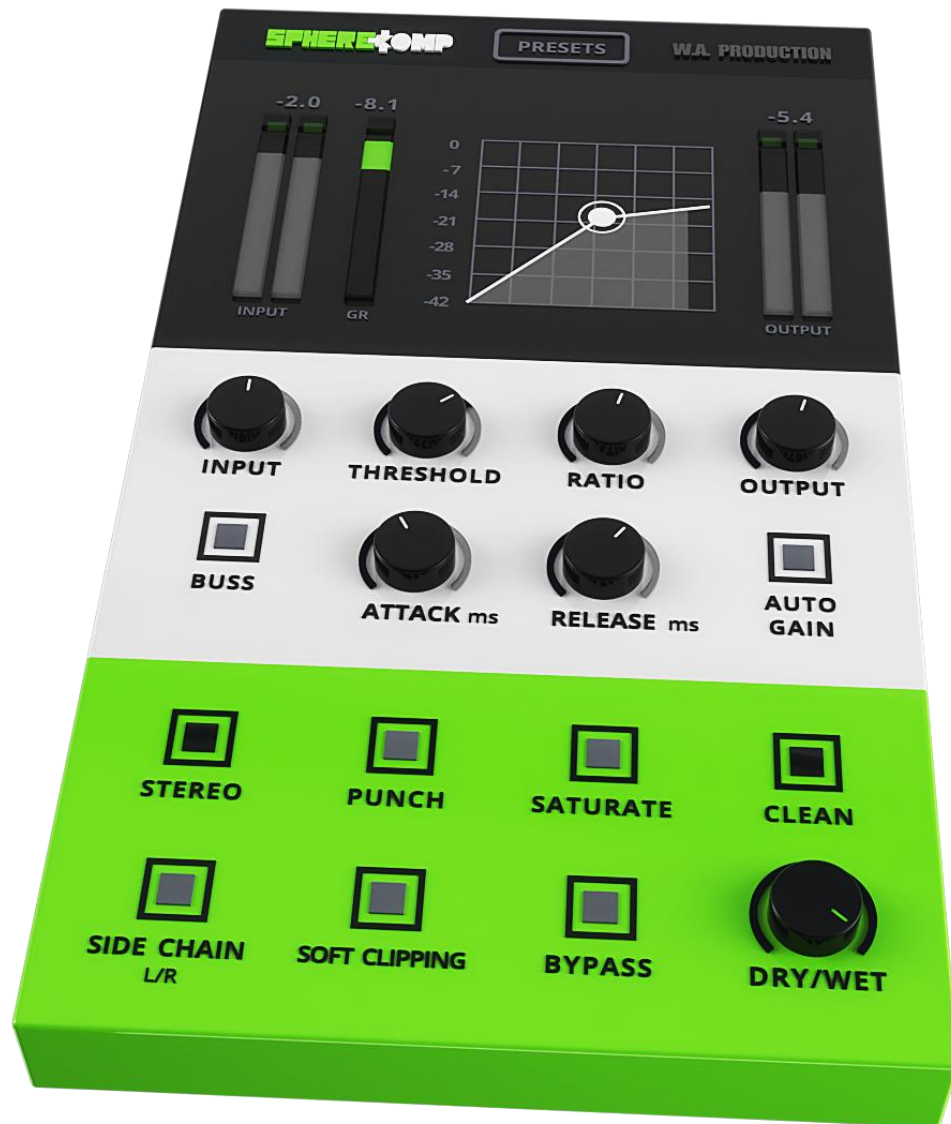


Sphere Comp Manual



Sphere Comp - a dual mode dynamic processing plugin.

Introduction

Sphere comp is a dual mode dynamic processing unit.
The two modes are:

- Regular mode - digital style peak compressor.
- Buss mode - an analog style RMS compressor.

Both modes are especially designed to make a state of the art compressor plugin with an extremely smooth and clean response making it suitable for mix-buss and mastering purposes as well as individual channel compression.

In both modes it can be used as a clean and transparent dynamic treatment or as a coloring analog style effect.

Features

Input – Set the input gain +/- 15dB

Threshold – The compressor starts to work as soon as the signal amplitude is crossing the threshold.

Ratio – (ratio/1) How many dB above the threshold will output 1dB above threshold.

Attack – Time in milliseconds it will take for the compressor to reach its destination gain reduction, after the signal crosses the threshold.

Release – Time in milliseconds it will take for the compressor to reach 0 gain reduction after the signal went back below the threshold.

Auto Gain – Adjusting the compressed signal level to approximately match the input signal (after the input gain).

Buss – Switch between Regular mode (peak compression) and Buss mode (RMS compression).

Output (Make up Gain) – Set the output gain of the processed signal +/- 15db.



Stereo – Switch between stereo and mono modes.

Punch – Parallel processing to add punch to the signal before compression stage.

Saturate – Add tube style saturation to the compressed signal.

Clean – Make the compressor sound as clean as possible. If Punch or Saturate are on, it will reduce their effect. Giving you different timbral options.

Side Chain – Signal from the Right channel input goes to the detector, and signal from the Left channel input goes to the compressor. Creating a ducking effect. The output is the compressed signal from the Left channel.

Soft Clipping – Found at the very end of the compressor process. It will round the signal when getting close to 0.0dB and make sure it will not cross above.

Bypass – Shutting the compressor unit off and allowing you hear the sound being fed at the input.

Dry/Wet – Mixing between the processed signal and the input signal making a parallel compression effect.

Presets – Sphere Comp comes with 45 high quality factory presets to get you started in no time.

When loading a preset there are a few important things to adjust:

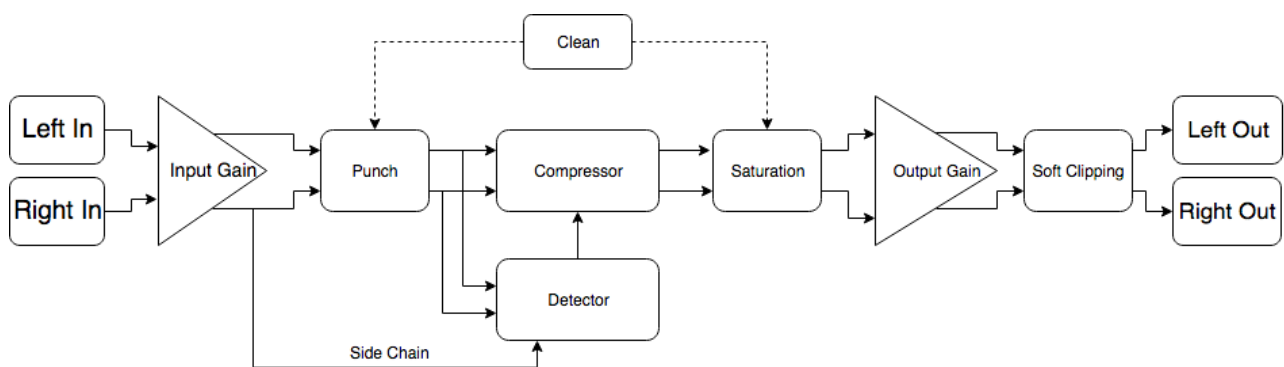
- Stereo switch - Mono or stereo according to your input signal.
- Input knob - Make sure your input signal is not too high and not too low. Suggested peaks level is between -15dB and -5dB.
- Threshold - To get the desired amount of gain reduction.
- Output knob (Make up Gain) - Adjust the output level to compensate the gain reduction.



Tips & Tricks

- While soft clip is on, pushing up the Output knob will push the signal more into the soft clipper adding more saturation to the signal.
- While saturation is on, pushing up the Input knob will cause the signal to hit the higher saturation stage adding more saturation. (Not to worry about the input clipping L.E.D.'s, unwanted distortion will accrue only if the output L.E.D.'s are on).

Basic Block Diagram



- The Signal goes into the input amplifier controlled by the input knob $\pm 15\text{dB}$.
- If Punch is on, the signal get a parallel process to add punchiness.
- The signal is then split and goes to the compressor unit as well as the detector.
- If side chain is on, the left channel is going to the compressor and the right channel to the detector.
- The attack and release knobs shape the envelop of the signal inside the detector.
- The signal from the detector control the amplitude level of the signal being fed to the compressor unit.
- If Saturate is on, a tube style saturation is added to the signal.
- If Clean is on, the punch and saturation effects (if on) will be reduced and the output gain stage would be completely transparent.
- The Signal goes to the output amplifier controlled by the output knob $\pm 15\text{dB}$.
- If Soft Clipping is on, it will round the signal when getting close to 0.0dB and makes sure it does not cross above.

Parameters Behavior

- Click on any knob to see its value.
- Double click any knob to reset it to its default state.
- Click and drag the circle on the graph. Up/Down will change the threshold, Left/Right will change the ratio.

Installation

- Make sure to remove any previous or demo version you might have.
- Click the installation file and follow the instructions.