

Sonimus SonEQ Pro 1.0.1

Thank you

Thank you for purchasing SonEQ Pro. SonEQ Pro is the result of hours of hard work, research, and development. We at Sonimus 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

Licensing

In order to use your downloaded Sonimus product, it is necessary to activate your license. To activate SonEQ Pro, 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.

Installation

On the Sonimus website, navigate to “My Area.” Click on SonEQ Pro to download the installer for your platform.

Mac

Open the SonEQ Pro.dmg, 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.

NOTE: If you are updating SonEQ Pro VST on a Windows 64 bit platform, we recommend that you first remove SonEQPro_x64.dll before executing the installer agent.

Product activation

In order to activate SonEQ Pro 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 SonEQ Pro provides you with the necessary tools for both activating or deactivating your product. According our Terms and Conditions - Section Grant of License: It is useful for you to know deactivation process in order to take necessary precautions for protecting your product. In particular, please remember to delete all Sonimus files which were copied previously to your platform (including emptying the Recycle Bin) after deactivating your Sonimus product license.

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 licenser dialog to complete the deactivation process.

Specifications

Supported platforms

Audio Unit, VST 2.4, VST 3, AAX, RTAS. All platforms support both 32 and 64 bit operation.

Supported Operating systems

- Mac OSX 10.6 or newer
- Windows XP or newer

Introduction

SonEQ Pro combines the best qualities of several equalizers into a single product with a personality all its own.

SonEQ Pro is a brand new four-band equalizer inspired by various high-end analog equalizers. We've adapted and incorporated the best qualities from these hardware classics into a single cohesive, yet versatile software design. As such, SonEQ Pro aims to serve as a first choice equalizer for mixing engineers of all genres.

What Makes SonEQ Pro Different?

Because SonEQ Pro's curves are closer to those achieved through analog gear, our Pro version simply sounds more like an analog EQ. It's almost impossible to make SonEQ Pro sound bad, even at extreme settings. SonEQ Pro also features an additional mid band (high-mid) and specialized filters, all modeled from real high-end analog devices.

Finally, SonEQ Pro's preamp section adds improvements over the free version, which serve to further enhance its analog sound.

Description/Controls

Low Band

SonEQ Pro's low frequency controls consist of two filters that work interactively. One boosts lows while the other attenuates. Since boost and attenuation curves are not perfectly aligned, SonEQ Pro's handling of low frequency equalization generates cancellations and summations which sound quite natural and pleasing to the ear.

Used alone, the low boost control () acts as a normal low-shelf. Likewise, when the attenuation control is used exclusively () it will act as a low-cut shelf to attenuate low frequencies. Cancellation and summation of low-frequencies occur only when boost and attenuation are used in conjunction with one another.

As a workflow practice, we recommend boosting bass with SonEQ Pro first () and then, if necessary, adjusting the "low atten" knob () to achieve the desired sound.

Bell switch:

If you do not need to apply a low shelf, low's band can be used as a bell filter, ranging from 20Hz to 100Hz.

Frequency, boost, and Q controls all affect the shape of the bell filter. The boost and Q

controls work interactively. As Q is increased the shape of the bell is narrowed, and its level of enhancement over the source is increased proportionally.

Low Mid-Band

SonEQ's mid band is recommended to equalize midrange frequencies ranging from 70 Hz to 2000 Hz. It's a bell filter with a generally soft, very musical sound. Nonetheless, this band can be very aggressive if required, depending on the amount of gain applied.

HiQ, unlike its younger brother, can be used in a "surgical" way. For example, with HiQ enabled, the user may "sweep" through the frequency range to remove annoying resonances or frequencies. With smaller gain values, HiQ can also be used musically if desired.

High Mid-Band

Recommended to equalize mids and high-mids, from 1000 Hz to 6800 Hz. In comparison with the band described above, the high-mid band features a larger bandwidth, making it ideal for this type of frequency equalization. It sounds very musical and natural, due to its large bandwidth and smoothly shaped bell.

The high-mid band can be used for any type of application, for example: to enhance clarity of a singer's voice, lend a guitar more presence, and even to make an entire mix sound more natural.

Activating the "**Mid Q**" setting will reduce frequency bandwidth, giving high-mid equalization a slightly more aggressive property, suitable to lend more attack kick drums, bass guitars, or any instrument requiring a bit more punch.

High-Band

As with SonEQ Free, SonEQ Pro's high boost is very soft and silky, great for imparting a natural sense of "air" to an individual instrument or entire mix. Although not modeled after any single, specific piece of gear, SonEQ Pro's high band takes inspiration from a variety of equalizers famous for their ability to impart a soft and silky sheen.

CUT (LP+HS, LP, LP-HS, HS): CUT control features four modes which variously combine low-pass and high-shelf.

- **LP+HS**: Combines low-pass with positive high-shelf. As low-pass is introduced, a high-shelf is coupled with positive gain, creating a slight resonance which results in the experience of increased mids.
- **LP**: A very musical sounding low-pass filter 6 dB / Oct.
- **LP-HS**: Couples a low-pass filter 6 dB / Oct with a simultaneously applied negative gain high-shelf.

- **HS:** High-shelf with negative gain.

High-Pass

While the slope is highly effective for cutting, it's the carefully sculpted attenuation near the slope that makes this filter especially soft and sweet.

Low-Pass

The low-pass filter is a smooth 12 dB/oct, which combines two 6 dB/oct filters in cascade. Application of the filter results in soft attenuation of high frequencies, recommended for restoration of a natural sound on material which suffers from overhyped high frequencies.

Gain

The gain knob controls the input level to SonEQ Pro. Recommend to level volume when equalization modifies gain levels. This control affects the preamp input. Increasing gain drives the saturation circuit.

Drive (Low's Exciter)

This control governs both the overall preamp saturation, and also the saturation amount at the bottom end of the frequency spectrum. At a value of zero, saturation remains normal. Increasing the drive level will cause the drive knob to act as a low exciter, further saturating and enhancing low frequencies.

Clip LED

The Clip LED indicates non-digital clipping. The Clip LED illuminates a second before actual clipping occurs. Clipping can be prevented by decreasing the "Drive," or reducing "Gain."

Saturation

When “Drive” is set to a value of zero, SonEQ Pro's pre-amp section is designed to impart subtle warmth without overt coloration of your mix. Round lows, warm mids, soft and natural highs, and enhanced perception of transients result from SonEQ Pro's two stage saturation.

Version and “Registered to”

Clicking on the “SonEQ Pro” logo at the bottom left of the plugin will reveal a panel containing the following information:

- Name of registered plugin owner
- Plugin version
- Support website address

Workflow

The audio signal flows along the following path. Sound is first processed with filters and EQ. “Gain control” then sends the input to SonEQ Pro's saturation algorithm, after which it is output to its final mix routing destination.

Input → EQ → Gain & Drive Control → Saturation → Output

Since EQ is set before saturation, the amount of harmonic distortion introduced depends on equalization settings. This same relationship between EQ gain and harmonic distortion can be found on analog equalizers: The more gain applied to a band → the more harmonic distortion introduced.

“Gain control” has double function:

- to control the gain of the preamp.
- to control the output volume.

NOTE: There is no need to worry about potentially overdriving the preamp into digital hard-clipping. SonEQ's preamp saturation algorithm is designed to deliver pleasant, natural, and musical sounding saturation, even at extreme settings.

Technical Support:

For support, please visit our website at [Sonimus.com](https://sonimus.com) and navigate to the section entitled "Support." Alternatively, you may visit our support section directly by clicking on the following link: sonimus.com/support/

Credits

- French text translation - Julien K/BIDI
- English text edit - Ken Lovgren