Toolbar

Menu

Meters

License bar

Lindell MBC

TOOLBAR

A / B
Gives access to two different settings, for quick comparison. The selected memory appears in blue. All the parameter changes or preset loads affect only the selected memory.

Copy Button (>)
When clicked, the current memory is copied to the other memory.

MENU

Common commands
« Set in all instances » copies the parameter value to all the instances of the plugin in the session. This can also be achieved by [shift] + clicking on a menu option.

« Save as default » sets the current parameter value as the default one when the plugin opens. This can also be achieved by [alt] + clicking a menu option.

About
Shows the plugin version and credits information.

Calibration
You can chose the calibration level here (the mapping between the real digital dBFS level and the virtual dBu level in the simulated circuits).
The calibration level is often expressed as XX dBFS = 0 VU (or +4 dBu).

Oversampling
You can select the oversampling mode here. Higher oversampling reduces aliasing problem but makes the processing n-times more CPU intensive.

UI Zoom
The Lindell MBC UI size can be reduced using this menu options from 80% to 150% of its normal size.
Note that the plugins size will never get larger than 80% of the screen width/height, regardless of the UI Zoom setting. This means that the higher values (80%, 90%, 100%) will result in the same plugin size on a small notebook screen for instance.

Noise
The plugin adds a very low amount of noise that is usually inaudible (the noise floor). It can be turned off here.

METERS

In Level Meter
VU level at the input of the compressor band.

GR (Gain Reduction) Meter
Amount of gain reduction on the compressor band. The gain reduction scale is the red bottom one with 0 dB reduction on the right and maximum reduction on the left.

Out Level Meter
VU level at the output of the compressor band.

COMPRESSOR BANDS

In
Activates the compression on this band.

Solo
Can be used to listen only what's happening on one band.

Threshold
Compression threshold. The plugin starts compressing when the audio RMS level exceeds this value.

Attack
Time to compress after the signal level increased above the threshold.

Ratio
Compression ratio above the threshold [1.5:1, 2:1, 3:1, 4:1, 6:1, 10:1, Infinity:1].

Release
Time to recover from compression after the signal has dropped below the threshold.

Link
At 0%, each channel is compressed independently. At 100% each channel sees the same mixed side chain.

HPF (Side-Chain High Pass Filter)
Side chain high pass filter.
In the full anti-clockwise position, the filter is OFF.

M/S (Middle / Side processing, only for stereo tracks)
By default, the compressor works in stereo mode.
Mid: only the center par of the stereo signal is compressed.
Side: only the sides par of the stereo signal is compressed.

CROSSOVERS

Crossovers frequency
Controls the frequency of the two crossover filters that splits the signal into 3 frequency bands. The value is displayed in kHz.

Compressor bands gain
Each compressor band has an additional makeup gain that is active even in auto gain mode to adjust the balance between the three bands level.
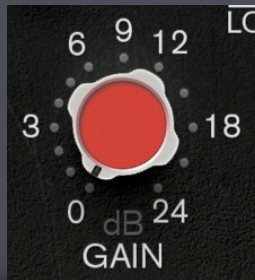
TONE

Knee
Selects the knee shape of the compression curve.

Filter
Filters the compressor side chain signal to compress less the low frequencies and more the high frequencies. This helps to keep a natural frequency response after compression.

Style
The compressor can measure the signal level at the input (Feed Forward mode) or the output (Feed Back mode).

OUTPUT

Compress
Activates compression.

Bypass
Bypasses the plugin. The signal at the output is the same as the signal at the input.

Manual Gain
When it's active, the makeup gain is manually controlled by Gain knob. Otherwise the plugin automatically adds makeup gain according to the compressor parameters.
Note: the bands gain controls are also active in auto gain mode so it's still possible to adjust the balance between the 3 frequency bands manually.

ADDITIONAL FEATURES

Mix
Controls the amount of unprocessed (0%) and processed (100%) signals mixed together at the compressor output.

Link
Links the controls of the three bands. When a control value is changed on one band, it is copied to the two other bands.

Smash
SMASH is a creative overload function. Use this switch to create effect compression on drum room mics, heavy rock vocals and other sources that you want to really squash.

THD
Total harmonic distortion. Use it to adjust the amount of analog harmonic distortion, with 0dB being the normal emulated hardware distortion level.

CREDITS

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Programming

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