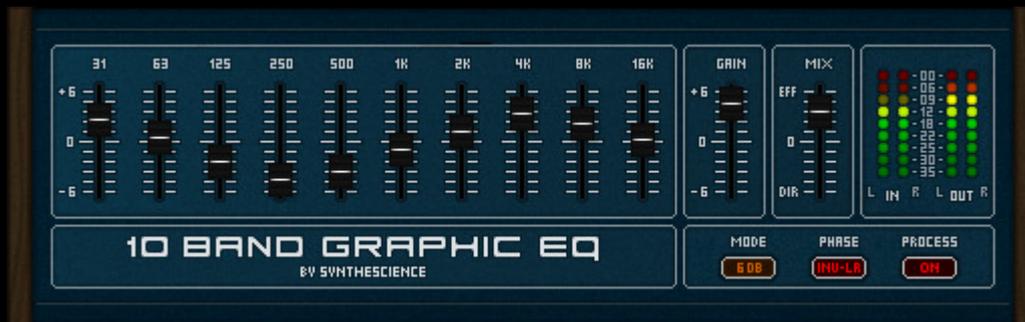


10 BAND GRAPHIC EQ OPERATION MANUAL



BY SYNTHESCIENCE



10 Band Graphic EQ Operation Manual

First of all congratulations and thank you for choosing the 10 Band Graphic EQ By Synthescience. We hope that you'll find this a useful plugin for your processing needs. To get the best from its features, please take some time to read this manual as it provides vital information about the plugins performance.

The Synthescience Team.

1. Introduction

The 10 Band Graphic EQ is a versatile equalization plugin with ten selectable frequency bands for precise adjustment of the audio content within 6 or 12Db range. Each of the ten frequency bands allows the user to cut or boost specific audio frequencies according to the particular demands of the audio material to work from. The 10 Band Graphic EQ can deal with many sorts of applications, wheter to remove low frequency rumble from overprocessed audio tracks or to restore high or low frequency content from weak audio signals or just to add that little extra that misses in. Were sure that you will find lots of applications and situations where to use that amazingly simple tool. Furthermore the inclusion of a selectable phase switch adds some extra flexibility to the plugging performance and really contributes to make it a really effective plug-in in terms of versatility and processing power.

Please notice that the 10 Band Graphic EQ is intended to be used as a Stereo insert plugin, if however the plugin is inserted in a mono track it will be processed into only one side of the audio channels therefore limiting by some extent the plugins performance.

The 10 Band Graphic EQ is fully automatable and has the ability to store 64 presets. It ships with a few already pre programmed ones that will show what its all about.

Installation procedure: Unzip the file, then copy the DLL's into your VstPlugins folder.

2. Front Panel controls



The controllers in the 10 Band Graphic EQ may be operated in three different ways:

Slider controls – The grey sliders (12 in total)

Toggle controls – Mode – 6/12Db, Phase, Effect on/off

Click controls (only active while clicked) – The effects nameplate which shows additional information about the plugin (like plugin version and credits).

Description of controls

Frequency Bands – They are ten in total in the following range: 31Hz, 63Hz, 125Hz, 250Hz, 500Hz, 1KHz, 2KHz, 4KHz, 8KHz, 16KHz. Each frequency slider has a range of operation of -6 to 6Db or -12 to 12Db.(depending from what is set in the Mode switch).

Gain - Adjusts the gain of the processed sound in a range of -6 to 6 Db or -12 to 12Db (depending from what is set in the Mode switch).

Mix – Adjusts the balance between the dry and the processed sound ranging from Dir (direct sound) to Eff (processed sound) with all possible combinations in between.

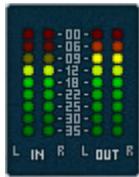
Mode – Selectable between 6 or 12Db, this switch greatly affects the overall performance of the 10 Band Graphic Eq. When switched to 6Db it provides a smoother, more controlled processing of the input signal, but switched to 12Db it provides a more steep response of the sliders, boosting a more intense signal response from the plugin. In the 12Db mode it is advisable to not push the Gain slider to its limits as this can induce high signal levels therefore introducing some unwanted distortion to the processed signal. (The mode switch directly affects all ten frequency sliders range of effect and also the Gain slider).

Description of controls (continued)

Phase – The Phase switch is selectable in four ways, **Off** (no phase inversion of the processed sound is applied), **Inv-L** (The left channel audio signal is inverted against the right channel), **Inv-R** (The right channel audio signal is inverted against the left channel), **Inv-LR** (both left and right channels audio signals are inverted).

The main advantage of this mode is to make possible the creation of a peculiar stereo impression from the processed sound when combined with the Mix slider.

Effect – Switches the 10 Band Graphic EQ on or off.



Level Meters – The Level meters are a monitoring device for the input and output signals. The leftmost two meters displays the input signals for both the left and the right audio channels and the rightmost two meters displays the output (processed) signals for both the left and the right audio channels. It is advisable to maintain the signals below the red indicators as a way of avoiding unwanted signal distortion and to keep optimum signal levels in processing terms. For example if the IN signals continuously hit the red leds, try to drop the volume in the source a bit, on the other hand if the OUT signals continuously hit the red leds then try to drop the Gain slider a bit or adjust the Mix slider until the meters falls to orange.

(About Box) - By clicking and holding the mouse arrow over the effect nameplate reveals further details of the effect.

3. Midi Controllers

(There is a total of 15 different midi controllers assigned to the 10 Band Graphic EQ plugin as shown in the below box.)

10Band Graphic EQ Midi Controller List

| |
|------------------------------------|
| 10 31Hz slider |
| 11 63Hz slider |
| 12 125Hz slider |
| 13 250Hz slider |
| 14 500Hz slider |
| 15 1KHz slider |
| 16 2KHz slider |
| 17 4Khz slider |
| 18 8KHz slider |
| 19 16KHz slider |
| 20 Gain |
| 21 Mix |
| 22 Mode 6/12Db |
| 23 Phase selector (4 steps) |
| 24 Process (On - Off) |

4. Credits and Acknowledgement

Manual by Synthescience

Graphics and Programming by Synthescience

This plugin uses software modules by David Haupt

Synthescience products are developed with SynthEdit development system

By Jeff McClintock.

Vst Plugin Technology by Steinberg Media Technologies AG.

SYNTHESCIENCE

10 Band Graphic EQ – Copyright © 2012.By Synthescience