

Sonimus



A-CONSOLE

USER GUIDE

A-CONSOLE

By **Sonimus**

Introduction

Welcome to A-Console, a plugin designed to emulate an analogue mixing console's workflow and sonic character.

A-Console has captured the texture and sound of the vintage 1604 console and its successor, the 1608. While inspired by these classic consoles, A-Console has its own personality. It is modelled to print that classic warmth, punch, and three-dimensional sound for your projects.

The original desk was usually used as a sidecar console and has been part of Californian studios' history.

A-Console brings all the classic features from Sonimus' console emulations with its channel and Buss modules, with a newer look and adding some extra ingredients to the mix, including the Linear and Minimum phase oversampling, M1 compatibility for MacOS users, and Extra Settings panel controls. The UI makes the plug-in easier to operate, especially the groups in the master Buss component, creating a more natural workflow to adjust the volumes or saturation from each channel or group.

This manual provides comprehensive instructions for getting the most out of this powerful console emulation. With these detailed guidelines, you'll be ready to infuse the same presence that defined some of the most excellent recordings in music history, allowing you to mix with more depth and attitude.



Installation

On the Sonimus website, navigate to “My Area.” Click on A-EQ to download the installer for your platform.

- *Mac*

Open the DMG file, run the installer and follow the on-screen 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. All platforms support 64-bit operations.

Supported Operating systems

- Mac OSX 10.10 or newer
- Windows 10 or newer

Technical specifications

- Sample Rate Support: up to 192 kHz.
- Channels: Mono and Stereo.

Product activation

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

Visit www.sonimus.com and click on "My Area" tab. In the "My Products" section, click on the “Get Licenser” button of the product you want to activate 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. On MacOS you would need to right click or control+click the script and select open in order to execute the licenser.

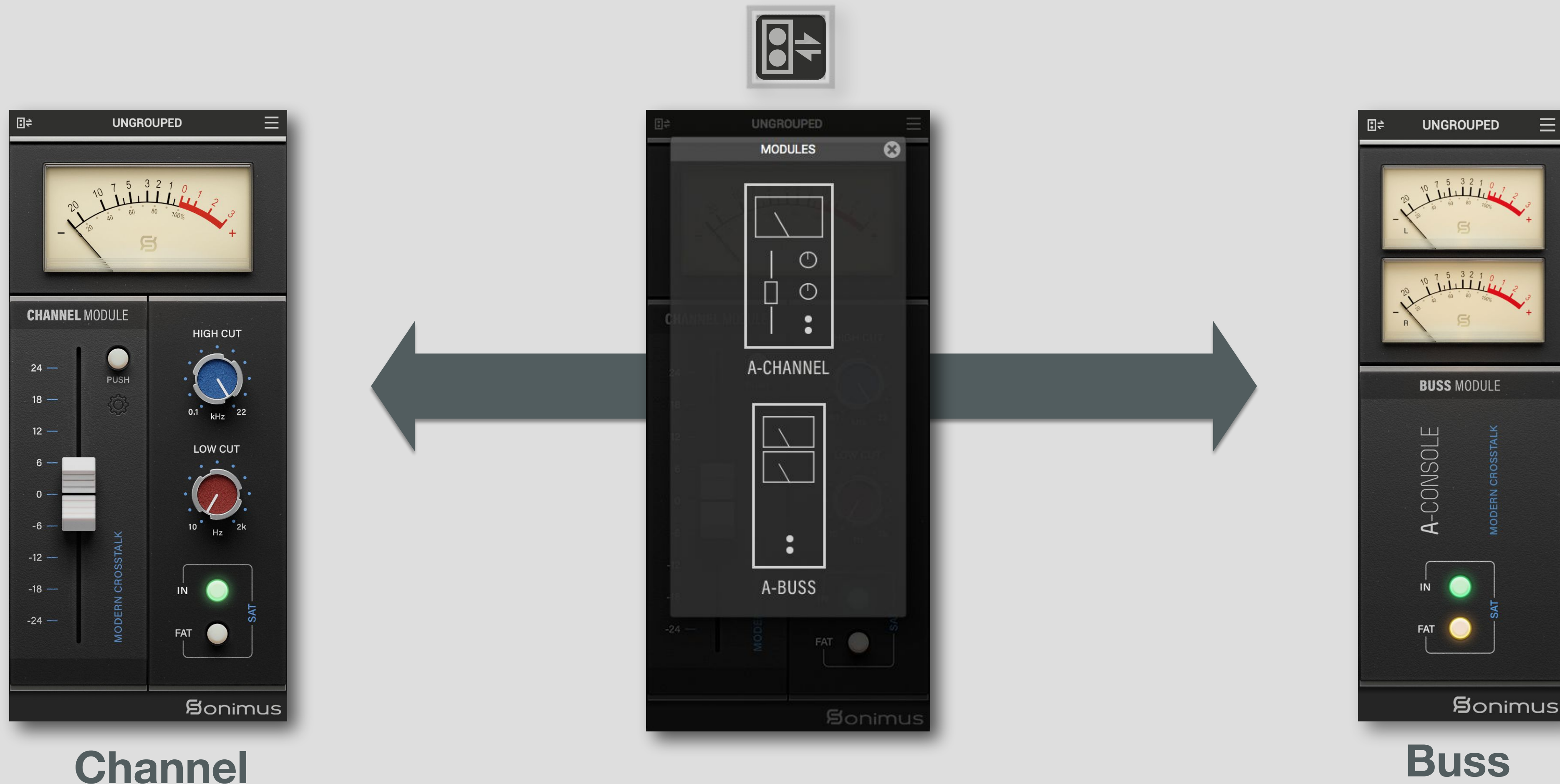
Your software will be ready for use immediately upon activation. The Sonimus Licensee is governed by Terms and Conditions the user accepts upon installation.

• Product Deactivation

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 “Get Licenser” button 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 licenser dialog to complete the deactivation process.

To protect your Sonimus product, please remember to delete all Sonimus files which were copied previously to your machine (including emptying the Recycle Bin) after deactivating your Sonimus product license.

CHANNEL AND BUSS INTERCHANGEABILITY



A-CONSOLE allows seamless interchangeability between channels and busses within the same plugin instance. There are no longer two separate plugins in your library. Just click the top left icon or click the Select Module button in the Main Menu to choose between the two modes.

A-CONSOLE CHANNEL



A-CONSOLE 1.1

Add a A-CONSOLE Channel as your first insert of every track in your session as if you were sending them to an actual console.

Before leveling your tracks with the DAW fader and inserting other plugins, use the A-CONSOLE fader to level individual tracks to 0 VU (VU meter near zero).

Once all your tracks are levelled to 0 VU, you are all set.

VU Meter

Stay on top of your levels with accurate VU metering, providing visual feedback to help you maintain consistent signal levels across your mix. Toggles between a calibration of 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.

Fader

Adjust the signal coming in allowing to optimize your input levels with A-CONSOLE's precise gain staging controls, ensuring that your signals are always hitting the sweet spot of the console emulation.

Filters

A-CONSOLE offers Analog-like High and Low Pass Filter (6dB/oct) for cleaning your tracks.

Crosstalk

With A-CONSOLE, you can select between three crosstalk modes to introduce subtle or pronounced interaction between channels, replicating the organic bleed and interaction characteristic of analogue consoles. Choose between 'Vintage' for a more evident effect, 'Modern' for a less audible effect, or crosstalk OFF for a clean, isolated sound.

IN

Bypasses saturation, leaving functionality of Gain and VU Metering operational.

FAT

Step into the vintage sound of the legendary 1604 console engaging the FAT mode. Normal Mode (engaged by default) offers a modern and updated sound of the 1608.

A-CONSOLE CHANNEL



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 High-pass and Low-pass filters before 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.

A-CONSOLE BUSSES

Add a A-CONSOLE Buss as your first insert Aux, or Routing group in your session to emulate the routing and summing of a real console.



VU Meter

Stay on top of your levels with accurate VU metering, providing visual feedback to help you maintain consistent signal levels across your mix. Toggles between a calibration of 0VU = -26 to -14 dBFS (To access this control, click above the VU meter).

FAT

FAT mode brings the saturation of the classic 1604 console. Normal Mode (engaged by default) offers a modern and updated sound like the 1608.

IN

Bypasses saturation, leaving functionality of Gain and VU Metering operational.

Crosstalk

Select from three crosstalk modes to introduce subtle or pronounced interaction between channels, replicating the organic bleed and interaction that was characteristic of analog consoles. Choose between “Vintage” (more evident effect), “Modern” (less audible effect), and crosstalk OFF.

MASTER GROUPING

CAN YOU
IMAGINE
CONTROLLING
ALL A-CONSOLE
INSTANCES FROM
A SINGLE PLACE?

NOW, WITH
A-CONSOLE, IT'S
POSSIBLE.

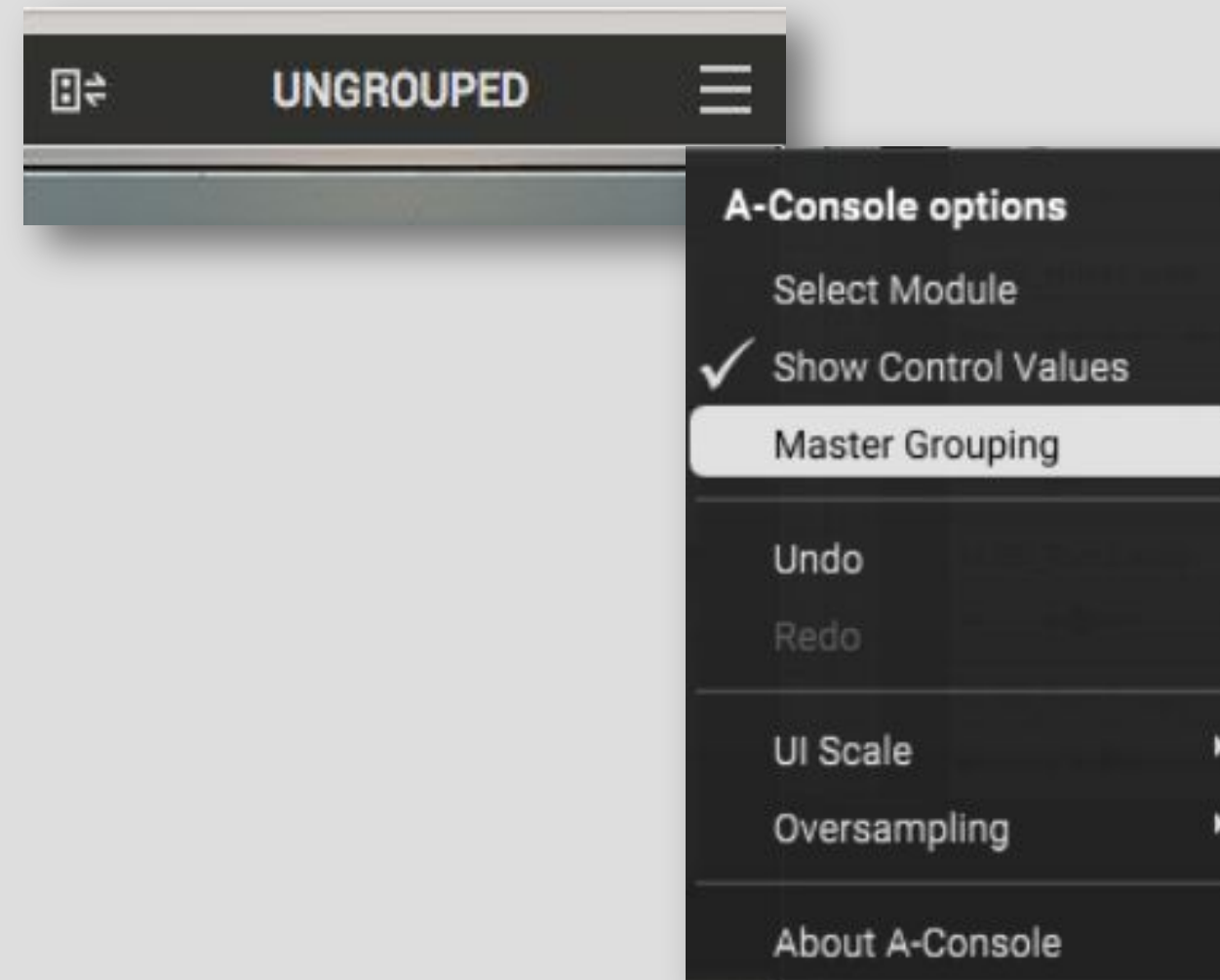


From the convenience of one Master Group instance, you can turn saturation on/off, Switch Fat mode on, make volume adjustments, or alter the drive for a group.

MASTER GROUPING

1. Engage Master Grouping

Enable Master Grouping from the plugin's menu in your Master track (Buss or Channel)



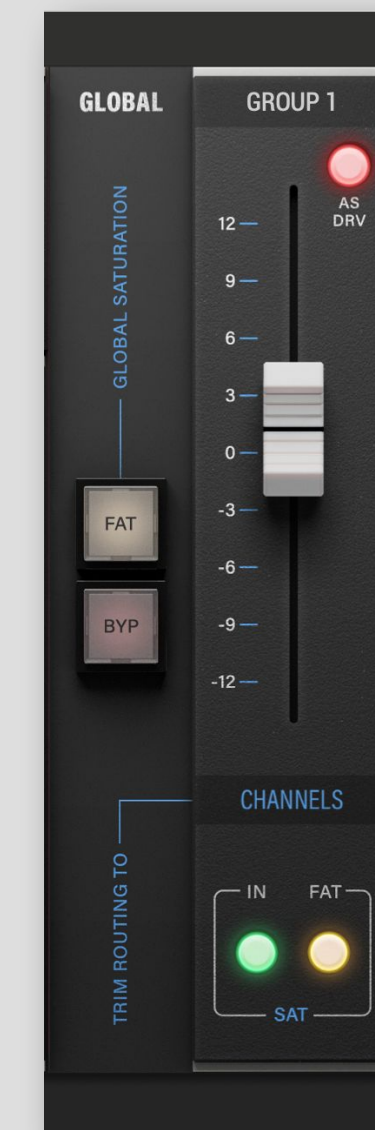
2. Grouping

Assign each Channel and Buss instance to a Group.



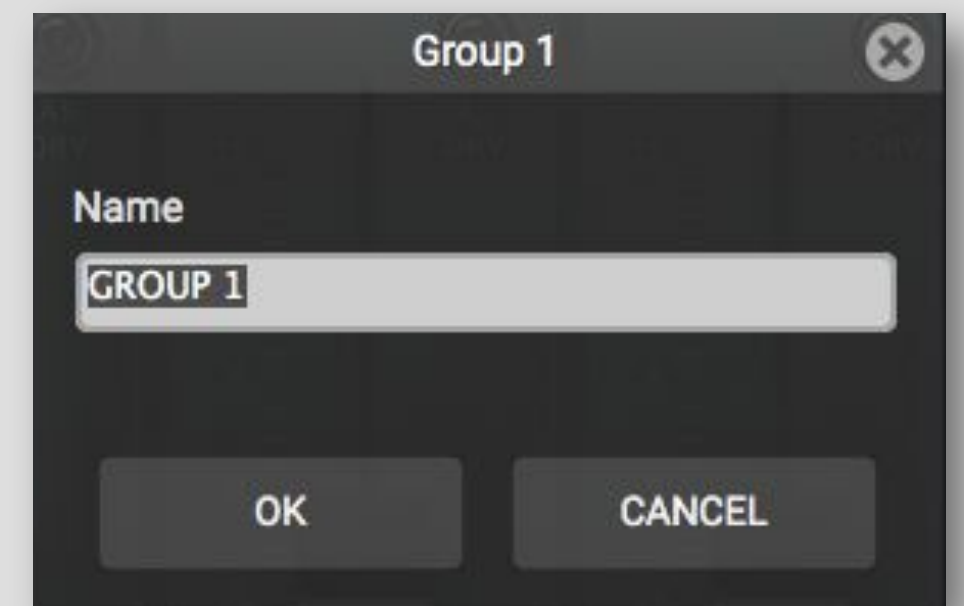
3. Control

Control volume and saturation of each group from the Master Group



4. Group Name

You may optionally rename groups by right-clicking on the group name. For example, MASTER, DRUMS, GUITARS, PERCUSSION, CHOIRS, SYNTHS, etc...



MASTER GROUPING



GLOBAL CONTROLS

Engage FAT mode or Bypass all the saturation from all groups simultaneously

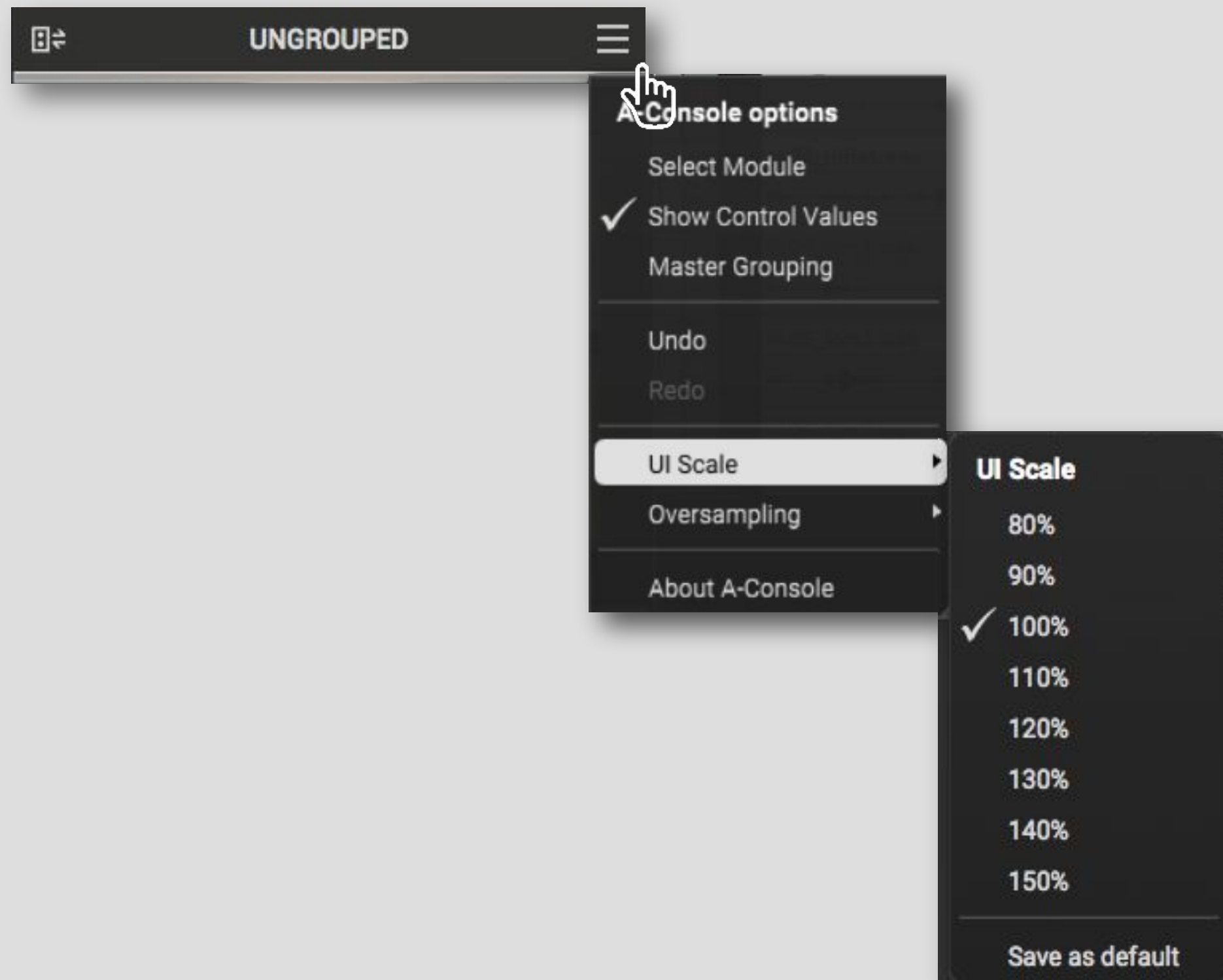
As DRV

Automatically compensates the output as you increase the gain, effectively transforming the fader knob into a "drive" control for all the members of the group.

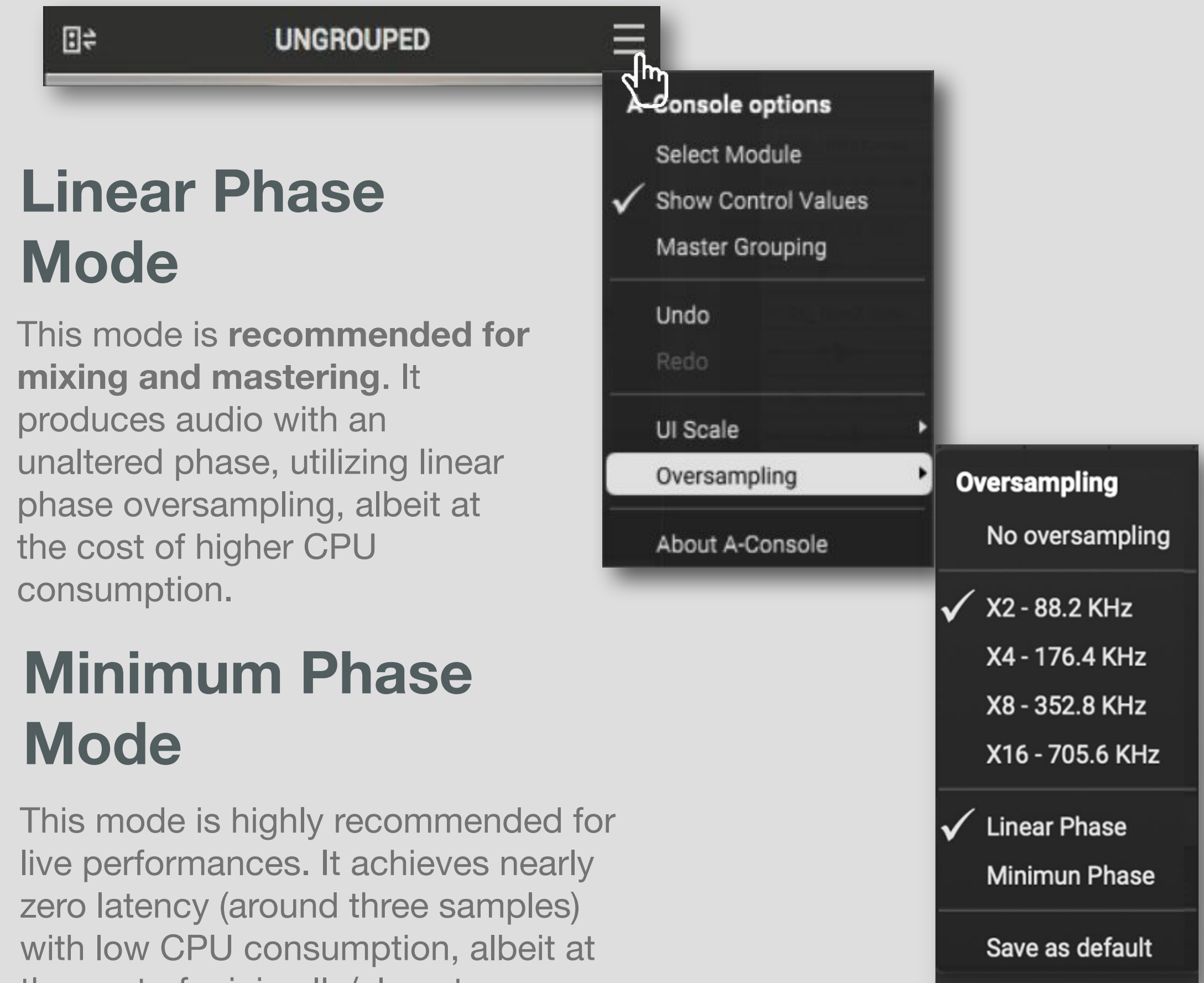
Trim Routing

Select whether the group fader controls the channel instances, busses, or both.

Main Menu / UI Scaling



Oversampling



Linear Phase Mode

This mode is **recommended for mixing and mastering**. It produces audio with an unaltered phase, utilizing linear phase oversampling, albeit at the cost of higher CPU consumption.

Minimum Phase Mode

This mode is highly recommended for live performances. It achieves nearly zero latency (around three samples) with low CPU consumption, albeit at the cost of minimally/almost imperceptibly altering the audio phase, while maintaining a good sound quality.

To achieve the best result from your mixes and masters using oversampling we recommend use the same configuration throughout your workflow instead of switching it on for the render/bounce process.

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

Enjoy using A-CONSOLE!

AND REMEMBER...

TRUST YOUR EARS AND MUSICAL TASTE, THEY WILL GUARANTEE THE BEST RESULTS!

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