

A-CONSOLE

User's guide



Thank you!

Thank you for purchasing A-Console.
A-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

In order to use your downloaded Sonimus product, it is necessary to activate your license first.
To activate A-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 A-Console is designed to emulate both the workflow and sonic character of an analog mixing console. While inspired by the classic API 1608 console, A-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

On the [Sonimus website](#), navigate to "My Area." Click on A-Console to download the installer for your platform.

- *Mac*

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

- *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, RTAS. All platforms support 64 bit operation.

Supported Operating systems

- Mac OSX 10.9 or newer (intel and M1).
- Windows 7 or newer.

Product activation

In order to activate A-Console you must download and execute the license activation script.

Please visit www.sonimus.com and click on the "My Area" tab. In the "My Products" section, click on the image of the product you want to activate for the option to 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 A-Console provides the necessary tools for both activating or deactivating your product. To *deactivate* your Sonimus product, please visit www.sonimus.com and click on the "My Area" tab. In the "My Products" section, click on the image of the product 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 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.

A-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 to this control, click above the VU meter).
- PUSH: This controls push the signal and reduces the dynamic range.
 - Warm: push the signal 5 dB
 - Hot: push the audio signal 10 dB

It's useful to get more warm/hot results or to get a early softclip.

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 lack of dynamic range.

- CROSSTALK MODE: Choose between "Vintage" (more evident effect), "Modern" (less audible effect), and crosstalk OFF.
- Trim As Drive: (access by right clicking in A-Console GUI background) Automatically attenuates (reduces) output as you increase the GAIN, effectively transforming the fader knob into a "drive" knob. To access to this control you must right click in the module background.



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.

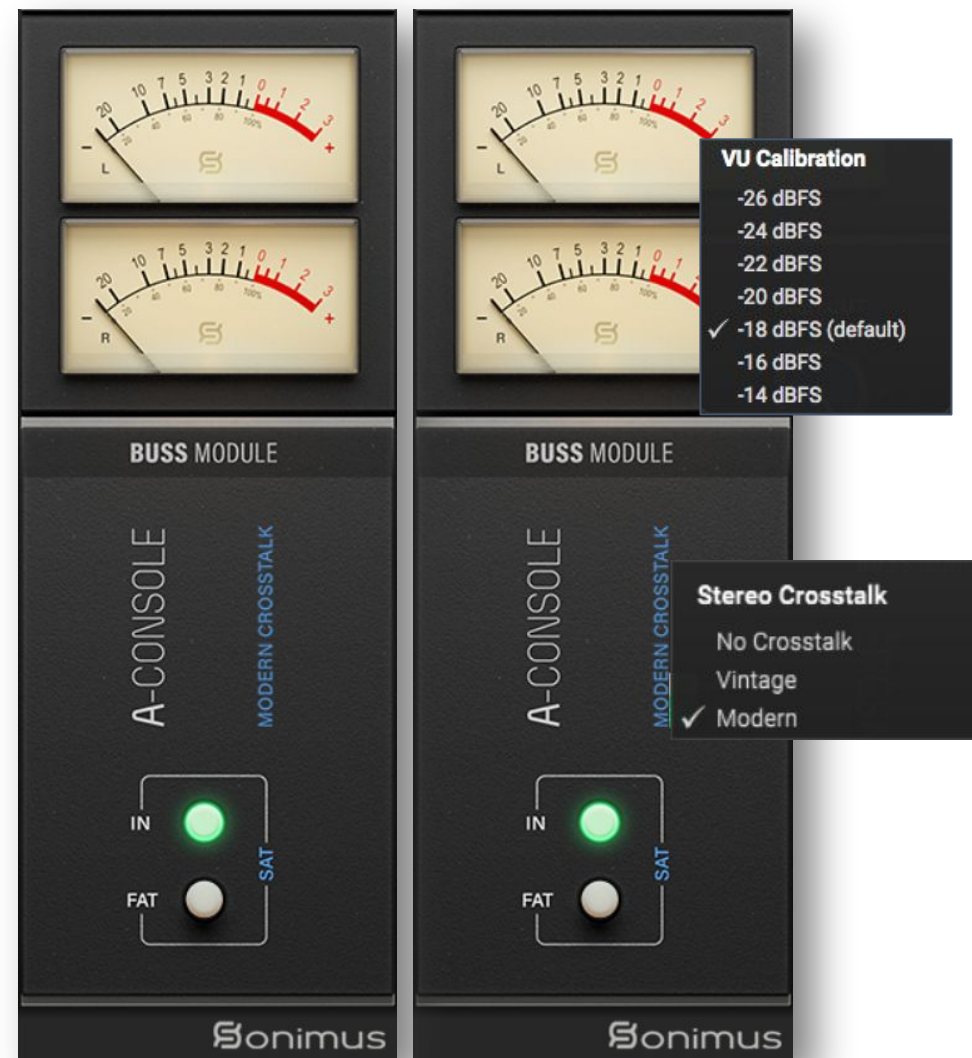
0VU = -18dbfs: Employing these calibration values is the best way to establish good gain staging in a mix. A-Console's saturation will work better and the plugins inserted after A-Console will work better too. Your mixes will have more clarity and better dynamic response, due to increased headroom.

Eg: Drums level are suggested to be set at -6 dBFS of difference from the overall mixing level. If the project it's 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.

A-Console Buss

Controls

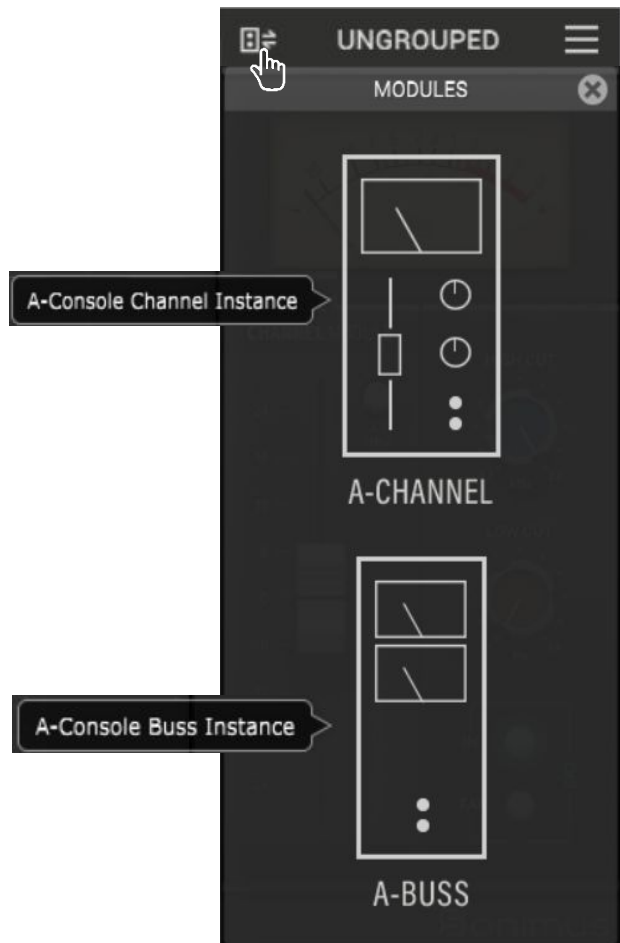
- IN : Bypasses saturation, leaving functionality of Gain and VU Metering operational.
- FAT : Increases evidence of distortion effect
- VU Calibration : Toggles between 0VU = -26 to -14 dBFS (To access to this control, click above the VU meter)
- GROUP SELECTION : To select the group (see Grouping section)
- STEREO CROSSTALK: Choose between "Vintage" (more evident effect), "Modern" (less audible effect), and crosstalk OFF



Main Menu

Select module

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



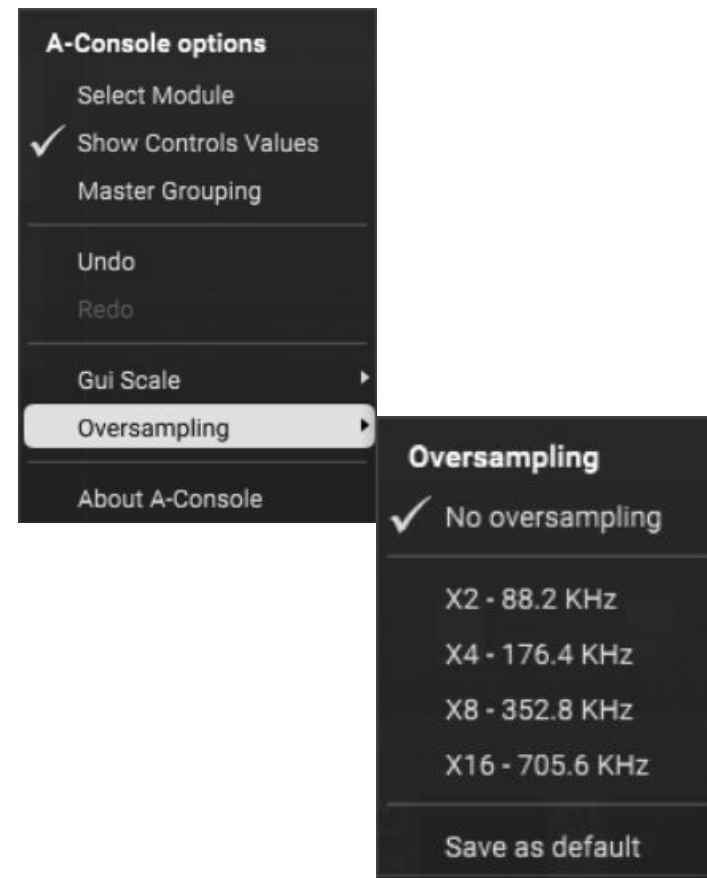
GUI Scaling

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



Oversampling

Enable the oversampling capabilities of A-Console. Select from x2 to x16 processing of the original audio sample rate to eliminate any possible aliasing.



Grouping

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

Now, with A-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 A-Console Channel on all your tracks and A-Console Buss on all your busses and Master track.
2. In the A-Console Buss of your Master track, enable Master Grouping from the plugin’s menu.
3. Optionally, you may rename groups by right-clicking on the group name. For example: MASTER, DRUMS, GUITARS, PERCUSSION, CHOIRS, SYNTHS, etc...
4. On each A-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

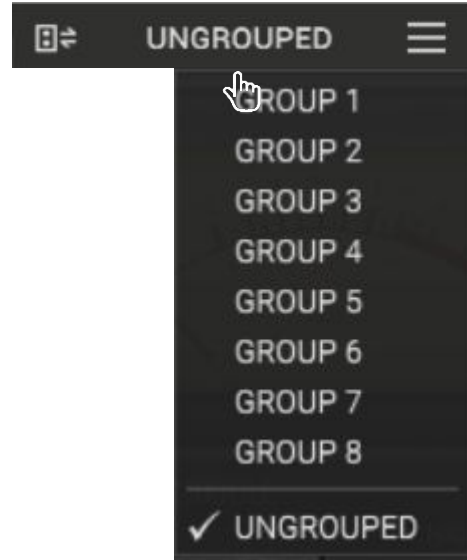
1. In the A-Console Buss instance of your Master track, enable Master Grouping from the plugin’s menu.
2. Optionally, you may rename groups by right-clicking the group name. For example: MASTER, DRUMS, GUITARS, PERCUSSION, CHOIRS, SYNTHS, etc...
3. On each A-Console instance, select a group -- including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

IMPORTANT NOTE : Only use 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 A-Console Buss instance on your Master track, you may insert a Buss instance 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



Grouping Controls

GROUP NAME - Specify the group's name. You can create a group name by right-clicking it, or you can simply use the default name.

ON - Turns on/off saturation for all grouped buss and channel instances.

FAT - Turns on/off FAT mode for all grouped buss and channel instances.

FADER (Trim) – The fader controls the *input volume* to the instances in the group. Fader can be applied to channels, busses, or both. This control is intended to be used for fine adjustment of input, 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.” Rather, Trim operates on an internal trim control residing within each individual 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 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 be not bypassed.

FAT MODE SWITCH - Turns on/off Fat mode for all groups.

Mixing with Grouping

Deploy your A-Console instances using the method outlined in the section “How to Use A-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 A-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 involve adding two A-Console channels to this track: one to be used for grouped mixing, and a second to be used as an overdrive/creative effect.

There are no rules. Use A-Console as you see fit.

How to Use A-Console

Gain Staging Tool

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

1. Create a new mixing project.
 2. Insert A-Console Channel on all tracks of your project as a first insert
 3. Insert A-Console Buss on all busses and the master track.
 4. Before leveling your tracks with the DAW fader and before inserting other plugins, use A-Console 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 A-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 A-Console Buss' VU Meter, adjust tracks' volume that send to the bus with your DAW fader (*not A-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 2bus.

Switching Modes

For the first time in our console emulation plugins you can switch between Channel instance and Buss instance from within the plugin. No more two separate plugins in your library. On any instance of A-Console 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 on the sound quality. Fat mode emphasizes low-end saturation and makes for a more aggressive sound.

Oversampling

We have designed A-Console to bring the sound of classic analog consoles to your mixes without compromising the audio quality of your sessions, even with oversampling disabled. To get the best experience with the plugin we recommend keeping oversampling off unless extreme saturation wants to be achieved using A-Console.

How to Use A-Console

Other Uses

We recommend using A-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 A-Console to use it as a “creative effect”. You can use A-Console in several ways: as an aggressive saturation tool using “Trim As Drive” or/and FAT switch; to adjust highs and lows using A-Console’s HP and LP filters, or simply to add more color to your tracks. You may use A-Console as you wish. There are no limits.

Use A-Console as Overdrive Effect:

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

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

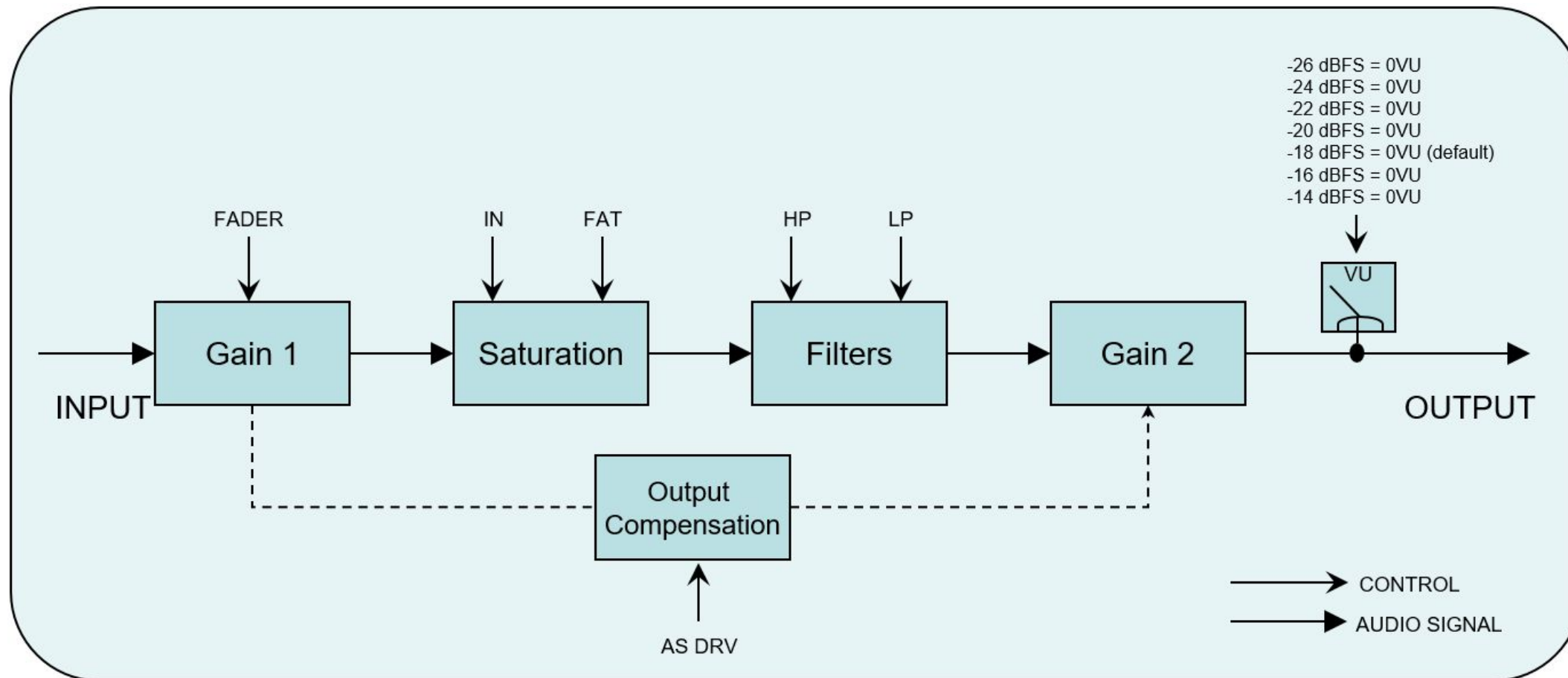
- “Trim As Drive” to “enabled”: to get the Fader working as Drive knob.
- “Filters position” to “pre”: In general, using filters pre-saturation sounds better than engaging them post-saturation, when you overdrive the signal.
- Optionally press the “Push” button and select the option that best suits your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

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



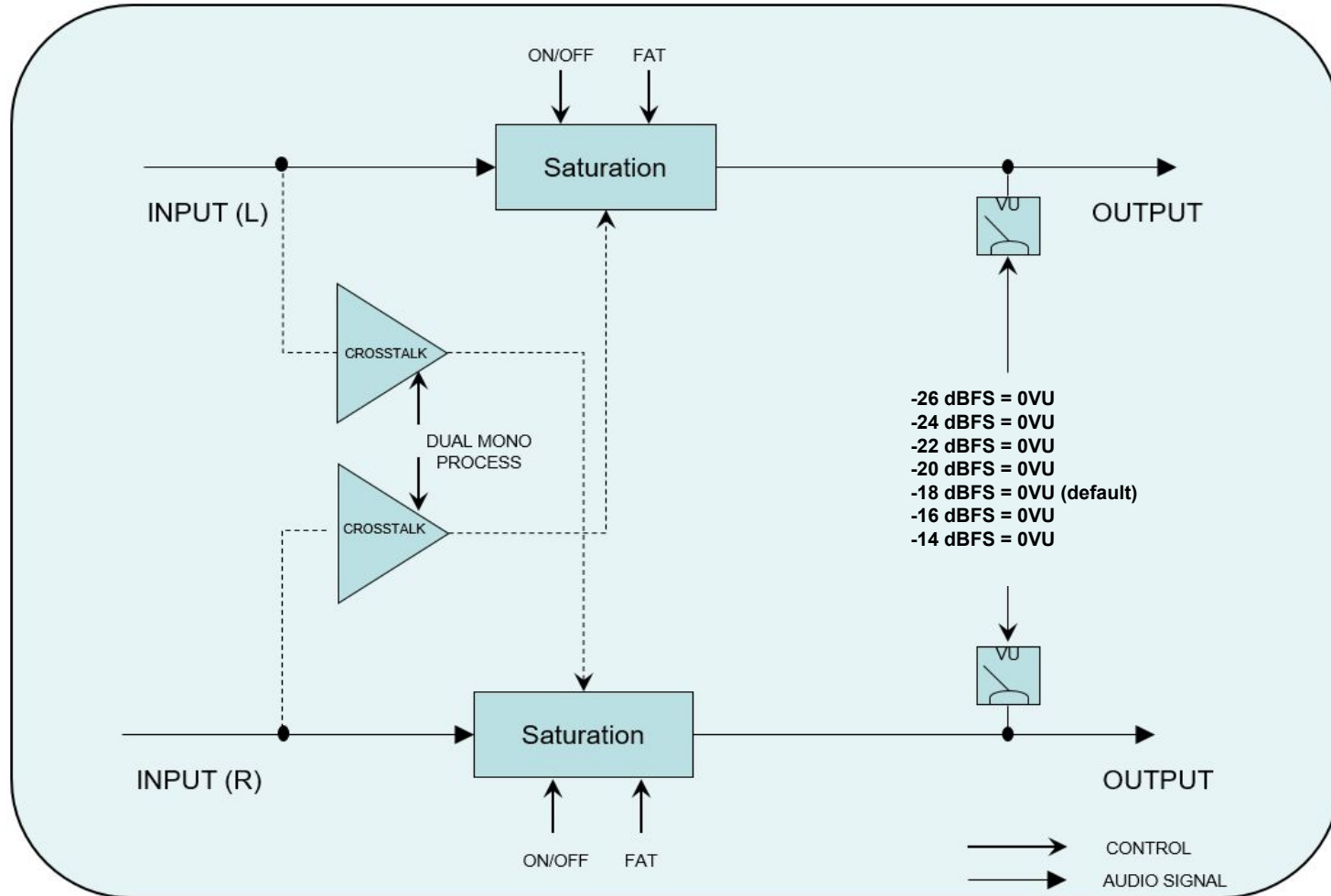
A-Console Channel

Signal flow – No Crosstalk



A-Console Buss

Signal flow – Crosstalk



- 26 dBFS = 0VU
- 24 dBFS = 0VU
- 22 dBFS = 0VU
- 20 dBFS = 0VU
- 18 dBFS = 0VU (default)
- 16 dBFS = 0VU
- 14 dBFS = 0VU

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 A-Console articles and tutorials 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 A-Console!

And Remember...

The best results will be obtained by using your ears!