
# Digital Audio Soft

# SL-9000

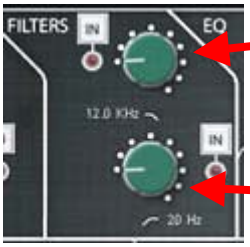
*User Manual*

# SL-9000


SL-9000 is a channel strip inspired by the "famous" Solid State Logic SSL 9000 mixer,
This strip, is divided in 3 modules that you can combine together in order to perform 6 different algorithms.

***The "basic modules"***

## FILTERS:




***Low pass filter*** *from 12.0 to 3.0 KHz : push IN to activate the filter, the red led lights when activated. Turning the potentiometer clockwise will change the frequency from 12.0 KHz to 3.0 Khz*

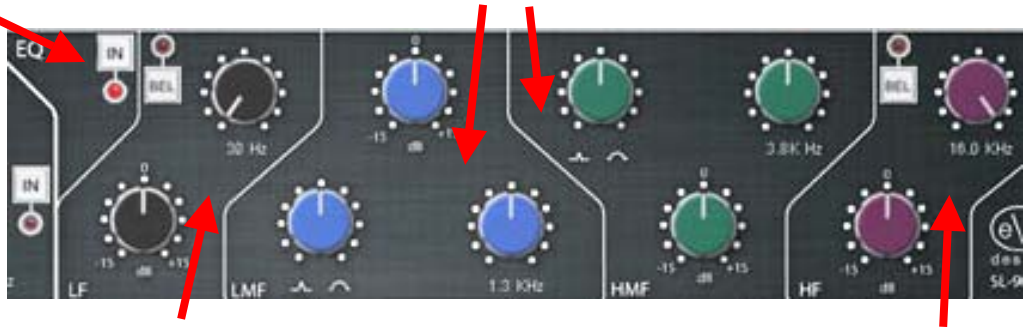
***High pass filter*** *from 20 to 350 Hz : push IN to activate the filter, the red led lights when activated. Turning the potentiometer clockwise will change the frequency from 20 Hz to 350 Hz*

## EQ'S :

It's a 4 bands parametric EQ,

***Push IN*** *to activate the filter, the red led lights when activated.*

***Bands 2 and 3*** *are full parametric, provide adjustable frequency, Q and gain.*



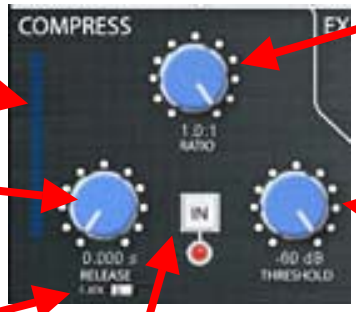

***Bands 1 and 4*** *are parametric too provide adjustable frequency and gain, the Q factor is switchable from narrow to wide : push bell to switch into wide Q factor, the red led lights when activated.*

# DYNAMICS :

The dynamic module is composed by 3 different functions,
A compressor, a Expander and a Noise gate.

**Compressor :**

A Compressor modifies the dynamics of a sound. The level of louder passages is decreased. This means that the overall level of the sound can be set higher, with the net result that the level of softer sections is increased. The compressor operates by monitoring the level of the input signal. An adjustable threshold level determines the point at which compression begins. Attack and release controls determine how quickly the compressor responds when the threshold is exceeded and when the input signal level falls back below the threshold, respectively. The ratio control determines the intensity of the compression




***Reduction vu meter*** Shows the degree of reduction or attenuation of the signal.

***Attack and release*** *controls determine how quickly the compressor responds when the threshold is exceeded. Attack is switchable from slow to fast by clicking on the "fast" switch*

***Push IN*** *to activate the compressor, the red led lights when activated.*

***The ratio control*** *determines the intensity of the compression*

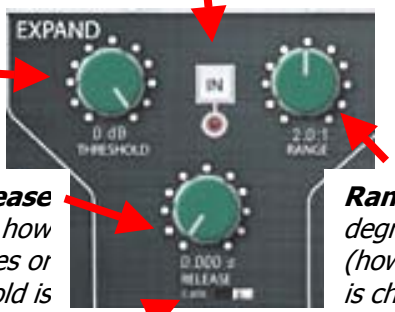
***Adjustable threshold level*** *determines the point at which compression begins.*

**Expander :**

The Expander influences the dynamics of a sound by making quiet passages even quieter while leaving other passages alone. Thus the overall dynamic range of the signal increases. You can use this to alter the way an instrument sound decays – for example, to alter a looped drum pattern as it fades out, or to blend undesirable low level background noise into the signal noise floor. The Threshold sets the level at which the effect begins to process the signal. The Attack and Release controls determine how quickly the effect engages or quits when the threshold is crossed. Range controls the degree of expansion - how much the level is changed by the effect. The Ratio value indicates the relation of the original signal to the expanded signal.

***Push IN*** *to activate the expander, the red led lights when activated.*

***Reduction vu meter*** *The relative signal reduction is displayed showing the actual working of the expander.*





***Threshold*** *sets the level at which the effect begins to process the signal*

***The Attack and Release*** *controls determine how quickly the effect engages or quits when the threshold is crossed.*

***Attack*** *is switchable from slow to fast by clicking on the "fast" switch*

***Range*** *controls the degree of expansion (how much the level is changed by the effect)*

**Noise Gate :**
A noise gate is just what its name says - a gate. When it is open, signals can pass freely.
When closed, signals are blocked. A typical gate will open when a specific volume threshold is reached, and remain open for a certain specified time. If the threshold is not reached again during that time, it will close. A gate can serve several purposes, such as muting the signal to avoid background noise (noise gate, instrument separation etc.) or to clean up the trailing out of an instrument sound.

***The Attack and Release*** *controls determine how quickly the noise gate opens or closes when the threshold is crossed.*
***Attack*** *is switchable from slow to fast by clicking on the "fast" switch*

***Reduction vu meter***
*The relative signal reduction is displayed showing the actual working of the expander.*



***Threshold*** *sets the level at which the effect begins to open or close the noise gate*

***Hold***
*Minimum amount of time the gate will stay open once it is triggered : delay between end of attack and start of release*

***Push IN*** *to activate the noise gate, the red led lights when activated.*

## OTHERS CONTROLS AND SWITCHES :

***INPUT VU METER***
*Displays the input level*


***PHASE***
*Inverts the input phase the red led lights when phase is inverted*

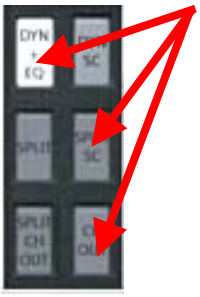
***OUTPUT LEVEL***
*Gain compensation Boost or reduce the output level*


***OUTPUT VU METER***
*Displays the output level*

## THE SIX DIFFERENT ALGORYTHMS :

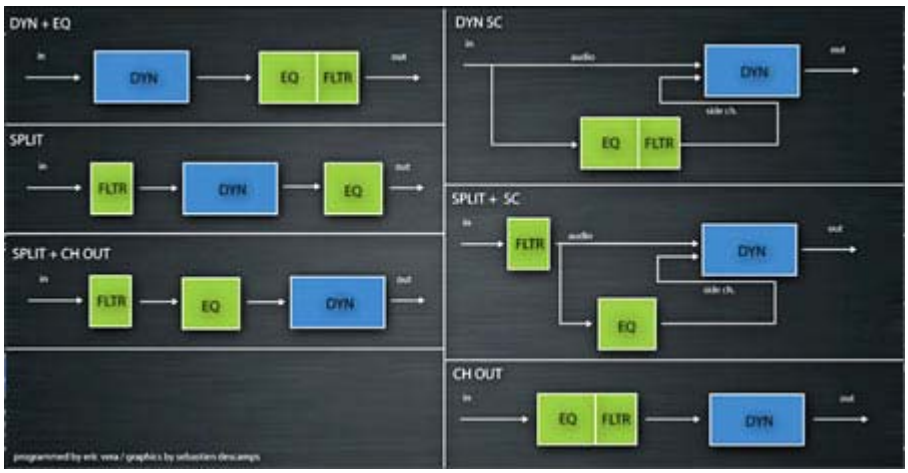
The algorithm function is the "soul" of this strip … What making it become flexible and useful in several situations.
Basic modules described above can be routed in order to modify the signal "trajectory" passing through SL 9000 strip.

The Algorithm pads determine witch algorithm is used and can also be used as "compare" function
These are ON / OFF buttons, when they do not light, the signal passing through the SL9000 is flat (no effect are applied)




Clicking on the logo will open the Algorithm graph,


The algorithm graph shows graphically the six different algorithms.




Each algorithm has specific a combination of basic modules and allow you to treat the audio signal in different ways,
DYN SC and SPLIT SC can be compared to dynamic EQ'S where the side chain permit to control thr dynamics module by a filtered signal.
Others algorithms are combinations of basic modules

Just try and use these different algorithms on different kind of signal, some for drums, others for vocals or strings …

Enjoy The Digital Audio Soft SL-9000 and make good music ☺