Classically . Defined . Sound

CLASSIC CONSOLE COLLECTION AUDIO PLUG-IN

Manual Index

Installation

WINDOWS INSTALLATION

Special Instructions for anyone using late Vista versions and Windows 7 users: log on to your computer as administrator.

When installing your CLASSIC CONSOLE COLLECTION, regardless if it is the 32 bit or 64 bit version, right click 'run as administrator' to install.

Make SURE that your audio programs are all closed when installing. When you open your DAW the first time after install, right click 'run as administrator' to open your DAW.

Make sure that you choose the installation path that is suited to your vstplugins directory.

If using a x64 system, most likely you have two installation paths to choose from: 1. Program Files (x86)/Steinberg/vstplugins for 32 bit plug-ins 2. Program Files/Steinberg/vstplugins for 64 bit files

Make sure that you know if you have 32 bit and 64 bit plug-in directories. If you are running a 32 bit OS and all 32 bit host programs, then you should only have one plug-in directory, Program files/Steinberg/vstplugins. You can name your own location and use whatever location your DAW allows for, just make sure that it matches what your program says for the proper file type.

Before installation, be sure to close all other applications, as they can conflict with the installation process. It is recommended to run a system back-up or system restore point before installing any new software.

To install CLASSIC CONSOLE COLLECTION, first unzip the folder where the installation program resides. You will choose the location for your VST Plug-Ins. This is usually something like

"C:\Program Files\Steinberg\Vstplugins" but you are able to choose the location when installing.

Once installed, your DAW or audio editing program will recognize 6 new plug-ins associated with this suite.

When you first load your first instance of CLASSIC CONSOLE COLLECTION, it will automatically generate a serial file for you. You only need to authorize your CLASSIC CONSOLE COLLECTION programs one time. The Plug-Ins will not run until you complete the authorization process.

Go to your Vstplugins folder where you installed CLASSIC CONSOLE COLLECTION.

Within this folder you will see a file labeled "CCC.SER". This is your unique serial file that has been generated. Email this serial file to Michael@CDSoundMaster.com

We will email your authorization file. Place this "aut" file in the same folder as your "ser" file and reload the Plug-Ins(s).

MAC INSTALLATION

IMPORTANT! CLASSIC CONSOLE COLLECTION is available for MAC VST HOSTS. It can also be used as an Audio Units, AU, Plug-In via the VSTAU-Manager included on the website:
http://monumentalaudio.com/ACQUA/MAC/VSTAU_Manager-0.2rc2.app.zip

MAC VST Installation:

CDSoundMaster CLASSIC CONSOLE COLLECTION Mac VST Installation Guide

Before installation, be sure to close all other applications, as they can conflict with the installation process.

Before installing your first CDSoundMaster Acqua VST Plug-In for your Mac, you MUST download and install the "Acqua_Host_Installer", available on our website:

- o **[Acqua Host Installer](#)**

Extract contents to the following location:

(Primary HDD)Macintosh HD> Library> Frameworks>

You only need to download and place this Acqua Host Installer this one time for your Mac CDSoundMaster Acqua VST Plug-Ins.

To install CLASSIC CONSOLE COLLECTION, first download and unzip the folder. Copy/Paste the CLASSIC CONSOLE COLLECTION Folder to the following location:

HD>Library>Audio>Plug-Ins>VST>

Once pasted, they should automatically recognize in your VST-Compatible DAW or audio editing program when it loads. The CLASSIC CONSOLE COLLECTION series of plug-ins will now appear in your VST Plug-Ins list within your favorite audio program. But wait, we're not done yet! When you first load any instance of the CLASSIC CONSOLE COLLECTION, it will automatically generate a serial file for you. You only need to authorize your CLASSIC CONSOLE COLLECTION program one time for the entire plug-in collection. The plug-Ins will not run until you complete the authorization process.

Go to your CLASSIC CONSOLE COLLECTION folder. Within this folder you will see a file labeled "CCC.SER". This is your unique serial file that has been generated. Email this serial file to Michael@CDSoundMaster.com We will send your authorization file. Place this "CCC.AUT" file in the same folder as your "SER" file and reload the plug-Ins(s). Now they are authorized and ready to work for you!

MAC Audio Units Installation:

CDSoundMaster CLASSIC CONSOLE COLLECTION Mac VST Installation Guide

Before installation, be sure to close all other applications, as they can conflict with the installation process.

IMPORTANT: FOR ABLETON LIVE USERS: LIVE REQUIRES BEING OPEN WHEN ADDING YOUR NEW PLUG-INS. THIS RESOLVES THE LIVE PROGRAM CRASH WHEN INSTALLING ANY PLUG-IN.

If this is your first CDSoundMaster VSTPlug-In for your Mac, please make sure that you first download and install the "Acqua_Host_Installer" available on our website:

- *[Acqua Host Installer](#)*

Extract contents to the following location: (Primary HDD)Macintosh HD> Library> Frameworks>

You only need to download and place this Acqua Host Installer this one time for your Mac CDSoundMaster Acqua VST Plug-Ins.
To install CLASSIC CONSOLE COLLECTION, first unzip the folder once downloaded.

Copy/Paste the CLASSIC CONSOLE COLLECTION Folder to the following location:

HD>Library>Audio>Plug-Ins>VST>

Make sure that you have downloaded the "VSTAU_Manager" from our website:

- *[VSTAU_Manager](#)*

Open the "VSTAU_Manager" and it will automatically scan your vst plug-ins directory. You can choose to 'install' only one plug-in at a time, all CLASSIC CONSOLE COLLECTION plug-ins, or you can choose to install all of your vstplugins, although we highly recommend only doing one plug-in for now. You

have the option of uninstalling, reinstalling, etc. any combination of plug-ins chosen.

Once you have 'installed' the CLASSIC CONSOLE COLLECTION plug-ins, you can open your AU host and open an instance of CLASSIC CONSOLE COLLECTION. When you first load any instance of the CLASSIC CONSOLE COLLECTION, it will automatically generate a serial file for you. You only need to authorize your CLASSIC CONSOLE COLLECTION program one time for the entire plug-in collection. The plug-Ins will not run until you complete the authorization process.

Go to your CLASSIC CONSOLE COLLECTION folder, located at "HD>Library>Audio>Plug-Ins>VST>". Within this folder you will see a file labeled "CCC.SER". This is your unique serial file that has been generated. Email this serial file to Michael@CDSoundMaster.com

We will send your authorization file. Place this "CCC.AUT" file in the same folder as your "SER" file and reload the plug-Ins(s). Now they are authorized and ready to work for you!

System Requirements - Specifications

Windows® VST :
Recommended minimum system is an AMD Dual Core with 2 gig ram running Windows 7, XP, Vista, and an audio interface with sample rates from 44 kHz to 192 kHz. Preferred sample rate is 96kHz with unrivaled internal conversion to other rates.

Windows® Sequencers and Editors :
Sequencers and sound editors compatible with VST plug-ins. Most major DAW's have been tested and approved for compatibility.

Plug-In Format :
- VST

Operating System :
- Windows 7 (32bit) (64bit)
- Windows XP (32bit) (64bit)
- Windows Vista (32bit) (64bit)

Authorization :
-Windows 7, XP, Vista (32bit) (64bit) - Serial File/Authorization File

Sample Rates :
- Up to 192 kHz sample rates supported

MAC VST :
MAC with a VST or Audio Units Host, and an audio interface with sample rates from 44 kHz to 192 kHz. Preferred sample rate is 96kHz with unrivaled internal conversion to other rates.

Using CLASSIC CONSOLE COLLECTION

Now that you have authorized your CLASSIC CONSOLE COLLECTION, you are ready to put it to use! To start using CLASSIC CONSOLE COLLECTION, choose your track, audio file, or project sample rate before opening CLASSIC CONSOLE COLLECTION. When CLASSIC CONSOLE COLLECTION is opened, it will automatically read the reported sample rate and open all settings for that rate.

CLASSIC CONSOLE COLLECTION is created at 96kHz with sound data all the way down to 0Hz and higher than 23000Hz! If you are working at 96kHz, the Plug-In will open the quickest, as it does not have to convert to a different rate.

There are 5 Classic Consoles in the Collection:

Tride-N-Tru ADB Console

The Globe Console

The MCI JH 536

Vintage BBC Console

Custom British Recording Console

There are 6 Variations to each Classic Console. The only difference is The Globe Console, which does not have a Buss Group:

Channel EQ In
Channel EQ Out
Buss EQ In
Buss EQ Out
Mains EQ In
Mains EQ Out

The Channel Programs allow you to use your DAW track exactly like the console's original channel. This goes from the input to a direct out.
We allow you to use the console's channel with the EQ circuitry engaged and set to 0dB, or disengaged.
when a console channel's eq is engaged, it adds more circuitry into the signal path which has an effect on the unique channel behavior of the device in its spectral response (frequencies) and in its harmonic distortion content.
For mroe coloration and for the most of the console's unique personality, we recommend using the channel with EQ In.
If you wish to use the console channel for the cleanest, most subtle use, or plan to use it in a long series of instances, you may prefer to use "EQ Out".

The Buss, or Bus, Groups of a console are used to simplify the mixing process for portions of a mix that belong together. Most DAW's copy the functionality in digital form, allowing you to group a selection of tracks into a single buss group. An example of this would be a drumset. You may have recorded one track for the snare, or even two separate tracks for snare top and bottom, the same thing for the kick drum, and there may be a stereo pair of overhead microphones, a stereo pair of room mike's, and even more options. Often, all of these individual tracks can be set to their relative volume so that they sound right in the mix. If you send all of the drums to their own stereo pair of Group Buss channels, then you can control the entire drum mix with a single fader or fader pair, making it easy to change the volume of this entire drum sub-mix, mutes, or other options, with a stereo control instead of having to control all of the individual tracks.

The Buss section of a console has a similar function to the main outs of the console, and the sonic quality of the channel, buss, and mains, are share similarities, but the subtle differences are enough to have an impact on the uniqueness of the console itself.

Use the "Buss EQ In" plug-in if you wish to add the color of the channel's eq circuitry to the Buss Group, giving maximum coloration to the signal. Use the "Buss Eq Out" plug-in if you wish to provide the subtle difference in the longer audio path of the Buss Group without the added coloration of the channel's eq circuitry.

Each program has a "Drive" function, which is unique to the plug-in. Consider this a a part of the input gain process. Since we are able to replicate the true harmonic distortion of the original console in addition to its dynamic changes, we also have control over the harmonics independent of the level that is used in the program. If you raise or lower the input gain, you are raising and lowering the real gain response of the analog device. With the "Drive" feature, you can raise or lower the amount of harmonic distortion without changing the input volume. This is fine to use in small measure. Adding too much distortion can make it distort beyond the real reaction of the device, and decreasing it a lot will take away some of the effect. If you want the console to react more clean, you can turn this function all the way down and it will add very little harmonic content to the material.

Each program has a unique "Bypass" function that is modeled to look and work similar to the original analog device. When Bypass is "Off", the program is passing sound through the entire analog chain of the device. When Bypass is "On", this will stop processing the analog sound and simply pass the digital signal through the plug-in without further processing.

This is an original, fully restored console from the early 1980's. There were several variations of this console. The flagship of the line was an "A" series that was created in very limited production. Once it was perfected, they created a nearly identical line with the same high end parts and the same signal path. This original "B" series was designed for the same high audio standard and for repeatable production and other cost savings in the physical frame and not in the electronics.

The console that we used to bring you the ADB as an audio plug-in is an original, first run "B", and because of the quality of the original parts, it was easy to fully restore to its original quality.

THE GLOBE CONSOLE

The Globe Console that has inspired this collection was built in the late 1970's and was fully restored in our new Millennium. It is based upon a beautiful sounding op-amp performing at +/-24v. The eq circuit is a complete passive inductor design. This console is known in small circles as one of the most pleasant sounding hardware designs in the history of recording. It provides a very rich, quick, warm, and punchy response with an extended high end frequency response that sweetens the sound of everything that runs through it. This effect is very subtle if only recording from the console direct to digital from a single channel, but when running through the entire console with multiple channels, the final result is elegant and very unique.

MCI JH 536

The MCI JH 536 is considered by many to be the best sounding console of the favored 500 series. This is a fully restored JH 536 from the mid 1970's. It is known for its clarity and simplicity in design along with its ease of modification. This is an excellent, clean sounding console with unique character.

VINTAGE BBC CONSOLE

The console used for this plug-in is a completely one-of-a-kind, custom built console, built from the ground up completely customized for the BBC in the late 1970's. This classic desk features Class A discrete, transformer-balanced channels with original operational amplifiers on channels, buss, and mains. This mixing board does contain a wonderful combination of precision and analog character, but one of its prominent features is its amazing frequency response. When using the direct channel outputs with the eq circuit turned off, or bypassed, this console provides an almost perfectly flat response from 20Hz to 20kHz. From 20kHz-30kHz the signal increases in amount of energy and waveform response, until becomming more offest in the highest register. The result is a tight, clean, punchy sound without shift or loss in any audible frequency range. The direct out with eq engaged is almost as perfectly flat from around 500Hz to 10kHz, and bows down slightly from 500Hz to 20Hz at a steady reduction just under a dB. The high end reduction in this signal reduces by only about 1/6th of a dB and remains even and clean well above 22kHz. This makes the eq-engaged option an excellent choice to provide multiple channels or a selection of a mix with a very subtle mid range color without any obvious shift in frequencies. The buss group and main outputs exhibit essentially the same spectral behavior as the directs, with a slightly higher amount of harmonic non-linearity and overtones, with an additional 1/5th dB or so of fast fluctuation in the high frequencies above 12kHz from the mains, resulting in more character in the highs without loss of frequency. These qualities make this an excellent board with classic vintage personality where the user wishes to rely on consistency and precise, accurate detail, with pleasant subtle rounding and definition added to the dimension of each track.

CUSTOM BRITISH RECORDING CONSOLE

The original console that has inspired this collection is a completely one-of-a-kind, custom built console. It was built in the late 70's for the BBC. The company that designed this amazing mixing and recording desk originates from the valley in Yorkshire, England. They have been building some of the industry's best cost-per-performance consoles for over four decades. This particular console shares positive traits with API and Neve style consoles, but delivers a unique quality all its own. This console is excellent in handling dynamics. It is a punchy, quick sounding console that can protect transient peaks and even help restore peaks that have been damaged by overcompression. There is a unique frequency spectrum when the eq circuitry is engaged, and it performs very flat when eq is bypassed.

About The Technology

CLASSIC CONSOLE COLLECTION is the result of an incredible amount of research, testing, and amazingly advanced technology. It may appear like just another Plug-In, but under the hood is a truly unequaled and complex system. The Acqua stand alone engine is based upon Acustica Audio's V.V.K.T., or Vectorial Volterra Kernels Technology.

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I truly hope that you enjoy CLASSIC CONSOLE COLLECTION.

Thanks and God Bless You.

Sincerely,

Michael Angel

CDSoundMaster.com