

Voxengo Stereo Touch User Guide



Software version 2.4

<http://www.voxengo.com/>

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Introduction

This professional audio plug-in implements a classic technique of transforming a monophonic track into spacious stereophonic track by means of mid/side coding technique.

Stereo Touch is most effective on monophonic sounds without overly sharp transients: it works great for both acoustic and electric/overdriven guitars, synthetic pad sounds and even vocals. By means of this plug-in you can easily get spacious and even “surround” sounding tracks, without utilizing a double-tracked recording technique.

Basically, the plug-in takes a mono input signal and generates a stereo output signal. Plug-in can also work with multi-channel input signal, but in this case all channels get processed independently of each other like they are separate mono input signals, and then all resulting stereo streams get mixed together to produce a single stereo output signal.

Features

- Two delay lines
- Built-in low-pass and high-pass filters
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages
- Zero processing latency

Compatibility

This audio plug-in can be loaded into any audio host application that conforms to the AudioUnit or VST plug-in specification.

This plug-in is compatible with Windows (XP and later versions, 32- and 64-bit) and Mac OS X (10.4.11 and later versions, Intel and PowerPC) computers (2 GHz dual-core or faster processor with at least 1 GB of system RAM recommended). A separate binary distribution file is available for each target computer platform for each audio plug-in specification.

User Interface Elements

Note: Most interface elements (buttons, labels) located on the top of the user interface and on the bottom are standard among all Voxengo plug-ins and do not require much learning effort. For an in-depth description of these and other standard user interface elements and features please refer to the “Voxengo Primary User Guide”. Learned once it will allow you to feel comfortable with all pro audio plug-ins from Voxengo.

Side Channel Delays

This group of knobs controls the characteristics of the produced side channel information that is used to add the “stereo touch” to the input mono signal.

Side channel information is produced by delaying the input signal and using delayed signal as a side channel directly (two separate delay lines are available for this purpose). An optional filtering is then applied to the side channel, before it is used for mid/side decoding.

The “Delay 1” parameter adjusts first delay line’s time.

The “Delay 1 Gain” parameter adjusts first delay line’s loudness.

The “Delay 2” parameter adjusts second delay line’s time. The “Delay 2” switch should be enabled to engage the second delay line.

The “D2 Ph Inv” switch enables phase inversion of the second delay line. This switch allows you to reduce lower frequencies build-up when Delay 2’s time is close to Delay 1’s time.

The “Delay 2 Gain” parameter adjusts second delay line’s loudness.

The “HP Filter” parameter adjusts the high-pass filter’s (or, alternatively, the low-cut filter’s) corner frequency. The “HPF Enable” switch enables the high-pass filter.

The “LP Filter” parameter adjusts the low-pass filter’s (or, alternatively, the high-cut filter’s) corner frequency. The “LPF Enable” switch enables the low-pass filter.

Output

The “Out Gain” knob adjusts the master output signal level.

Credits

This plug-in was produced by Aleksey Vaneev in Syktyvkar, Komi Republic, Russia.

DSP algorithms and internal signal routing code were created by Aleksey Vaneev.

Graphics user interface code and the “standard” graphics design were created by Vladimir Stolypko.

Plug-in is implemented in multi-platform C++ code form and uses “zlib” compression library (written by Jean-loup Gailly and Mark Adler), VST plug-in technology by Steinberg, AudioUnit plug-in SDK by Apple, Inc. (used under the corresponding licenses granted by these parties).

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