MONO CHANNEL

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MANUAL
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Instructions:

Insert MonoChannel on your audio tracks to monitor your audio signal and adjust its tonal balance.

Please Note: MonoChannel is NOT a distortion/saturation/console emulation plugin. MonoChannel is designed only to encourage the use of proper gain staging and audio balance workflows in digital audio.
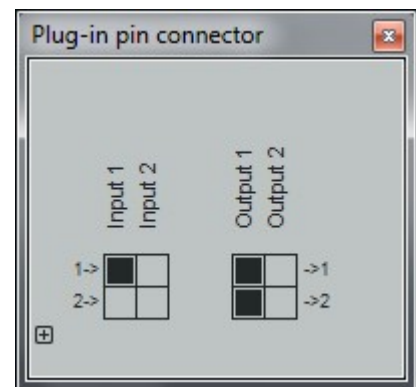
Usage Tips:

- **Click and drag the 'Nominal Level' knob to set your 0VU reference level.**
  This setting is useful when tracking by matching this number with your AD/DA converter's nominal level and also when mixing to ensure appropriate levels are going into nonlinear effects (ie: distortion/saturation effects).
  This calibration setting is essentially the amount of headroom you will have before reaching 0dBFS.

- **Adjust your audio level by using the Volume Level knob.**
  Clean and simple volume control. The 'Input Level' knob has a range of -24 to +24dB.
  NOTE: Remember to watch your peak meters to ensure you're not clipping.

- **Use the filters to alter the tonal balance.**
  Similar to the tone controls on your home stereo, these three knobs, 'Low', 'Mid', and 'High', allow you to change tonal balance of incoming audio. A high pass filter is also included to get rid of any unwanted rumble/low-end noise.

- **Use the Polarity button to find the best sound**
  This setting will rotate the polarity (or phase) of your signal 180 degrees. This can be used to enhance sounds recorded with multiple microphones.

- **Mute those sounds!**
  Quickly mute your track's audio without having to open your DAW's mixer.

- **Checking your levels**
  An input/output switch is available to check levels pre and post any MonoChannel adjustments. A VU-Peak needle will also appear when clicking on the VU meter. The come in very handy when tracking with MonoChannel!

- **Fine-tuning the settings**
  By pressing the small "cog" labeled button, you'll gain access to some advanced settings. This settings panel allows you to adjust the hold time and trigger levels for MonoChannel's warning (yellow) and peak(red) LED lights.

Notes:

Double-clicking any parameter's knob will reset that parameter to it's default value. Double-clicking a filter knob will also disable that filter. The filter's are set up so that they only become enabled when they are adjusted to any value other than 0.0dB (or higher than 10Hz for the HP filter.) This is a CPU-saving feature.

Despite its name, MonoChannel may also be used on stereo tracks. The "Source" display beneath MonoChannel's VU meter displays its current operating mode. In hosts like Cockos REAPER, where all tracks have two channels, MonoChannel will run in stereo mode by default. You can force MonoChannel to run in mono mode by disabling input pin #2 if you need additonal CPU power.

Configuration for forcing MonoChannel's mono-mode in Cockos REAPER

Platform:

- Microsoft Windows 32-bit and 64-bit.
- DAW or VST hosting software with VST2.4 or VST3 support.

Specifications:

VU Needle Calibration:	Nominal Level: 0 dBVU = -18 dBFS Adjustable setting between -24 and -6 dBFS Ballistics: Classic VU Simulation 300ms rise and fall time with ~1% overshoot
VU Meter Range:	-20 dB to +3 dB
Yellow LED Calibration:	Level: -6.0 dBFS User adjustable between -40dB and 0dB Hold Time: 1000ms User adjustable between 1ms and 10000ms
Red LED Calibration:	Level: -0.3 dBFS User adjustable between -40dB and 0dB Hold Time: 5000ms User adjustable between 1ms and 10000ms
Input Volume:	-24dB to +24dB
High Pass Filter:	Frequency Range: 10-1920Hz Q: 0.5
Low Shelf:	Frequency: 320Hz Q: Dependant on filter gain Gain: -12 through +12 dB
Mid Peak:	Frequency: 1280Hz Q: Dependant on filter gain Gain: -12 through +12 dB
High Shelf:	Frequency: 2560Hz Q: Dependant on filter gain Gain: -12 through +12

Thank you for using MonoChannel!

MonoChannel Changelog:

August 5, 2012
- VST3 support is back!
- Tilt and Loudness EQ modes have been added to the settings panel.
- Minor graphic tweaks

July 27, 2012
- VST3 support has been temporarily suspended
- Fixed minor graphic issues

July 21, 2012
- Tweaked VU needle graphic and animation smoothness
- Added "Mini-View" mode
- Increased Volume range from -20/+20dB to -24/+24dB
- Added Volume level readout
- Added VU Peak-Hold needle
- All user control readouts now have clickable edit boxes
- Lower CPU-usage (especially when using filters)
- Smoother transition on some controls (where needed)
- VST3 Support
- 3-Band EQ now has gain-dependant "Q"
- Adjusted High Pass Filter slope
- Extended High Pass Filter range from 10-500Hz to 10-1920Hz
- Fixed ugly filter pops and glitches

Disclaimer: The author of MonoChannel assumes no responsibility for any damage that may occur on the end-user's computer or other equipment while running this software.

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Special thanks to:

MusicDSP.org, g200kg, Microsoft, Steinberg Media Technologies, olilarkin, Cockos, Inc., RedBlack Productions

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MonoChannel

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