Records

masterMALO

INSTALL & ACTIVATION GUIDE · WINDOWS · VERSION 1.2.0

# Set up masterMALO on your PC in three steps.

masterMALO cleans and balances your stems, then masters the song for where it's going. It comes as the masterMALO app, for stems and batches of songs, and as a VST3 plug-in for your DAW. It runs on 64-bit Windows 10 and Windows 11.




**STEP 1**

## Install

Open the installer. Your browser and Windows ask you to confirm it, because it isn't signed yet. Page 2 shows how.

**STEP 2**

## Activate

Open masterMALO, paste your pass and press **ACTIVATE**. This needs the internet once.

**STEP 3**

## Master

Drop your stems on **MIX**, pick the style and press **AUTO-MIX**. Then **MASTER** and **EXPORT**.

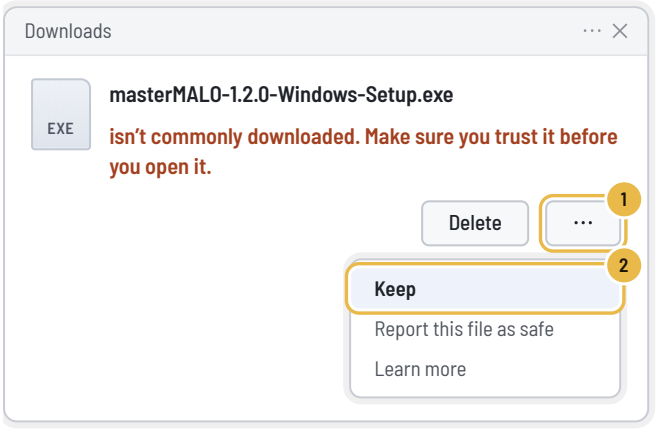
# 1 Install

Download **masterMALO-1.2.0-Windows-Setup.exe** from your download page at shop.paddydanielmusic.com. Your passes are listed on the same page.

**WHY WINDOWS WARNS YOU**

The masterMALO installer isn't code-signed yet, so your browser and Windows don't recognise it and ask you to confirm. That's expected. Only allow it if you downloaded it from shop.paddydanielmusic.com. You only do this once; the wording can differ a little between browsers and Windows versions.

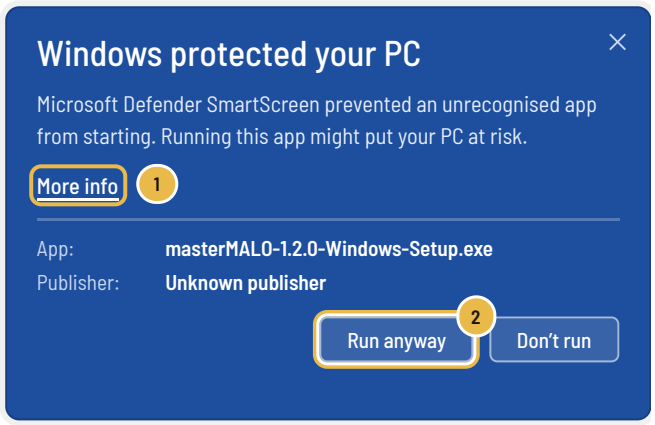
### 1 · YOUR BROWSER · IF IT ASKS




**Edge:** point at the download, click 1 ··· › 2 **Keep**, then **Show more › Keep anyway**. **Chrome:** click **Keep**.

Then open the file from your Downloads folder.

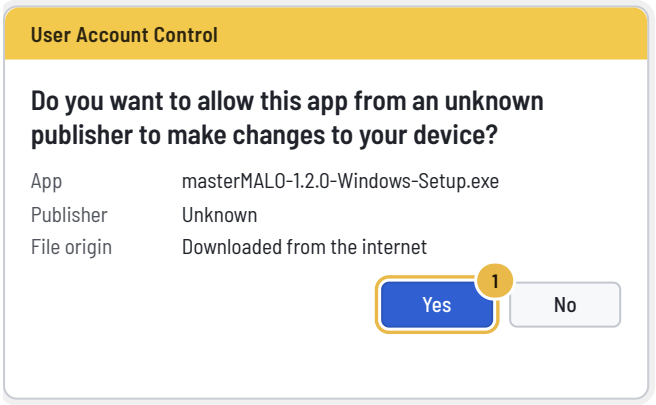
### 2 · WINDOWS PROTECTED YOUR PC




Click 1 **More info**. The app and publisher appear, with a new button: click 2 **Run anyway**.

Don't run only closes the warning; nothing is installed.

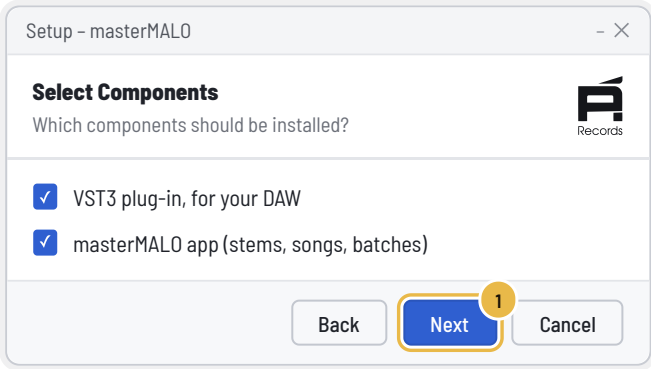
### 3 · ALLOW CHANGES TO THIS PC




Click 1 **Yes**. The installer needs permission to put masterMALO in Program Files.

On an account that isn't an administrator, an administrator types their password here.

### 4 · THE MASTERMALO INSTALLER




Accept the licence (it covers the one-computer pass), leave both parts ticked and click 1 **Next**, then **Install** and **Finish**. The user manual opens at the end.

Close your DAW before you install, and open it again afterwards so it finds masterMALO.

# Find it

Start with the **masterMALO app**: **Start › Páa Records › masterMALO**. Click **Options › Audio/MIDI Settings** at the top of its window to choose your speakers or headphones. In a DAW, masterMALO is a VST3 plug-in from **Páa Records**: put it **last on the master bus**. Most DAWs find it when they start; if yours doesn't, rescan:

| | |
|---|---|
| FL Studio | Options › Manage plugins › **Find installed plugins**. Put masterMALO in the last slot of the Master mixer track. |
| Ableton Live | Options › Settings › Plug-Ins (Preferences in Live 11): turn on *Use VST3 Plug-In System Folders*, then click **Rescan**. Find it in Plug-Ins › VST3 › Páa Records. |
| Cubase, Nuendo | Cubase scans new plug-ins when it starts: look in the insert menu of the Stereo Out under Páa Records. If it's missing, check the blocklist in **Studio › VST Plug-in Manager**. |
| Studio One | Studio One scans when it starts. If masterMALO is missing, go to **Studio One › Options › Locations › VST Plug-Ins**, click **Reset Blocklist** and restart. |
| Reaper | Options › Preferences › Plug-ins › VST › **Re-scan**. masterMALO is in the FX browser under VST3; put it on the Master track. |
| Other VST3 hosts | Rescan VST3 plug-ins (see your DAW's manual) and look under Páa Records. |

masterMALO is 64-bit only. If you still can't find it, make sure your DAW is the 64-bit version and scans `C:\Program Files\Common Files\VST3`.

## Where everything goes

| | |
|---|---|
| VST3 plug-in | `C:\Program Files\Common Files\VST3\masterMALO.vst3` |
| masterMALO app, manual & this guide | `C:\Program Files\Páa Records\masterMALO` |
| Start menu | Páa Records › masterMALO, masterMALO User Manual, masterMALO Install Guide, Uninstall masterMALO |
| Your work | `C:\Users\<you>\Music\masterMALO`: masters (or EXPORT's folder), Projects, Presets |
| This PC's activation | `C:\ProgramData\Paa Records\masterMALO` (a hidden folder; leave it be) |

## Uninstall

Open **Settings › Apps › Installed apps** (on Windows 10, **Apps & features**), find masterMALO and choose **Uninstall**, or use **Start › Páa Records › Uninstall masterMALO**. It asks before it removes anything, then removes the VST3, the masterMALO app and **this computer's activation**. Your exported masters, projects and presets in `Music\masterMALO` are kept.

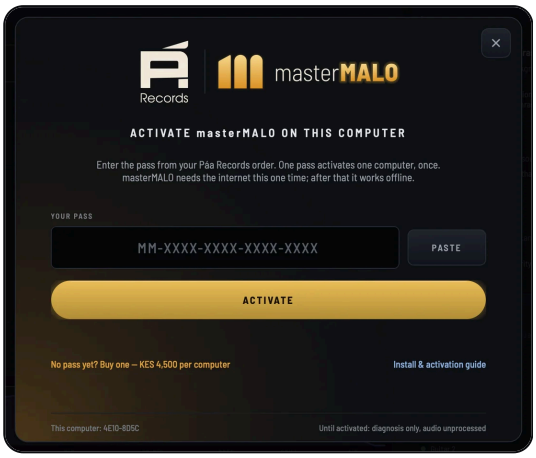
**BEFORE YOU UNINSTALL**

An uninstalled masterMALO needs a new pass on this computer. To update, or if you're only fixing a problem, run the latest installer over the old one instead: it keeps your activation and your masters.

# 2 Activate

Each pass activates masterMALO on one computer. Make sure this PC is online. masterMALO only needs the internet for this one step.

1. Open the masterMALO app, or insert masterMALO on your DAW's master bus. The activation card appears.
2. Copy your pass from your download page, then click **PASTE** or type it in. Passes look like `MM–XXXX–XXXX–XXXX–XXXX`. Upper or lower case, spaces and dashes don't matter.
3. Click **ACTIVATE**. In a few seconds the card says "Activated. Thank you", with the name on your order, then closes.
4. That's it. The activation covers every DAW and every user account on this PC, and both the app and the VST3. From now on masterMALO works offline.




The activation card. "This computer" at the bottom left identifies this PC: have it ready if you contact support. The links under the button buy a pass and open this guide.

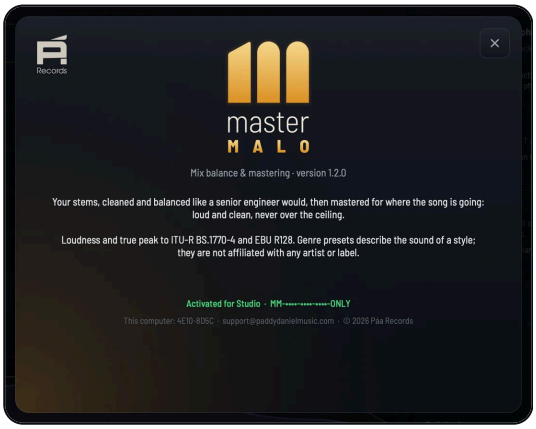
## Not activated yet?

Close the card with **×** to look around first. Until masterMALO is activated, the **diagnosis is free**: drop your stems and it tells you what's noisy, harsh, out of phase or fighting. **AUTO-MIX**, the FX slots, **DIAGNOSE**, mastering and **EXPORT** are locked (they show a padlock), and **audio passes through masterMALO untouched**, so your session stays safe. This banner stays at the bottom. Click **ACTIVATE** on it when you're ready.




## Check your activation

Click the ≡ **menu** at the top right of masterMALO and choose **About masterMALO**. It shows "Activated for" the name on your order, with your pass partly hidden, and this computer's code. ≡ › **Activation** opens the activation card.




## What masterMALO sends, and when

To activate, masterMALO sends your pass, an anonymous computer code (a one-way fingerprint of this PC), the computer's name and the Windows and masterMALO versions to shop.paddydanielmusic.com. When this PC is online, it checks the pass again about once a week. Being offline never stops masterMALO. Your audio, your stems and your sessions never leave your PC: all the processing happens on it.

# 3 Your pass, one computer

- **One pass, one computer, once.** A pass costs KES 4,500. It activates one computer and can only be redeemed one time.
- **Keep masterMALO installed.** The activation stays valid as long as masterMALO stays installed on that computer. Updates install over it and keep the activation.
- **Another computer needs another pass.** Buy one at shop.paddydanielmusic.com/plugins/mastermalo. You can order several passes in one order.
- **Uninstalling ends the activation.** Uninstalling masterMALO removes the activation, and the pass can't be redeemed again. If your PC was repaired or replaced, or Windows was reinstalled, contact us with your order number before buying again.

## Troubleshooting

| IF YOU SEE | DO THIS |
|---|---|
| No "Run anyway" button | Click **More info** first. If there's still no Run anyway, or Windows says *Smart App Control* blocked it, this PC only runs signed apps. Contact us before you change any security setting. |
| "Couldn't reach the Páa Records server" | Check this PC is online and try again. If a firewall or antivirus asks, allow masterMALO (or your DAW) to reach **shop.paddydanielmusic.com**. |
| "That doesn't look like a pass" or "That pass isn't valid" | Copy the pass again from your download page. A pass is MM and 16 letters and numbers. Passes never contain the letters I or O or the digits 0 or 1. |
| "This pass is already activated on another computer" | Each pass works on one computer. Use one of your other passes, or buy a pass for this computer. |
| "This pass has already been redeemed on this computer" | The pass was used here before, and masterMALO was uninstalled or its activation was removed. Contact support with your order number. |
| "This pass has been cancelled" or "This computer's activation was cancelled" | The order was cancelled or refunded. Contact support if that's a mistake. |
| **AUTO-MIX** or **EXPORT** shows a padlock | masterMALO isn't activated on this PC yet. Click the button (or the banner) and enter your pass. |
| masterMALO doesn't appear in your DAW | Quit the DAW and open it again, then rescan VST3 plug-ins (page 3). |

**YOUR OWN PLUGINS, THE FIRST TIME**

The masterMALO app can put the effect plugins installed on this PC (VST3) in its FX slots. The first time you choose **Use my plugins…** in a slot, it asks before it lists them. It checks each plugin in a separate helper, so a faulty plugin can't crash masterMALO, and nothing leaves your computer. ≡ › **Your plugins (scan, problems)…** scans again. In a DAW, the plug-in uses masterMALO's own tools only.

## Support

Have your order number and the computer code from the activation card ready.

EMAIL
support@paddydanielmusic.com

WHATSAPP
+254 745 543 854

SHOP
shop.paddydanielmusic.com