INDEPENDENT AUDIO SOFTWARE

LYNCH Broken Megaphone

Make the voice feel transmitted.



Move a recording toward megaphone presence, telephone intimacy or radio interference. Focus and Honk find the centre; drive, squeeze and broken-contact textures add pressure. Open Texture for static, flutter, crush, distance and a short slap.

Complete colour user guide · version 0.3.0 · Apple Silicon Mac AU · macOS 12+

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Start with the part

Move a recording toward megaphone presence, telephone intimacy or radio interference. Focus and Honk find the centre; drive, squeeze and broken-contact textures add pressure. Open Texture for static, flutter, crush, distance and a short slap.

01 / All 22 parameters are published to AU host automation, with sample-offset events and ramps for continuous values.

02 / This is original Lynch DSP inspired by small loudspeakers, receiver bandwidth and radio textures.

03 / Texture opens inside the plugin window above the main controls.

Inside the sound

Automation And Midi

All 22 parameters are published to AU host automation, with sample-offset events and ramps for continuous values.

Texture Panel 0.1.1

Texture opens inside the plugin window above the main controls.

Sound And Approach

Insert this audio effect on a voice, guitar, drums or any audio track. It accepts mono and stereo. Three buttons recall a useful device starting point, preserving Input, Output, Mix and Bypass: MEGAPHONE for horn presence, TELEPHONE for a small receiver, RADIO for broadcast color. Radio Band recalls AM, FM or Shortwave settings. Host automation of Device/Radio Band changes circuit color only; it does not overwrite other parameters.

LOW CUT removes low end; HIGH CUT limits the upper band. Both are 12 dB/oct. FOCUS locates the nasal emphasis; HONK adds it. BAND GUIDE draws the effective band, not a measured spectrum. Frequencies follow the sample-rate limits; crossed bands narrow safely. DRIVE is compensated, four-times oversampled saturation. BROKEN adds loose-contact dips, crackle and harder distortion. SQUEEZE compresses the level; GR shows attenuation. MIX blends the latency-aligned original. OUTPUT sets the final level.

TEXTURE opens Static, Flutter, Crush, Distance, Slap and Slap Time. Static gives colored interference; Noise Follow gates it with the input. With Noise Follow off, static continues only while the host renders audio (some DAWs suspend silent tracks). Flutter adds free-running amplitude and pitch instability. Crush deliberately adds digital bit/sample-rate grit. Distance rolls off air and adds short reflections. Slap adds a short, gently repeating echo. Slap Time runs from 40–180 ms, independent of tempo.

MONO SPEAKER collapses the wet path, preserving dry stereo. PROTECT applies a -0.5 dBFS sample ceiling; it is not a true-peak limiter. BYPASS ON passes the original at unity with 16 samples latency. Init also passes the original (Mix 0, Output 0, stereo). Factory presets replace every sound parameter. Device buttons preserve your trims and Mix.

24 factory starting points, arrows, Init, Save and User. Save/User use standard .aupreset files; only Broken Megaphone presets can load. The current factory name tracks the actual settings; edits show Custom / User Sound.

? enables English help on sound controls. Drag knobs vertically; Shift is fine control. Double-click or right-click to reset a knob. Hover is optional: moving upward within a large knob reaches maximum and downward reaches minimum before leaving its area. Escape turns Hover off. UI Size provides 75–150% scaling, limited to the available screen.

Texture Panel 0.1.1

Texture opens inside the plugin window above the main controls. Close or Escape dismisses it. The panel follows UI Size automatically; it cannot fall behind a separate host window. Opening or closing it leaves your sound unchanged.

Automation And Midi

All 22 parameters are published to AU host automation, with sample-offset events and ramps for continuous values. In Logic, press A and choose Broken Megaphone > parameter. Use Logic Pro > Control Surfaces > Learn Assignment for the selected parameter (Controller Assignments / Learn Mode) to map your MIDI control, move the plugin control and then your hardware control, and leave Learn Mode. The right-click menu opens this guide. There is no internal MIDI learn or tempo sync. The host owns MIDI assignments.

This is original Lynch DSP inspired by small loudspeakers, receiver bandwidth and radio textures. It does not use third-party samples or impulse responses and is not a model of a specific commercial device. DAW reopening may be necessary after installation. Check available headroom when switching presets or adding Drive/Honk.

Install and choose the right host slot

Apple Silicon Mac, macOS 12 or later. Audio Unit only; no Intel Mac, Windows, VST3 or standalone application is included. Use an AU-compatible host and insert on an audio track, instrument audio output or bus.

Save your session before installation. Use the verified current installer and follow its installation prompts, then restart the host if the newly installed AU is not listed. Select the product under Lynch Audio Lab in the appropriate slot.

Trial and permanent licensing

Download the trial installer shown on the product page; the same installer is used for trial and purchase. No card is needed for the trial.

Open the plug-in, click Trial & Activation at the bottom and press Start trial to begin its full 14 days. Installing, opening a preset or downloading a guide does not start a new trial. Each product has its own trial. There is no subscription, automatic charge or periodic noise burst.

For a permanent purchase, use the exact Buy link on the product page. Lemon Squeezy supplies a license key in the receipt. Connect this Mac to the internet, click Trial & Activation at the bottom, paste the receipt key for this exact product and choose Activate. A permanent license allows a maximum of three computers. After successful activation, work offline.

To free a Mac's activation, connect it to the internet, open Trial & Activation and choose Deactivate this Mac. This releases that computer without renewing or resetting trial dates. Presets, project settings and updates do not renew the trial and retain settings.

The login Keychain stores trial and license-key records separately from presets. If it is locked, unlock it normally and press Refresh in Trial & Activation. Keep the system date correct.

At expiry, audio effects return latency-aligned dry audio with normal reported latency; instruments are silent; MIDI tools stop output and release held notes. Presets and project settings remain. Purchase activation restores licensed processing rather than a new trial.

Save, recall and automate

Save the host project to retain the AU instance. Use the product-specific preset operations described in the control chapters for reusable sounds. Preset files, complete project state and controller assignments can have different scopes; do not treat them as interchangeable.

When using host automation, choose an exposed sound parameter, record a short test pass and replay from before the first change. Check module enables, routing and output level. Only use product-local MIDI Learn when this manual explicitly documents it; otherwise use the host's controller-assignment workflow.

Troubleshooting and support

If the AU is missing, save your session, install the current package and restart the AU-compatible host. Check the required macOS version and Apple Silicon architecture, then review the host's plug-in manager. Do not delete a working production project to troubleshoot an insert.

For no sound or no processing, first check the correct slot, track input/output, incoming audio or MIDI, bypass/mute, module enables, mix/return amounts and trial or activation status. Test a simple documented starting point before adding a complex chain.

If the sound is too loud or distorted, reduce drive or output and inspect later inserts and the host master. Sample-peak protection does not guarantee intersample peaks. Source clipping cannot be repaired simply by lowering a later trim.

For dropouts, reduce active polyphony, unison, long returns or dense processing where applicable, or use the host's freeze/bounce workflow. A larger buffer can help scheduling; it cannot cure sustained processing overload.

For activation trouble, check the internet connection and use the key for this exact product from the Lemon Squeezy receipt. For help, contact info@lynchaudiolab.com with product version, macOS version, AU host and a short description. Never send your private license key publicly.

About this guide

Lynch Audio Lab · Music records a brighter tomorrow. This guide describes the released Audio Unit package. The control chapters preserve the supplied public operating documentation, with current-operation addenda integrated and obsolete private-test release labels removed. Images show the real product interface; some original panel lettering may predate the current package version. Original TXT documentation remains available separately.

Original Lynch designs are not measured hardware replicas or equipment-maker endorsements. Listen in context, maintain headroom and check the final deliverable after downstream processing. Support: info@lynchaudiolab.com.