See the sales ranking, top-down analysis, and other tools on this page. The best way to sell your plugin is to make it great. Especially if you are selling a VST or AU plugin that uses destructive behavior like memory allocation or file access, then you should use the "Scaler v1.5" as your go-to tool for optimization. It can automatically optimize your GUI elements for maximum performance and stability by setting up a simple scalable design pattern that reduces CPU cycles used during scaling operations by up to 98% while still providing the UI with an elegant appearance even at small scaling levels. For example, if you use a single 128x128 element UI, then scaling up to 2048x2048 reduces CPU utilization to less than 20%. This means you pay only 20% of your CPU resources to do all drawing and animation for this UI, while the rest is taken by the scaling algorithm. The "Scaler v1.5" analyzes the source code for GUI elements and automatically creates a scaled version of those elements with smaller coordinates that have similar appearance as their unscaled parent. This means the "Scaler v1. 5" does not need to redraw the complete UI when changing scaling level; it only has to move and scale the basic building blocks of the UI. The "Scaler v1.5" is optimized for VST, AU and AAX plugins and works on all major DAWs including Ableton Live, Apple Logic Pro X, Steinberg Cubase 7 (and up), Cakewalk Sonar X3 (and up) Bitwig Studio, Image-Line FL Studio 12 , Cockos REAPER 5 (and up), Image-Line Fruity Loops Studio, Image-Line FL Studio ASIO and Image-Line Deckadance v2 (and up). In order to test how well your plugin performs, run the "Scaler v1.5" on it and display the results of the analysis. The report will provide a variety of optimization suggestions that can help you reduce CPU usage by up to 98% . As a result, you will increase performance stability and user satisfaction - users can choose bigger scaling levels or run your plugin on slower machines with less CPU power.. As an example, here is a comparison report for a sample VSTi plugin with a 1024x1024 GUI originally written in C++ . The original version uses multiple resizable arrays for all UI elements and takes up 247,600 CPU cycles per frame at 64 frames per second (with input MIDI data). The report for this sample shows how much CPU time can be saved by using the "Scaler v1.5" on the original code, which reduced the CPU utilization to less than 4% . This is a demo of a VSTi with a 512x512 GUI which shows how the "Scaler v1.5" can greatly reduce CPU usage with minimal visual impact to improve stability and performance. It is very easy to use with only 2 simple steps: 1) Select your plugin from Plugin Boutique > Scaler > Analyze, 2) Save the "Scaled Plugin" as a VST/AU/AAX plugin project. Then install and run it in your DAW of choice.

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