



Stereo Tool Manual

A screenshot of the GMH audio Stereo Tool software interface. The interface is dark-themed with a blue control area. At the top left is the GMH audio logo. To its right, the text "STEREO TOOL" is displayed in a large, white, sans-serif font. Below this, there are three horizontal sliders: "L/R Balance" with a value of 0.0, "M/S Balance" with a value of 0.0, and "Pan" with a value of 0.0. Each slider has "L" and "R" labels at its ends. To the right of these sliders is a vertical volume slider with a white marker at the "0db" position and a "0.0dB" label at the bottom. Below the sliders are three buttons: "Flip L/R", "Mono", and "Bypass". At the bottom left, there is a small text credit: "By Greg Hendler - gmhaudio.com".

GMH audio

STEREO TOOL

L/R Balance L R

M/S Balance M S

Pan L R

0db

Volume

Flip L/R Mono Bypass

By Greg Hendler - gmhaudio.com

INTRODUCTION

Stereo Tool is a utility plugin featuring a variety of useful processes for manipulating stereo input signals and can be used to re-balance stereo and mid-side information and place it anywhere in the stereo field. It is useful for detailed mono summing, width control, stereo balancing, and features a custom pan control specifically designed for stereo audio.

INSTALLATION

This plugin is available for PC as a 64 bit VST and Mac as 64 bit VST and AU formats.

Downloads available from gmhaudio.com

PC

Move the “.dll” file included in the download to the VST plugin folder.

Rescan your plugins in your DAW.

Mac

AU

Move the “.component” file included in the download to:

HomeFolder>Audio>PlugIns>Components.

Rescan your plugins in your DAW.

VST

Move the “.component” file included in the download to:

HomeFolder>Audio>PlugIns>VSTs.

Rescan your plugins in your DAW.

CONTROLS

L/R Balance

The relative balance of the left and right channels of the input signal. Moving the slider towards one side decreases the volume of the opposite channel. Setting the slider all the way to “L” will allow only the left channel to pass through while setting it all the way to “R” allows only the right channel to pass through. The center position passes the signal without change.

M/S Balance

The relative balance of the mid and side channels of the input signal. Moving the slider towards one side decreases the volume of the opposite channel. Setting the slider all the way

“M” will allow only the mid channel to pass through while setting it all the way to “S” allows only the side channel to pass through. The center position passes the signal without change.

Tip: Setting the slider slightly towards “S” (try values from 5 to 30) is an easy way to add width to your signal. You may need to raise the “Volume” control slightly to compensate for the decreased mid information.

Tip: Setting the slider all the way to “M” removes all stereo information from the signal and is the same as turning on the “Mono” button.

Pan

The position of the signal in the stereo field. Moving the slider towards one side moves the center of the stereo image towards that side. Setting the slider all the way to the left will cause both the left and right channels of the input signal to be panned hard left while setting it all the way to the right will cause both channels to be panned hard right. The center position passes the signal without change.

Tip: The PAN control comes after the “Balance” and “Mono” controls in the signal chain, allowing for the signal to be balanced, summed to mono, and then panned as needed.

Tip: Due to the nature of M/S encoding, when the “M/S Balance” is set all the way to “S” the “Pan” control will not move the signal left to right and instead will decrease the volume when moved off center.

Flip L/R

Swaps the positions of the left and right channels of the plugin output.

Mono

Sums the left and right channels to mono.

Bypass

Bypass all of the plugins processing.

Volume

The output volume of the plugin.

Tip: Use the “Volume” setting to compensate for perceived level changes due to the other processing in order to more accurately judge the plugin’s effect.

CREDITS

Designed and programmed by Greg Hendler at GMH Audio.

Made with JUCE

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