.
3. Click the cog icon (top-right) to open the preference.
4. Choose "ANYA" as the default skin.

## Windows

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1. Find your Presswerk data folder. By default it is on "C:\VSTPlugins\u-he\Presswerk.data"
2. Move to ":\Support:Themes" folder. If the folders don't exist, create them manually.
3. Drop the theme folder (the one named "ANYA") there.
4. Open Presswerk.
5. Click the cog icon (top-right) to open the preference.
6. Choose "ANYA" as the default skin.

# Install Custom Font

ANYA uses *custom fonts* to create different taste than the original one. To make it work, you have to put fonts to the right folder. (Without font installation, the default font is used instead.)

## macOS

Go to "Macintosh HD/Library/Application Support/u-he/Presswerk/Fonts" and drop the font folder (the folder named "Inter").

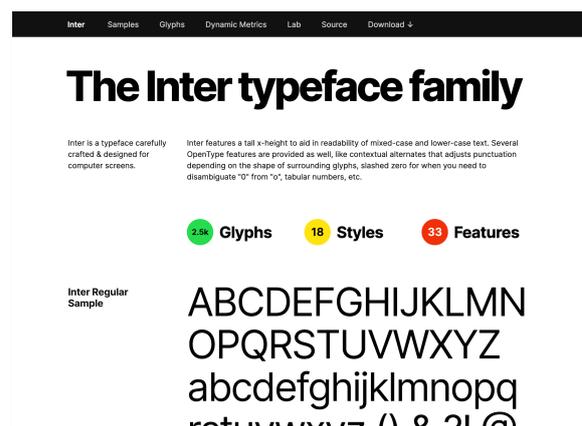
⚠ It's the system library, not your user library!

## Windows

1. Find your Presswerk folder. By default it is on "C:\VSTPlugins\u-he\Presswerk.data"
2. Move to "Data:Fonts" and drop the font folder (the folder named "Inter").

**Inter** is a OFL font carefully crafted & designed for computer screens.

<https://rsms.me/inter/>



ANYA has very much different layout and functionality from the original skin. Below are the description of what I think needs some explanation.

## Main View (The Home)



The parameters placed under the desk are global parameters common to both CH1 and CH2, while the parameters housed inside the hardware unit are individual to each channel. The distinction is clearly marked by their locations!

Just like in the Default Skin, the state of the hidden channel is subtly displayed through knob ticks and lights beneath the buttons.

## Header



1. Home button.
2. Init view button.
3. Preset browser button.
4. Appearance settings button.

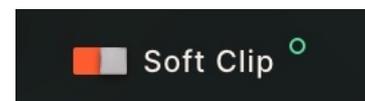
# Easy View



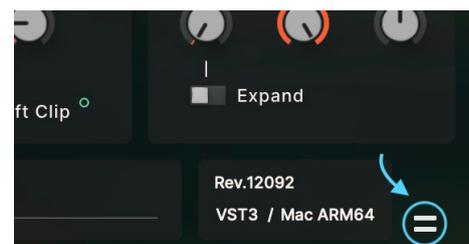
In easy view, attack/release is controlled by “Response”, and the input knob is not available. All the other minor parameters are shown under the desk. And these parameters are all **channel-linked**. So, let’s say, if you want to set different values for saturation amount between CH1 and CH2, then you finally have to go back to the home view.

The Gain Reduction meter shows the value for **CH1**. If you lower the Channel Link, the gain reduction for CH2 becomes independent, but you cannot monitor it in this view. To check it, you’ll need to return to home. This applies to the Vocal, Drum, and Bus views as well.

The green circle dot near the soft clip button indicates that the same element is put in the hardware section as well. Whichever one you touch, the effect is exactly the same—they are displayed redundantly.



You can hide all the elements under the desk by pressing the toggle in the bottom-right edge.



# Vocal View



The **Sidechain** and **Mix** sections are disabled because these parameters are collectively controlled by "De-Ess" and "Enhancer," respectively. Displaying these parameters would conflict with the main controls and potentially confuse the user. That's why I decided to hide them.

# Drum View



The fast attack response and the style of controlling compression with the Input/Output knobs reminded me of the *1176*, so I chose a similar appearance. However, I want to emphasize again that u-he did not intend to emulate any specific hardware when creating this Drum View. Therefore, the knob shapes and stripe colors have a slightly different style from the model.

This view does not have a dedicated **Threshold** knob. However, the Compression Curve Graph tucked under the desk acts as a hidden Threshold parameter—you can adjust it by dragging.

The violet stripe can be customized to a different color in the appearance settings.

# Bus View



The fact that you can choose from Ratio values of 2, 4, and 8 is reminiscent of a famous compressor. That's why I chose to design the appearance similarly, but just like in the Drum View, it's not identical. The knobs of *that company* have 6 grooves, but here, the knobs have 12 grooves 😂

An **Input knob** has been added, which is not present in the original skin. It was added because there was space available, and considering the nature of inserting into bus channels, the Input knob may occasionally be useful (and you can also hide it via the appearance settings).

The **Adaptive Release** knob is disabled because it conflicts with the Adaptive switch in the hardware unit.

# M/S View



There is nothing notable to mention.

# Limiter View



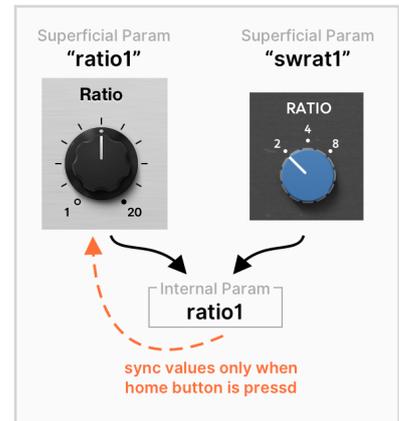
**DPR** and **SC Delay** are disabled because they're controlled by mode switch. **Non Lin** and **Auto Makeup** are also unavailable since it seems to be controlled in a special way in this mode.

# Tidbit : Inner Architecture of Presswerk

Those with a sharp intuition might wonder, for example, whether it's possible to display Attack/Release knobs along with the Response knob. To address that question, here's a bit of an aside—I'll explain how parameter management works in Presswerk.

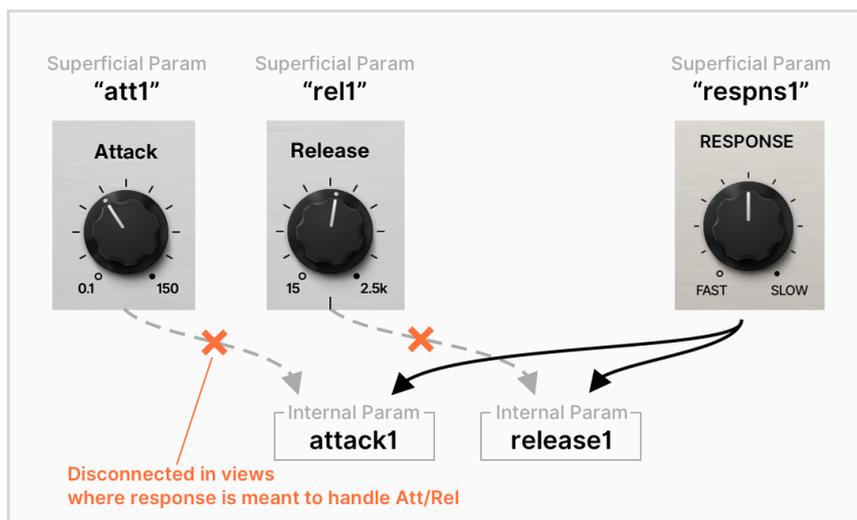
In the Presswerk system, parameters that differ even slightly in content are recognized as independent from each other. For example, the "ratio switch" in bus comp, which only allows selecting 2/4/8, is a distinct parameter from the "ratio," which takes continuous values.

Both operate on an internal "ratio" parameter at a deeper level, creating a two-tiered hierarchical structure. And the key point is that superficial elements are not synchronized with each other. They are synced **only at the moment** when the Home button is pressed to return.



Therefore, if both the Ratio knob and the Ratio switch are placed on the same screen, the lack of synchronization between the parameters would result in conflicting displays.

In the first place, the connection between "superficial params" and "internal params" changes depending on the status of UI views, and conflicting parameters are designed to be **disconnected**. For example, in views where the "Response" is present, even if you place "Attack" and "Release" knobs on the UI, they cannot communicate with the internal parameters!



Therefore, it is simply impossible to place conflicting parameters on the UI simultaneously.

# Background Images

The five selectable background images are photos I have taken and free stock images. I will include credits or context here.



“**Warm Room**”, the default background, is a photo by [birkaybolushikayesi](#).

I thought its vintage vibe would be a perfect fit, so I chose it. Thank you!



“**Modular 1**” and “**Modular 2**” are both by [Muffin Land](#).

The colorful cables add joy to the UI! Thank you.



“**Zen Garden**” is a photo taken by me. This is a photo of the garden at Houkokuji(報国寺), a Japanese temple. With its Zen spirit, it should help you achieve a focused yet relaxed mixing experience!



“**Bluest Beach**” is a photo of a beach on Hateruma Island(波照間島), the southernmost inhabited island in Japan. Staring at your computer screen too much can harm your health. Let's go to the sea at least within the screen 😎

## About Custom Background

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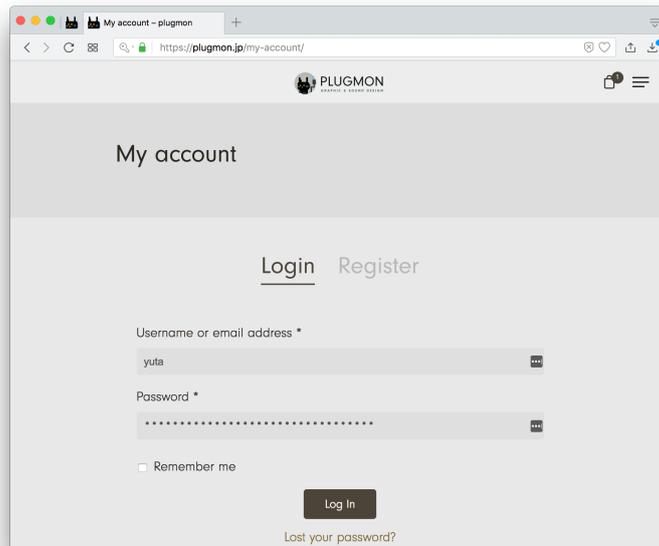
This is a completely manual customization, but by replacing the image "MasterBG-Custom.png" in the "/Images/Pictures" folder, you can set your preferred image as the background. The recommended image size is 1260x700; otherwise, the image will be stretched or compressed to fit.

# Download & Update

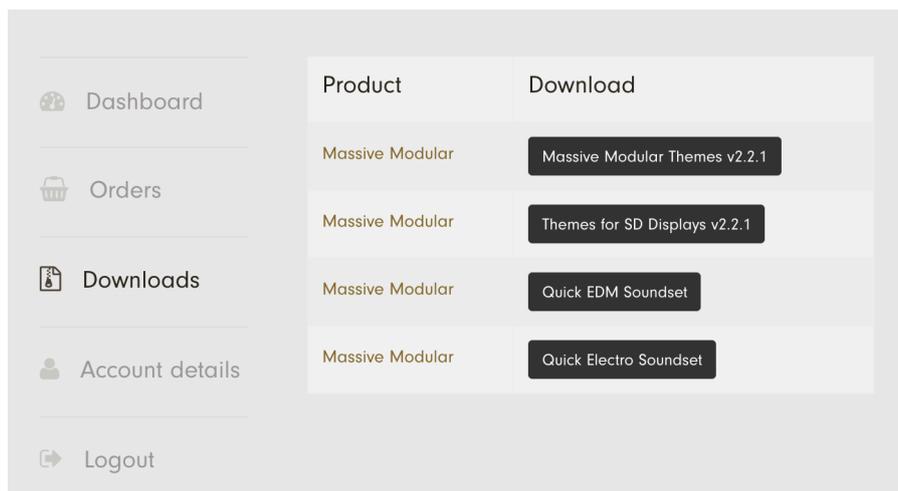
Re-download or update is provided via the website.

Your account page is : <https://plugmon.jp/my-account/>

Please login with your e-mail and password. **If you don't have account yet, you have to create one** (When creating, make sure that you enter the same address as you used on purchase).



After login, go to "**Downloads**" tab, where you can download your purchased products.



\*If you have any troubles, please [contact us](#).