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Subject: de-esser in +dsp?

Posted by [chmedly](#) on Mon, 23 Sep 2019 04:34:37 GMT

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I've been a MH user since the 2882 (pre-ordered). I don't use the boxes much anymore except for occasional spectrafoo work and some location recording. Currently they are all 2D enabled. I'm starting a new project and I was hoping to find a de-esser in the +dsp plugin library. Seems that there is a very nice one available in the stand-alone plugins but not one that runs in realtime in +dsp. Is this correct? If so, is there an easy way to manipulate one of the plugins for this? Or has someone assembled one with building blocks that they'd like to share?

Thanks,

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