

Lindell Plugins

LINDELL SBC

Stereo Buss Compressor





Lindell SBC

Lindell SBC Toolbar.

TOOLBAR

A / B

Gives access to two different settings, for quick comparison. The selected memory appears in blue. All the parameter changes or preset loads affect only the selected memory.

Copy Button (>)

When clicked, the current memory is copied to the other memory.

MENU

Common commands

« Set in all instances » copies the parameter value to all the instances of the plugin in the session. This can also be achieved by [shift] + clicking on a menu option.

« Save as default » sets the current parameter value as the default one when the plugin opens. This can also be achieved by [alt] + clicking a menu option.

About

Shows the plugin version and credits information.

Calibration

You can chose the calibration level here (the mapping between the real digital dBFS level and the virtual dBu level in the simulated circuits).

The calibration level is often expressed as XX dBFS = 0 VU (or +4 dBu).

Oversampling

You can select the oversampling mode here. Higher oversampling reduces aliasing problem but makes the processing n-times more CPU intensive.

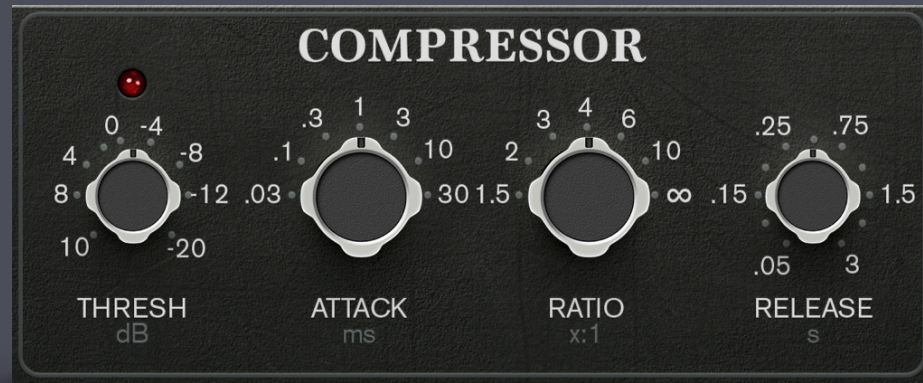
UI Zoom

The Lindell SBC UI size can be reduced using this menu options from 80% to 150% of its normal size.

Note that the plugins size will never get larger than 80% of the screen width/height, regardless of the UI Zoom setting. This means that the higher values (80%, 90%, 100%) will result in the same plugin size on a small notebook screen for instance.

Noise

The plugin adds a very low amount of noise that is usually inaudible (the noise floor). It can be turned off here.



COMPRESSOR

Thresh.

Compression threshold. The plugin starts compressing when the audio RMS level exceeds this value.

Attack

Time to compress after the signal level increased above the threshold.

Ratio

Compression ratio above the threshold [1.5:1, 2:1, 3:1, 4:1, 6:1, 10:1, Infinity:1].

Release

Time to recover from compression after the signal has dropped below the threshold.



LINK

Link

At 0%, each channel is compressed independently. At 100% each channel sees the same mixed side chain.

HP

A high pass filter is inserted in the link circuit. Only the fast compression changes are linked between channels.

LP

A low pass filter is inserted in the link circuit. Only the slow compression changes are linked between channels.

HP + LP

A band pass filter is inserted in the link circuit.



METERS

Meters

The first meter shows the left channel level and the second one the right channel.

The top scale is for the IN or OUT VU level display, with 0 = 0 dB VU = +4 dBu. The bottom scale is for the GR (gain reduction) setting, in dB.

IN

The meters show the input VU level, measured before compression.

GR

The meters show the amount of gain reduction that the compressor applies on each channel.

OUT

The meters show the output VU level, measured after compression.



ADDITIONAL FEATURES

THD

Total harmonic distortion. Use it to adjust the amount of analog harmonic distortion, with 0dB being the normal emulated hardware distortion level.

Smash

SMASH is a creative overload function. Use this switch to create effect compression on drum room mics, heavy rock vocals and other sources that you want to really squash.

SC HPF

Side chain high pass filter.

In the full anti-clockwise position, the filter is OFF.

Mix

Controls the amount of unprocessed (0%) and processed (100%) signals mixed together at the compressor output.



TONE

Knee

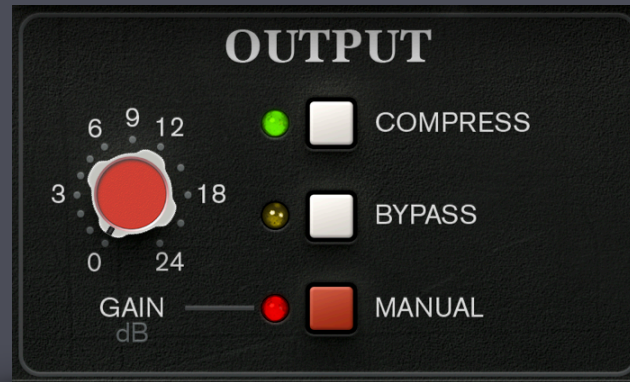
Selects the knee shape of the compression curve.

Filter

Filters the compressor side chain signal to compress less the low frequencies and more the high frequencies. This helps to keep a natural frequency response after compression.

Style

The compressor can measure the signal level at the input (Feed Forward mode) or the output (Feed Back mode).



OUTPUT

Gain

Makeup gain when manual gain is active.

Compress

Enables or disables compression. When it's off, the signal still goes through the analog circuit and transformer.

Bypass

Completely bypasses the compressor.

Manual

Manual gain. Disabled the automatic gain reduction compensation and enables to control manually the makeup gain with the gain knob.

CREDITS

Emmanuel Dubecq - LSR audio

Design

Programming

Graphics

Circuit modeling

Tobias Lindell - Lindell Audio

Design

Tests and tuning

Presets