

Thank you for purchasing N-Console.

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N-Console is the result of hours of hard work, research, and development.

At Sonimus, we proudly continue to pursue our passion for creating products to optimize your mixing experience.

We are confident you will enjoy your new plugin.

Sincerely,

Sonimus Staff

License

To use your downloaded Sonimus product, it is necessary to activate your license first.

To activate N-Console, please download and execute the license activation script (you will find easy to follow instructions in the "Product Activation" section below).

Your software will be ready for use immediately upon activation.

The Sonimus Licensee is governed by Terms and Conditions the user accepts upon installation.



Introduction

Sonimus N-Console is designed to emulate both the workflow and sonic character of an analog mixing console. While inspired by the classic British 8014 console, N-Console has a personality of its own, modeled to print that classic warmth, punch and three-dimensional sound to your projects.

For optimum results, please configure your DAW according to the specifications detailed in this manual.



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Installation

Go to the [Sonimus website](#), navigate to “My Area” in your account, click on N-Console to download the installer for your platform.

•Mac

Open the N-Console.dmg, run the installer, and follow the onscreen prompts. If you would like to customize your installation, please click on the “Customize” button at the “Installation Type” step.

•Windows

Open your downloaded .zip file, run the installer and follow the given steps.

Specifications

Supported platforms

Audio Unit, VST 2.4, VST 3, AAX. All platforms support 64 bit operation.

Supported Operating systems

•Mac OSX 10.9 or newer (intel and M1).

•Windows 7 or newer.

Product activation

To activate N-Console you must download and execute the license activation script.

Please visit www.sonimus.com and click on "My Account" at the top-right corner. In the "My Products" section, click on the product's image that you want to activate and download its activation licenser script. Once the file has been downloaded to your computer, double click to execute. As a final step, please restart your DAW.

Product Deactivation

Sonimus N-Console provides the necessary tools for either activating or deactivating your product. To *deactivate* your Sonimus product, please visit www.sonimus.com and click on "My Account". In the "My Products" section, click on the product's image you want to deactivate. Download its activation licenser script. Once the file has been downloaded to your computer, double click to execute. Choose the “remove licenser” option from the product's licenser dialog to complete the deactivation process.

According to our Terms and Conditions Section Grant of License.

It is useful to know the deactivation process in order to take necessary precautions for protecting your product. **Please remember to delete all Sonimus files which were copied previously to your computer** (including emptying the Recycle Bin) after deactivating your Sonimus product license.

N-Console Channel

Controls

- **Fader:** adjust the signal coming in.
- **IN:** Bypasses saturation, leaving functionality of Gain and VU Metering operational.
- **FAT:** increases evidence of distortion effect.
- **HIGH PASS:** Analog-like High Pass Filter (6dB/oct).
- **LOW PASS:** Analog-like Low Pass Filter (6dB/oct).
- **VU Calibration:** Toggles between 0VU = -26 to -14 dBFS (To access this control, click above the VU meter).
- **PUSH:** This control pushes the signal and reduces the dynamic range. It's useful to get more warm/hot results and an early soft clip. Use it with discretion and only in specific cases when some creative output is needed. If you overuse this control, you may obtain a mix with a lack of dynamic range.
- **CROSSTALK MODE:** Choose between "Vintage" (more evident effect), "Modern" (less audible effect), and crosstalk OFF.

EXTRA SETTINGS PANEL

- **TRIM AS DRIVE:** Automatically attenuates (reduces) output as you increase the GAIN, effectively transforming the fader knob into a "drive" control.
- **METER PRE:** This control places the metering before the saturation.
- **FILTERS PRE:** Place the HP and LP filters prior to the saturation.
- **OUT:** This control adjusts the audio output level.
- **MIX:** The MIX control adjusts the balance between the original unprocessed signal (dry) and the processed signal (wet). It's located after the output control in the signal flow, meaning that it only affects the balance of the signals and not the overall output level.

N-Console Channel

VU Meter

VU metering works quite differently than peak metering, and they are more useful for mixing as they operate similarly to the human ear.

0VU = -18dbfs: Employing these calibration values is the best way to establish good gain staging in a mix. N-Console's saturation will work better, and the plugins inserted afterwards will work better as well. Your mixes will have more clarity and better dynamic response, due to the increased headroom.

E.g.: Drums level is suggested to be set at -6 dBFS of difference from the overall mixing level. If the project is mixed with the calibration 0 VU= -18 dBFS, then the stereo Drum Buss should be set to 0 VU= -24 dBFS to obtain the desired level.



N-Console Buss

Controls

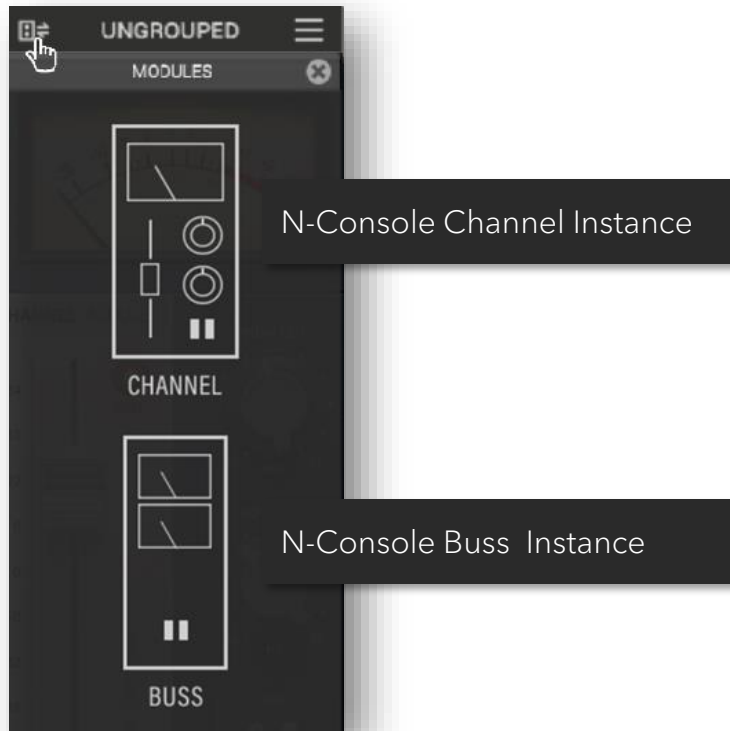
- **IN** : Bypasses saturation, leaving functionality of Gain and VU Metering operational.
- **FAT** : Increases evidence of distortion effect
- **VU Calibration** : Toggles between 0VU = -26 to -14 dBFS (To access to this control, click above the VU meter)
- **GROUP SELECTION** : To select the group (see Grouping section)
- **STEREO CROSSTALK**: Choose between "Vintage" (more evident effect), "Modern" (less audible effect), and crosstalk OFF.
- **BUSS COLOR**: The N-Console Buss plugin offers a choice of predefined output color EQ options that affect the signal sent to the output saturation algorithm. Sonimus recommends the "**Default Flat**" (bypass) setting, but you can choose "**Master Bright**" on the Master Buss instance if your program material lacks highs or sounds harsh. Another option is "**Master Loudness**" which adds more air to the high-end and warmth to the low-end on the master buss. However, use these options judiciously to avoid overprocessing and achieve a pleasant sound.



Main Menu

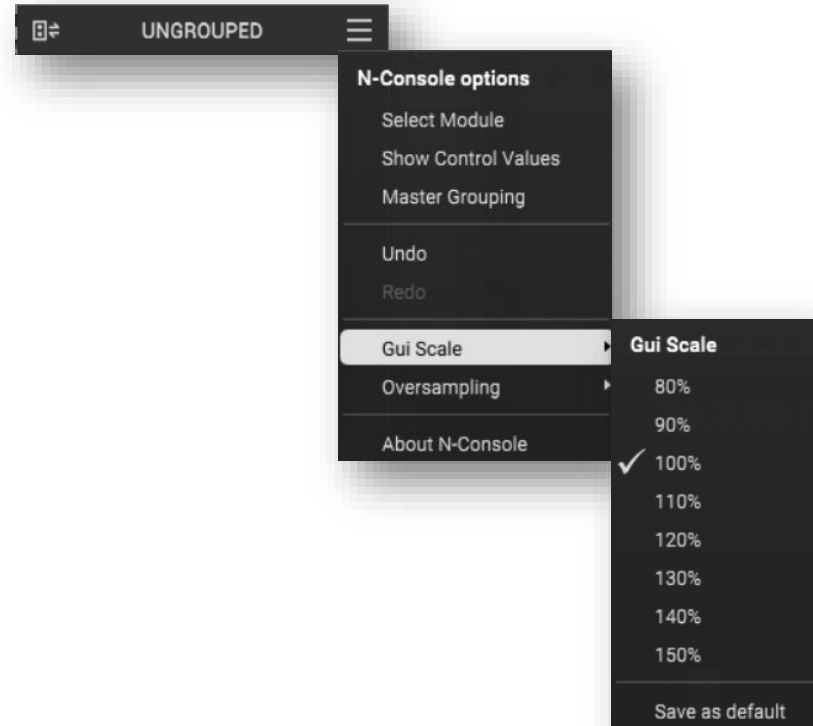
Select module

Allows to switch between Channel and Buss mode within the same plugin instance.



GUI Scaling

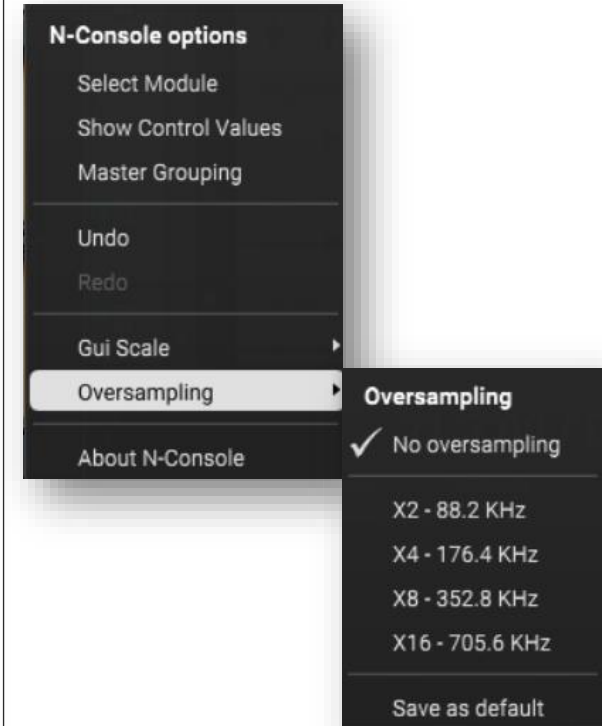
Access the scale of the plugin window. Adjust it from 80% to 150% and save your preference as the default view.



Oversampling

Enable N-Console's oversampling capabilities.

Select from x2 to x16 processing of the original audio sample rate to eliminate any possible aliasing.



Grouping

Imagine being able to control all N-Console instances from a single place. Imagine the freedom to assign N-Console instances into “groups” for simultaneous control.

Now, with N-Console it’s possible. Turning saturation on/off, Switching Fat mode on, making volume adjustments for a group of instruments or altering the drive for a group, can be done from the convenience of one **Master Instance**.



Activating Grouping

For a new project

1. Insert N-Console Channel in all your tracks and N-Console Buss in all your busses and Master track.
2. In the N-Console Buss of your Master track, enable Master Grouping from the plugin's menu.
3. You may optionally rename groups by right-clicking on the group name. For example: MASTER, DRUMS, GUITARS, PERCUSSION, CHOIRS, SYNTHS, etc...
4. On each N-Console instance, select a group (including the instance that manages grouping). Use a group named MASTER for this.
5. Grouping is now active.

For an existing project

1. In the N-Console Buss instance of your Master track, enable Master Grouping from the plugin's menu.
2. You may optionally rename groups by right-clicking the group name. For example: MASTER, DRUMS, GUITARS, PERCUSSION, CHOIRS, SYNTHS, etc...
3. On each N-Console instance, select a group -- including the instance that manages grouping (use a group named MASTER for that).
4. Grouping is now active.

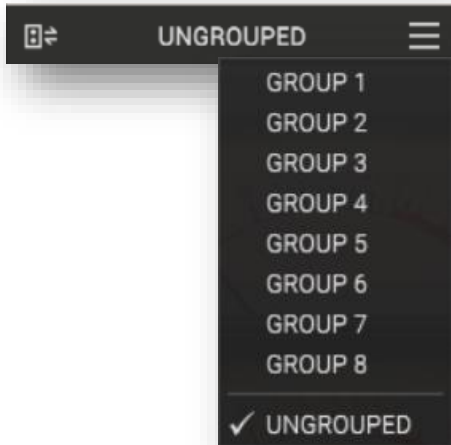
IMPORTANT NOTE :

Use only ONE Master grouping for each project.

Using more than one instance to manage grouping may cause conflicts. Therefore, it is important to always use the instance inserted on the Master track as your grouping manager.

If you do not normally use a N-Console Buss instance on your Master track, you may insert a Buss instance to bypass the saturation and still be able to use the grouping feature. You can even bypass the plugin and the Master Grouping function will remain active.

Group selection



Grouping Controls

- **GROUP NAME** - Specify the group's name. You can create a group name by right-clicking on it, or you can simply use the default name.
- **ON** - Turns on/off saturation for all grouped busses and channel instances.
- **FAT** - Turns on/off FAT mode for all grouped busses and channel instances.
- **FADER (Trim)** - The fader controls the *input volume* of the instances in the group. Fader can be applied to channels, busses or both. This control adjusts the input signal, but it may also be employed to drive the signal by toggling the "AS DRV" control.
- Note: **Trim** does not affect the child instance's "fader control." It rather operates on an internal trim control residing within each instance.
- **Trim Routing To**: Selects whether the trim fader controls Channels, Busses or both.
- **AS DRV**: When activated, causes trim control to function as drive, rather than as an input control.
- **GLOBAL SATURATION BYPASS (BYP)** - Bypasses saturation to all grouped instances. This control only affects grouped instances. If an instance is "ungrouped," saturation will not be bypassed.
- **FAT MODE SWITCH** - Turns on/off Fat mode for all groups.

Mixing with Grouping

Deploy your N-Console instances using the method outlined in the section "How to Use N-Console", or by employing whichever method works best for you. Then, use the Master Grouping to control all grouped instances. Use **the faders** for fine volume adjustments or activate **AS DRV** to apply more or less distortion. Compare the sound of your tracks with **FAT** mode enabled vs. disabled, etc.

Remember that it is not mandatory to group all instances. Feel free to experiment by leaving some instances ungrouped.



For example, let's assume you want to use N-Console to overdrive a lead vocal, but also want to assign the lead vocal track to a group. In this case, the best method would be adding two N-Console channels to this track: one to be used for grouped mixing, and a second to be used as an overdrive/creative effect.

Use N-Console at your most convenient. There are no rules.

How to use N-Console

Gain Staging Tool

To get a good mix, start by leveling your tracks' volume output:

1. Create a new mixing project.
2. Insert N-Console Channel on all tracks of your project as a first insert.
3. Insert N-Console Buss in all busses as well as the master track.
4. Before leveling your tracks with the DAW's fader and before inserting other plugins, use N-Console's fader to level individual tracks to 0 VU (VU meter near zero).
5. When you have leveled all your tracks to 0 VU, do not touch N-Console's faders again.
6. Start mixing as you usually do: Insert new plugins; adjust the volume levels using your DAW's fader tracks, etc. (Please remember point number 5).

Buss Volume Levels : As with individual tracks, set the volume level of your busses to average around 0VU as well. While viewing N-Console Buss's VU Meter, adjust tracks' volume that is sent to the bus with your DAW fader (*not N-Console's Channel Gain control. Remember point number 5 above!*).

Master Track Volume Level: Use the same process as above for "master track" volume. Adjust the busses' DAW faders to level at 0 VU on your master track or 2buss.

Switching Modes

With N-Console you can switch between Channel and Buss instances from within the plugin and vice versa. No more two separate plugins in your library. Just click the top left icon or click the Select Module button in the Main Menu and choose between the two modes.

FAT Mode

FAT mode pushes the saturation, generating more harmonics. With FAT mode engaged, you will perceive headroom reduction and further punch from the sound quality. Fat mode emphasizes low-end saturation which makes a more aggressive sound.

How to use N-Console

Oversampling

N-Console is designed and optimized to not require the use of oversampling. Therefore, N-Console brings the sound of classic analog consoles to your mixes without compromising the audio quality of your sessions, even if oversampling is disabled.

To get the best experience with the plugin we **recommend keeping oversampling off unless extreme saturation wants to be achieved and use it only on specific cases where its use could be necessary.** For example, if you're overdriving a synthesizer or in a situation where you feel oversampling is needed.

Other Uses

We recommend using N-Console in the manner outlined in the "Gain Staging Tool" section. Once you have achieved optimal gain staging following this method, you may choose to add another instance of N-Console to use it as a "creative effect". You can use N-Console in several ways: as an aggressive saturation tool using "AS DRV" or/and FAT switch; to adjust highs and lows using N-Console's HP and LP filters, or simply to add more color to your tracks. There are no boundaries with N-Console, use it in the most creative way possible.

Use N-Console as an Overdrive Effect:

If you want to overdrive a voice or a particular instrument, "Push" and/or "Trim as Drive" may be a good choice.

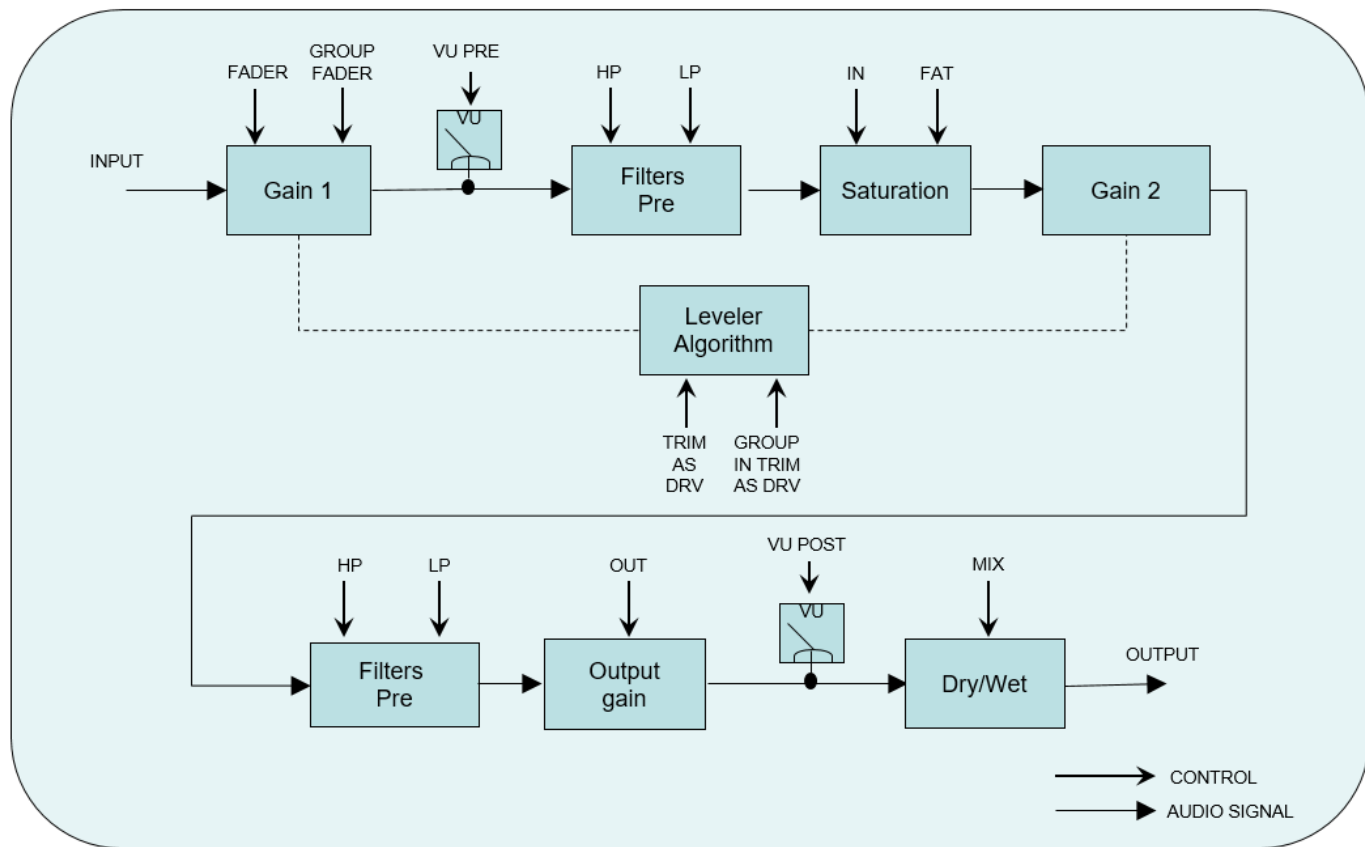
Select the following options in the N-Console Channel contextual menu (by right clicking in the N-Console GUI background)

- "Trim As Drive" to "enabled": to get the Fader working as a Drive knob.
- "Filters position" to "pre": In general, using filters pre-saturation sounds better than engaging them post-saturation, when you overdrive the signal.
- Optionally press the "Push" button and select the option that best suits your material.

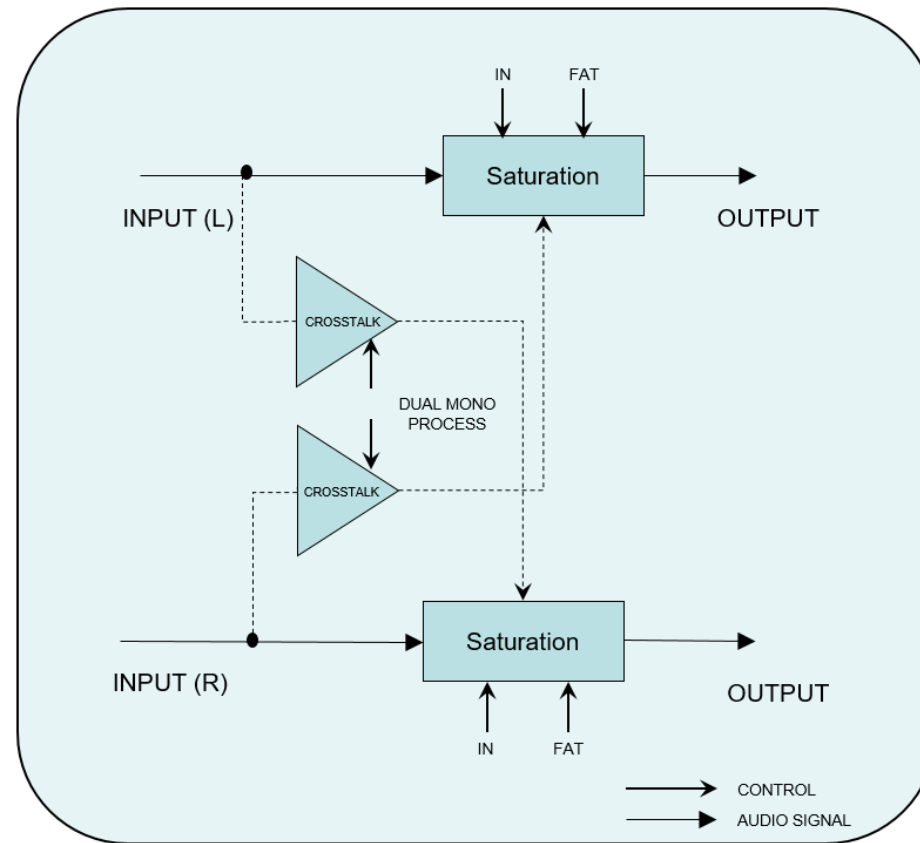
After applying the setting above, simply raise the fader to get an aggressive effect.

N-Console Channel

Signal flow



Crosstalk signal flow



Technical support

For support, please visit our website at www.sonimus.com and navigate to the section entitled "Support."

Or you may jump to our support section directly by clicking on the following link: www.sonimus.com/support

Find specific N-Console articles, tutorials and more at www.sonimus.com/blog and subscribe to our [Blog](#) to get more information about all our plugins, tutorials and music production tips right in your inbox.

Also check our [YouTube channels](#) to learn from our videos and reviews: <https://www.youtube.com/c/SonimusAudio>

Enjoy using N-Console!

And remember...

Trust your ears and musical taste, they will guarantee the best results!

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