



S-CONSOLE

USER GUIDE

S-CONSOLE

Introduction

Welcome to S-Console, a modern take on a classic solid-state console workflow.

S-Console is a console emulation plugin designed to bring the depth, punch, and cohesion of large-format analogue mixing desks into your digital environment. Built with Sonimus' philosophy of simplicity and musicality, S-Console captures the essence of a legendary studio workflow while introducing its own refined sonic character.

Unlike purely transparent digital systems, real consoles introduce subtle small variations between channels, harmonic saturation, and complex interactions across the mix. These elements are key to achieving mixes that feel alive, cohesive, and three-dimensional.

S-Console recreates this behaviour inside your DAW, allowing you to mix with a more intuitive, console-inspired approach.

Whether you're working on music, film, or podcasts, S-Console helps you move beyond static mixing and into a more organic, musical workflow.



Installation

On the Sonimus website, navigate to “My Area.” Click on S-Console 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 customise your installation, at the “Installation Type” step, please click on the “Customise” button.

- *Windows*

Open the downloaded .zip file, run the installer, and follow the 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 7 or newer

Technical specifications

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

Product activation

To use your downloaded Sonimus product, you must first activate your license.

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, right-click or control-click the script, then select Open to run the licenser.

Your software will be ready for use immediately upon activation. The Sonimus Licensee is governed by Terms and Conditions that 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 the 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 dialogue to complete the deactivation process.

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

TWO PLUGINS IN ONE

In a real console, no two channels are exactly the same.

S-Console models this behaviour by introducing crosstalk across channels and busses, adding movement and depth to your session. This results in a more natural stereo image and a less “flat” mix.



Channel

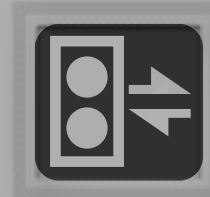


Buss

When multiple channels interact in an analogue console, the result is not perfectly linear.

S-Console simulates this interaction between channels and busses, helping your mix feel more cohesive and glued together.

TWO PLUGINS IN ONE



Channel



Buss

S-Console allows seamless interchangeability between channels and busses within the same plugin instance. Just click the top-left icon or the Select Module button in the Main Menu to switch between the two modes.

S-CONSOLE CHANNEL

Add S-Console Channel as the first insert on every track in your session, as if you were sending them to an actual console. Before levelling your tracks with the DAW fader and inserting other plugins, use the S-Console fader and VU meter to gain stage the tracks. Once all your tracks are levelled, you are all set.



VU Meter

It provides 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 saturated results and an early soft clip.

Fader

Adjust the incoming signal to optimise your input levels, ensuring your signals always hit the console's sweet spot.

Filters

S-Console offers an analogue-like (6dB/octave) high- and low-Pass filter for cleaning your tracks. You can switch to 12dB/octave high-pass filter for more surgical results.

CROSSTALK

With S-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.

ON

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

FAT

Increases the harmonic content by emphasising low-end saturation, adding more punch and aggression in the sound character.

S-CONSOLE CHANNEL

EXTRA SETTINGS PANEL



TRIM AS DRIVE

Links gain and output compensation, allowing you to push the signal into saturation while maintaining level balance.

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.

S-CONSOLE BUSS

The Buss module represents the console's summing stage. It is designed to glue multiple channels together and shape the overall tone of your mix. Add S-Console Buss to your master, auxiliary, and group tracks.



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

Increases the harmonic content by emphasising low-end saturation, adding more punch and aggression in the sound character.

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
S-CONSOLE
INSTANCES FROM A
SINGLE PLACE?

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

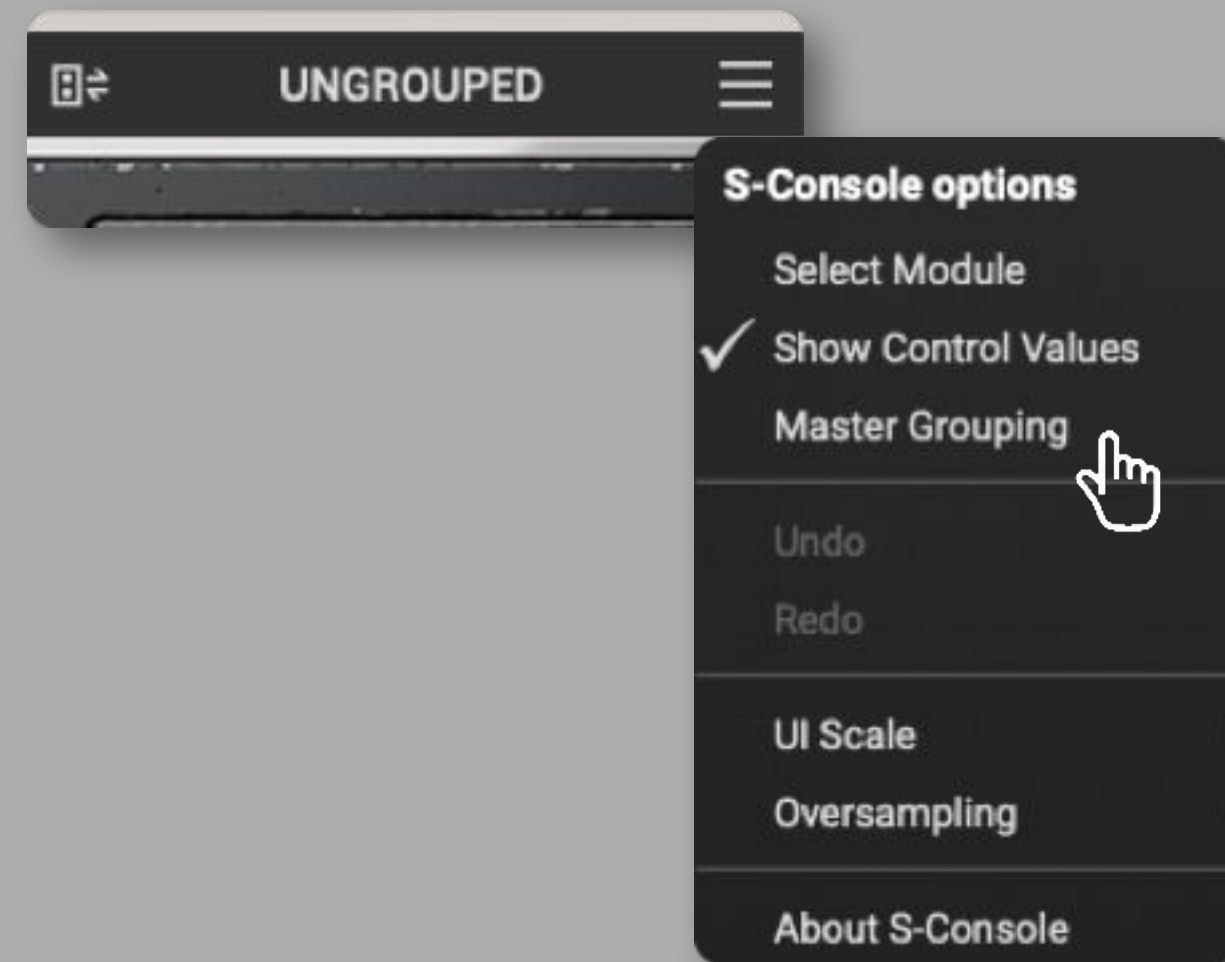


From the Master Group instance, you can turn saturation on/off, switch Fat mode On, make volume adjustments, or alter the drive for a group of channels, busses or both.

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.



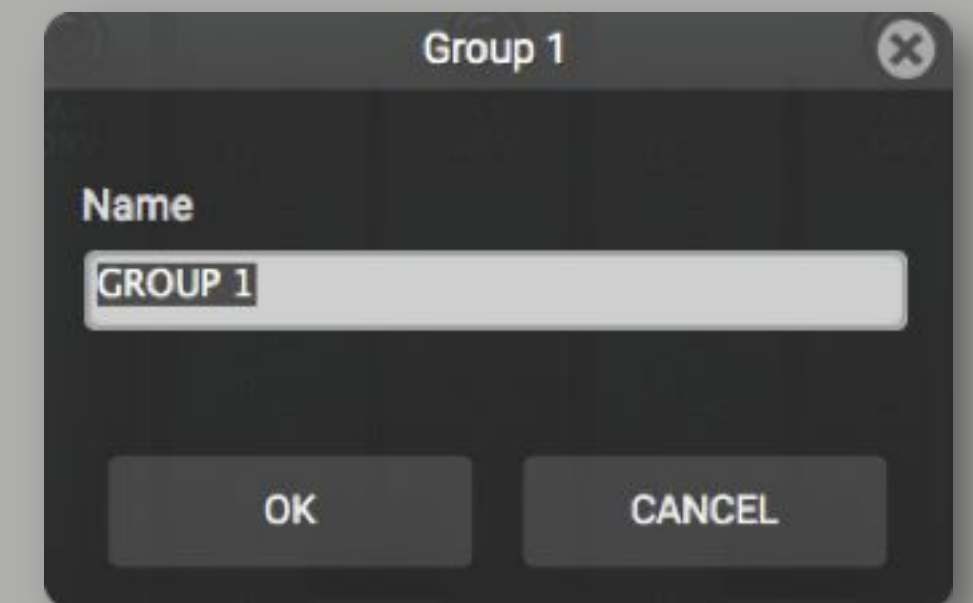
3. Control

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

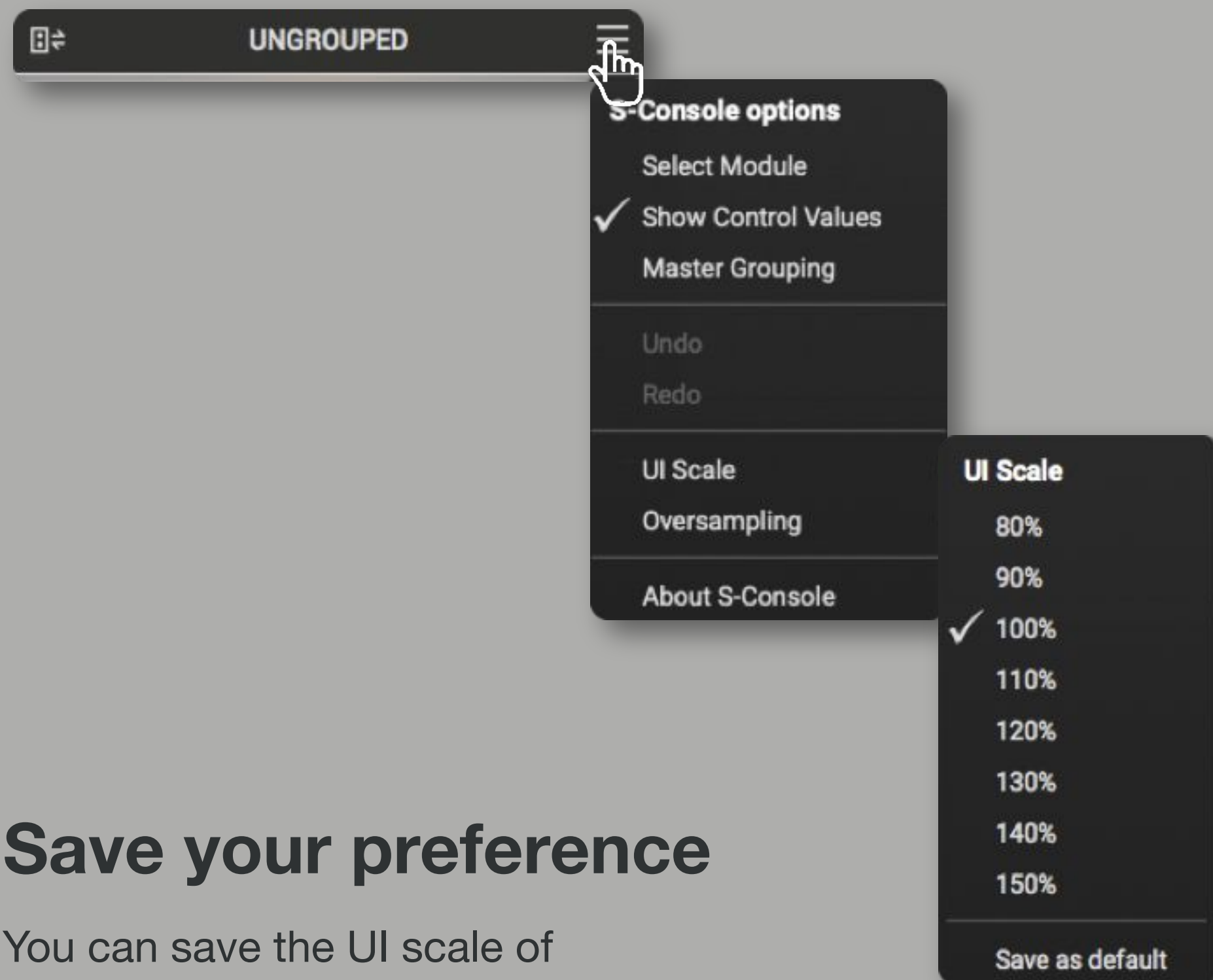
As DRV

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.

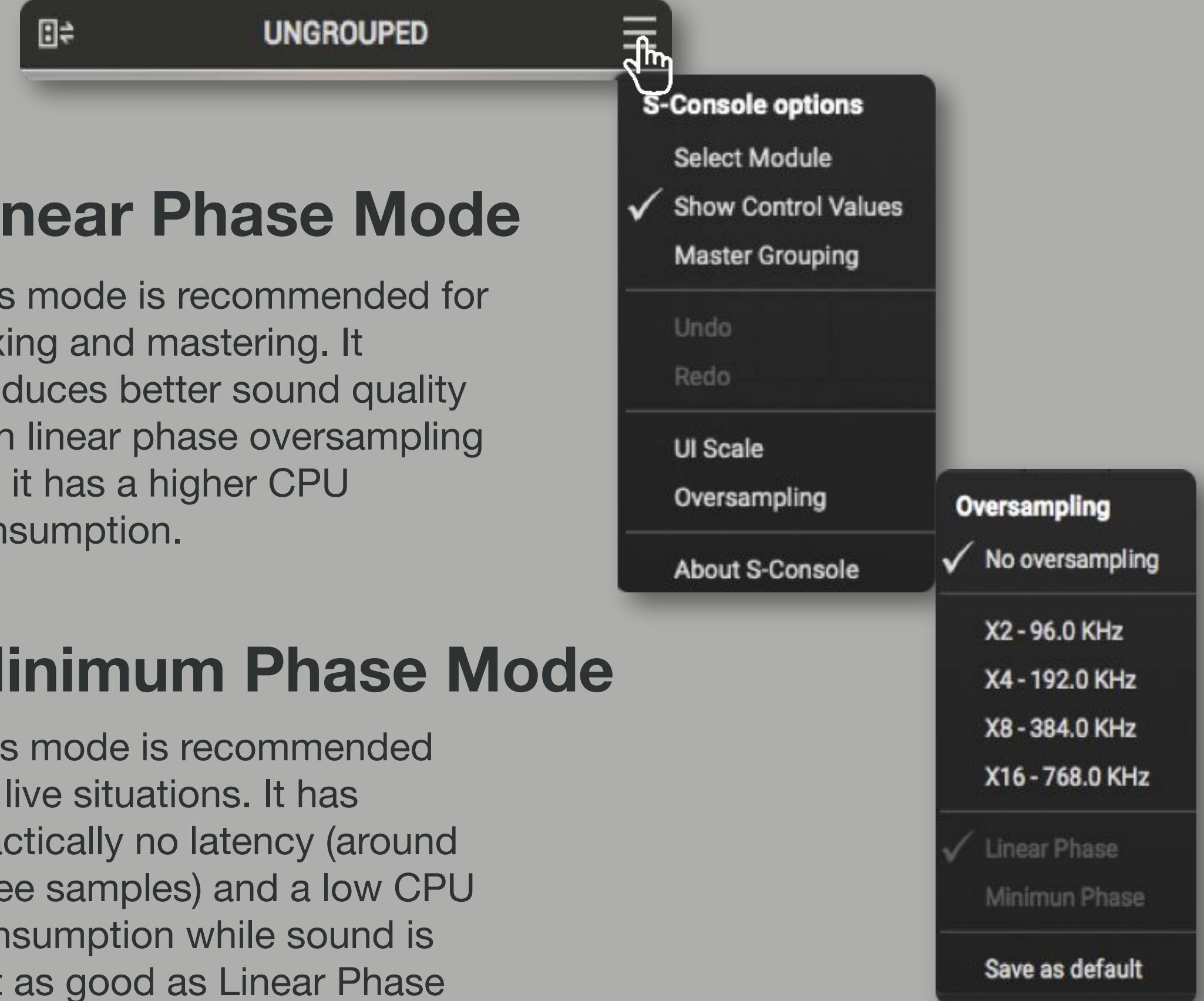
Main Menu / UI Scaling



Save your preference

You can save the UI scale of the plugin that best suits your screen by selecting the scale and then selecting "Save as default"

Oversampling



Linear Phase Mode

This mode is recommended for mixing and mastering. It produces better sound quality with linear phase oversampling but it has a higher CPU consumption.

Minimum Phase Mode

This mode is recommended for live situations. It has practically no latency (around three samples) and a low CPU consumption while sound is not as good as Linear Phase mode.

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 S-Console!

AND REMEMBER...

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