Records

masterMALO

INSTALL & ACTIVATION GUIDE · VERSION 1.2.0

Set up masterMALO on your Mac 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 an Audio Unit and VST3 plug-in for your DAW. It runs on macOS 10.13 High Sierra or later, on Intel and Apple Silicon Macs.



STEP 1

Install

Open the installer. macOS asks you to confirm it, because it isn't notarized by Apple 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-macOS.pkg** from your download page at shop.paddydanielmusic.com. Your passes are listed on the same page.

WHY MACOS WARNS YOU

masterMALO isn't notarized by Apple yet, so the first time you open the installer macOS says it can't verify it. That's expected. Only allow the installer if you downloaded it from shop.paddydanielmusic.com. Follow the steps for your macOS version below. You only do this once.

MACOS 15 SEQUOIA AND LATER

Allow it in System Settings

1. Double-click the **.pkg**. macOS says it was "Not Opened". Click **Done**, not Move to Trash.
2. Open the **Apple menu › System Settings › Privacy & Security** and scroll down to **Security**.
3. Next to "masterMALO-1.2.0-macOS.pkg was blocked", click **Open Anyway**. Confirm with your password or Touch ID.
4. Click **Open Anyway** once more. The installer opens.

The Open Anyway button appears for about an hour after you try to open the file. If it's gone, double-click the .pkg again.

MACOS 10.13 HIGH SIERRA – 14 SONOMA

Control-click, then Open

1. **Control-click** (or right-click) the **.pkg** and choose **Open**.
2. macOS says it can't verify the developer. Click **Open**.

If there is no Open button, use **System Settings › Privacy & Security** (macOS 13–14) or **System Preferences › Security & Privacy › General** (macOS 10.13–12), then click **Open Anyway**.

Run the installer

1. Click **Continue**, read the licence and click **Agree**. It covers the one-computer pass.
2. Leave everything selected, or click **Customise** to choose: the **masterMALO app** (the full studio, for stems and batches of songs), the **Audio Unit** (Logic Pro, GarageBand, MainStage) and the **VST3** (Ableton Live, FL Studio, Cubase, Studio One, Reaper). The user manual and **Uninstall masterMALO** always go to **Applications › Páa Records**.
3. Click **Install** and enter your Mac's password. When it finishes, quit and reopen your DAW.

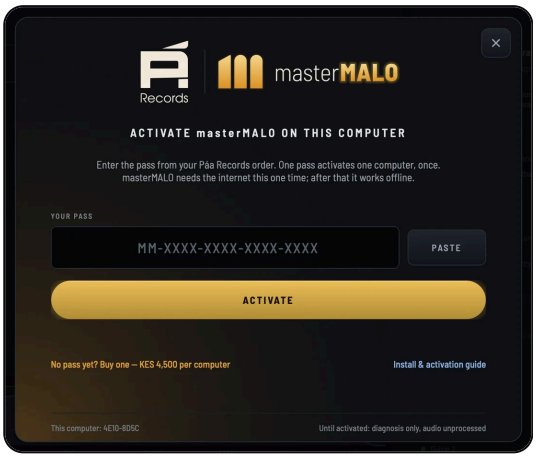
Find it

The masterMALO app	Applications › **masterMALO**. Start here with your stems. Choose your speakers or headphones in **Options › Audio/MIDI Settings**.
Logic Pro, GarageBand, MainStage	On the **Stereo Out**, last slot: Audio FX › Audio Units › Páa Records › masterMALO
Ableton Live	Plug-Ins › VST3 › Páa Records › masterMALO, last on the Main track. Turn on *Use VST3 Plug-In System Folders* in Settings › Plug-Ins.
FL Studio	Options › Manage plugins › Find more plugins, then put masterMALO in the last slot of the Master mixer track
Cubase, Studio One, Reaper	Rescan VST3 plug-ins, then look under Páa Records. Put it last on the master bus.

2 Activate

Each pass activates masterMALO on one computer. Make sure this Mac 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 Mac, and the app, the Audio Unit and the VST3. From now on masterMALO works offline.



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

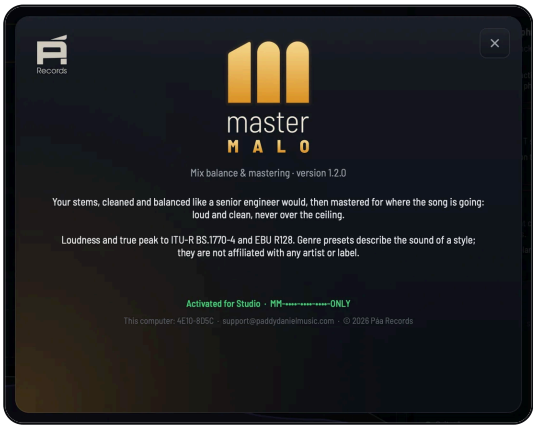
Not activated yet?

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 Mac), the computer's name and the macOS and masterMALO versions to shop.paddydanielmusic.com. When this Mac 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 Mac: 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.** *Uninstall masterMALO* removes the activation, and the pass can't be redeemed again. If your Mac was repaired, replaced or erased, contact us with your order number before buying again.

Troubleshooting

IF YOU SEE	DO THIS
"Couldn't reach the Páa Records server"	Check this Mac is online and try again. If you use a firewall such as Little Snitch or LuLu, 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 Mac 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. In Logic, go to **Settings › Plug-in Manager**, select masterMALO and click **Reset & Rescan Selection**. In other DAWs, rescan VST3 plug-ins.

Where everything goes

masterMALO app	`/Applications/masterMALO.app`
Audio Unit · VST3	`/Library/Audio/Plug-Ins/Components/masterMALO.component` · `/Library/Audio/Plug-Ins/VST3/masterMALO.vst3`
User manual · uninstaller	Applications › Páa Records › masterMALO User Manual, Uninstall masterMALO
Your work	`~/Music/masterMALO`: masters (or EXPORT's folder), Projects, Presets

UPDATING MASTERMALO

Run the new installer over the old one. It replaces masterMALO and keeps your activation, your masters, your projects and your presets. There's no need to uninstall first.

YOUR OWN PLUGINS, THE FIRST TIME

The masterMALO app can put the effect plugins installed on this Mac (VST3 and Audio Unit) 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.

Uninstall

Open **Applications › Páa Records › Uninstall masterMALO**. It asks before it removes anything, then removes the Audio Unit, the VST3, the masterMALO app, the manual 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. If you're only fixing a problem, install the latest version over the old one instead: that keeps the activation.

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