

DIHWorld Audio - 13 Family / 42 Plugin Template Schematic

Date: 2026-07-22 Authority: . . /CURRENT_FAMILY_AUTHORITY.md Routing source: . . /ROUTING_PLACEMENT_CANON.md Smart Position source: . . /SMART_POSITION/SMART_POSITION_CANON.md

This schematic is the master planning page for the four customer-facing Logic templates:

- 1. Cascading Bus Template
- 2. 7 Main Bus Template
- 3. Family Affair Template
- 4. Better Buses Template

The goal is to show the whole DIHWorld system without forcing all 42 plugins to process at the same time. Every plugin appears in the template system, but each musical pass uses short active chains, bypassed alternates, scene reveals, and QC-only observation where appropriate.

Core Template Law

- Every plugin keeps one primary family home.
- Every plugin card must carry dot-only placement indicators when full Primary, Secondary, Group/Bus, and Parallel wording would clutter the card.
- Full Primary, Secondary, Group/Bus, and Parallel wording belongs in the guide, legend, routing sheet, or expanded help view.
- Use no more than three active processors on a track or bus during a musical pass.
- Extra processors are marked BYPASSED ALT, SCENE REVEAL, or QC ONLY.
- SESHAT is observation only and may sit last on the print/master endpoint.
- ANKH remains final containment authority.
- Presets do not control protected Input, Output, Mix, Bypass/Power, or final ceiling/safety controls unless a product-specific canon explicitly allows it.

13 Family Map

VOCAL_MIC_SOURCE	Gold	6	GOLD, SILVER, WPR, AEGIS_NOVA, TRIPLER, EchoLocate	Vocal/source tone, mic identity, source clarity
DYNAMICS_GUARD	Cyan	4	ANUBIS, OTIS, DEBO, LOOKOUT	Transient control, guard behavior, pressure, observation
BASS_LOW_END	Brown / low-gold	4	MARIANA, MONOLITH, DEPTH_BOOST_PRO, NTRPL	Foundation, low-end shape, sub/body
DRUM_INSTRUMENT	Red-orange	3	DIH_DRUM_MORPHER, BALLPARK, DRUMKRUSHGLUE	Drum identity, punch, impact, glue
COLOR_AMP_TAPE	Red-orange	4	APIS, PTAHTUBE, KHEPRI, SOVEREIGN	Color, amp, tape, material body
FIELD_TONE_BALANCE	White	2	AUSET, AUSAR	Tone/field balance and dispersal
DIMENSIONAL_IMPACT_MOVE	Purple	3	DEPTH_IMPACT_HYBRID_X, PARALLAX, NSR	Width, depth, motion, placement
FX_SPATIAL	Purple	3	NTRSTLLR, Cathedral, SacredVerb	Shared reverb, delay, chamber, space

HARMONICS_PITCH	Green	3	THOTH, TEHUTI, AU	Harmonic EQ, pitch guidance, sidechain harmonic shaping
CREATIVE_TRANSFORM	Red-orange	3	SLOTMACHINE, ARCHAEOLOGIST_X, SERQET	Creative transformation and special moments
MASTERING_CORE	Silver	5	ANKH, SPHYNX, MAAT, HORIZON_X, PLATINUM	Master preparation, balance, lift, containment
MASTER_FIELD	Silver	1	IMHOTEP	Macro field structure and finish
UTILITY_OBSERVATION	Green	1	SESHAT	Meter/advisor, observation only

Template 1 - Cascading Bus

Purpose: three deliberate parallel lanes feeding one clean collection point.

```
SOURCE TRACKS
  Send -> EFFECTS BUS  [NTRSTLLR -> Cathedral -> SacredVerb]
  Send -> WIDTH BUS    [DEPTH_IMPACT_HYBRID_X -> PARALLAX -> NSR]
  Send -> COLOR BUS    [KHEPRI -> PTAHTUBE -> APIS]

EFFECTS + WIDTH + COLOR
-> COLLECTION CHANNEL [summing only]
-> PRINT / MASTER BUS
-> Stereo Out
```

Highlighted families: FX_SPATIAL, DIMENSIONAL_IMPACT_MOVE, COLOR_AMP_TAPE, plus a print/master choice.

Substitution rule: SOVEREIGN may replace one COLOR slot; SERQET may replace PARALLAX for creative width. These substitutions replace a slot; they do not extend the chain.

Template 2 - 7 Main Bus

Purpose: main multitrack routing template with seven working buses.

DRUMS	Kick, snare, rooms, percussion	ANUBIS -> DIH_DRUM_MORPHER -> BALLPARK	DRUMKRUSHGLUE replaces a slot for glue/impact
BASS	Bass DI, sub, low instruments	MARIANA -> NTRPL -> MONOLITH	DEPTH_BOOST_PRO replaces MONOLITH for definition
VOCAL	Lead, BG, harmony	GOLD -> AEGIS_NOVA -> SILVER	WPR, TRIPLER, EchoLocate replace source-tone slots
INSTRUMENT	Guitars, keys, piano, synths	KHEPRI -> PTAHTUBE -> APIS	THOTH or TEHUTI replaces a slot when harmonic pitch is the problem
EFFECTS	FX returns and spatial sends	NTRSTLLR -> Cathedral -> SacredVerb	Keep PARALLAX on WIDTH if WIDTH exists
COLOR	Parallel tone sends	KHEPRI -> PTAHTUBE -> APIS	SOVEREIGN replaces one slot for stronger color authority
DYNAMICS	Parallel dynamics send	OTIS -> DEBO -> LOOKOUT	ANUBIS or DRUMKRUSHGLUE can move in when the source requires it

Template 3 - Family Affair

Purpose: one-session demo where all 42 plugins appear, but the demo moves by family scenes.

Bars 1-16	Raw source	No DIH processing
Bars 17-32	Rhythm foundation	DRUM_INSTRUMENT, BASS_LOW_END, selected DYNAMICS_GUARD
Bars 33-48	Vocal/source and music bed	VOCAL_MIC_SOURCE, COLOR_AMP_TAPE, HARMONICS_PITCH
Bars 49-64	Space and movement	FX_SPATIAL, DIMENSIONAL_IMPACT_MOVE
Bars 65-80	Color and creative moment	COLOR_AMP_TAPE, CREATIVE_TRANSFORM, FIELD_TONE_BALANCE
Bars 81-96	Master clean chain	MASTERING_CORE, MASTER_FIELD, UTILITY_OBSERVATION
Bars 97-112	Print reveal and bypass match	HORIZON_X or PLATINUM alternate, ANKH containment, SESHAT confirmation

Coverage rule: Every plugin appears at least once as active, bypassed alternate, scene reveal, or QC-only observation.

Template 4 - Better Buses

Purpose: practical customer-safe Logic layout with descriptive bus names and cleaner handoff.

SOURCE TRACKS
-> DRUM BUS
-> BASS BUS
-> LEAD VOCAL BUS
-> BG VOCAL BUS
-> INSTRUMENT BUS
-> optional sends: FX BUS, COLOR BUS, WIDTH BUS, DYNAMICS BUS

FAMILY BUSES
-> PRINT / MASTER BUS
-> Stereo Out

LEAD VOCAL BUS	GOLD -> AEGIS_NOVA -> SILVER	Lead vocal source tone and protection
BG VOCAL BUS	GOLD -> TRIPLER -> EchoLocate	Stacks, doubles, localization
DRUM BUS	DIH_DRUM_MORPHER -> BALLPARK -> DRUMKRUSHGLUE	Drum identity, punch, glue
BASS BUS	MARIANA -> NTRPL -> MONOLITH	Low-end foundation
INSTRUMENT BUS	KHEPRI -> PTAHTUBE -> APIS	Music bed tone and harmonic color
FX BUS	NTRSTLLR -> Cathedral -> SacredVerb	Shared spatial identity
COLOR BUS	KHEPRI -> PTAHTUBE -> APIS	Parallel tone and bus color
WIDTH BUS	DEPTH_IMPACT_HYBRID_X -> PARALLAX -> NSR	Width, placement, front/back movement
DYNAMICS BUS	ANUBIS -> OTIS -> DEBO	Guard, pressure, movement

Visual Mock-Up Rules

Each template image should show:

- A DAW-style lane header for the template type.
- Family color strips for quick scanning.
- Active plugins as bright chips.
- Bypassed alternates as dim chips.
- QC-only tools, especially SESHAT, marked as observation.
- Dot protocol on each highlighted family or bus: bright equals proper/current placement, dim equals available/inactive, slow pulse equals suggested redirect, flashing equals risk.
- No long placement dialog over template lane art or plugin imagery.
- No more than three active processors in one lane.

First Image Set

Create four images:

1. 01_cascading_bus_schematic - three parallel lanes into collection and print.
2. 02_7bus_schematic - seven buses with family chain chips.
3. 03_family_affair_13_family_schematic - all 13 families and 42 plugin chips arranged by scene.
4. 04_better_buses_schematic - practical customer bus map with Better Buses highlighted.

These images can be used on the website, PDF handoff, or Logic template instructions. They are planning images, not screenshots of a finished Logic project.

Current Mock-Up Draft

Conversation mock-up source:

</Users/hakeemsalaam/.codex/visualizations/2026/06/30/019f1667-22ca-7921-8674-7c2fa62ad477/dih-13-family-template-map.html>

Use this as the first visual board for review. Once approved, split it into the four separate template images listed above and drop the approved versions beside this schematic.