

Lindell Plugins

LINDELL EQ825

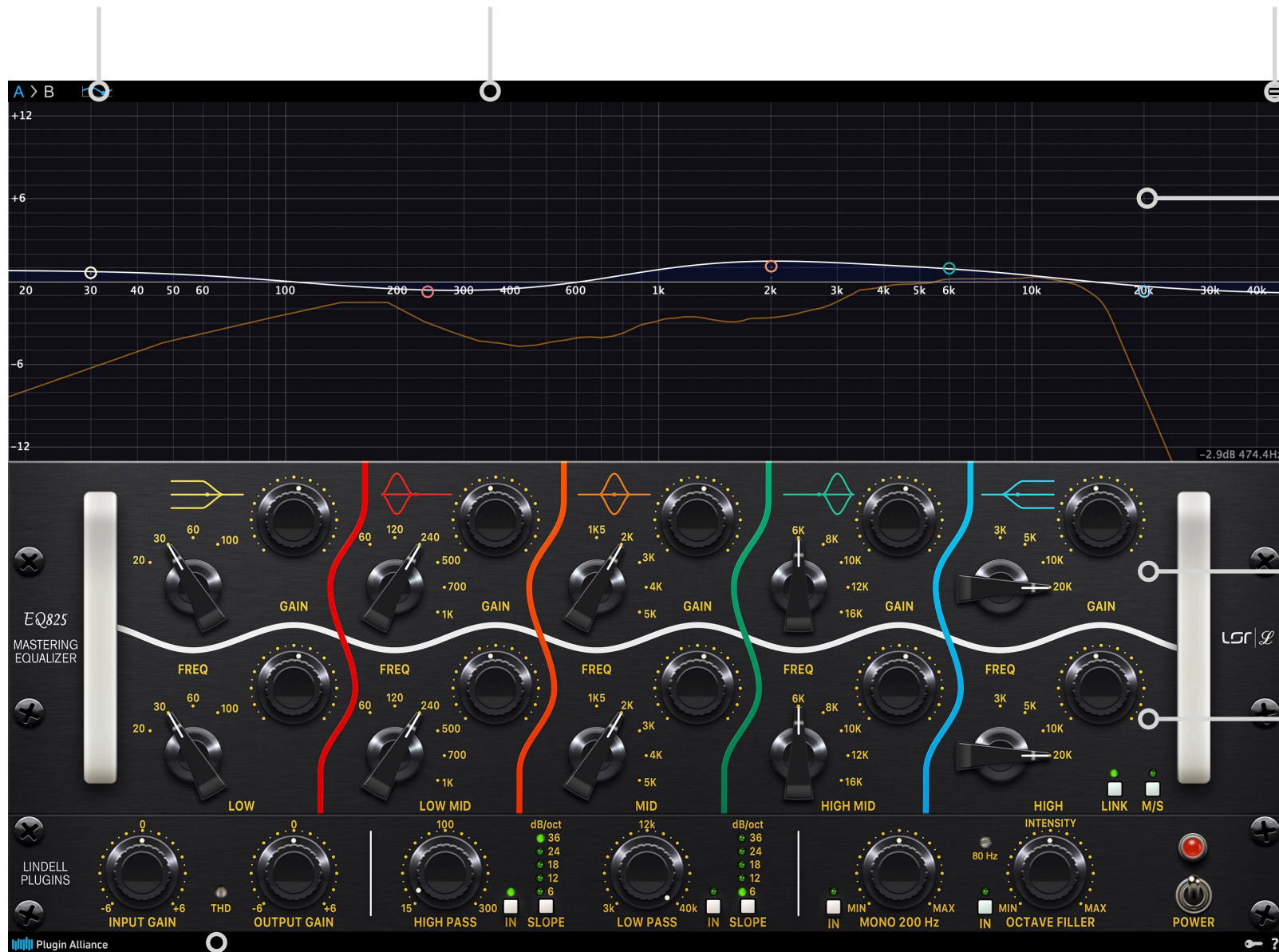
Mastering Equalizer



Show curve editor

Toolbar

Menu



Curve editor

Analyzer

Left (Mid)

Right (Side)

License bar

Lindell EQ825

Lindell Plugins - Lindell EQ825

Lindell EQ825 Toolbar.

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.

Graph

Shows the EQ curve editor. When link is disabled, click L or R to select which channel is edited.

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 EQ825 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.

Noise

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



EQ BAND

LOW (Yellow)

FREQ: Selects the corner frequency for the low shelf (20Hz, 30Hz, 60Hz, 100Hz).

GAIN: Boosts or cuts the low-frequency range (+-12dB).

LOW MID (Red)

FREQ: Selects center frequency (60Hz to 1kHz).

GAIN: Boosts or cuts the selected frequency (+-12dB).

MID (Orange)

FREQ: Center frequency from 1.5kHz to 5kHz.

GAIN: Boost/cut control (+-12dB).

HIGH MID (Green)

FREQ: Selects from 6kHz to 16kHz.

GAIN: Boosts or cuts the selected high-mid frequency (+-12dB).

HIGH (Blue)

FREQ: Selects the corner frequency of the high shelf (3kHz, 5kHz, 10kHz, 20kHz)

GAIN: Boosts or cuts the low-frequency range (+-12dB).

Note on the Gain Controls Behavior

The gain knobs response has been intentionally adjusted compared to the original hardware to improve usability. In this plugin, gain in dB is directly proportional to knob rotation, allowing for more intuitive control. So when comparing with the hardware unit, do not rely solely on matching knob positions.

Proportional Q

The original hardware employs a proportional-Q design, where the bandwidth narrows as the gain increases. This behavior contributes to its musical yet precise character, particularly in mastering contexts. The plugin faithfully replicates this behavior for each band.

LINK

Links the Left (Mid) and Right (Side) controls. When a parameter is changed on one channel, the corresponding parameter on the other channel is also modified.

M/S

Activates Mid/Side stereo processing instead of Left/Right.



GLOBAL CONTROLS

GAIN

INPUT: controls the level entering the plugin.

OUTPUT: controls the level at the plugin output.

THD

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

HIGH PASS

Adds a high pass filter after the main EQ filters. Frequency: 15Hz to 300Hz, Slope: 6dB/oct. to 36dB/oct. .

LOW PASS

Adds a lowpass filter after the main EQ filters. Frequency: 3kHz to 40kHz, Slope: 6dB/oct. to 36dB/oct. .



SPECIAL PROCESSING

MONO 200Hz

Collapses all content below 200Hz to mono.

OCTAVE FILLER

Enhances the perceived weight and fullness of the low end using psychoacoustic principles.

The trim can be used to select the center frequency of the effect.

INTENSITY: controls how much the bass content is pushed.

CREDITS

Emmanuel Dubecq - LSR audio

Design

Programming

Graphics

Circuit modeling

Tobias Lindell - Lindell Audio

Design

Tests and tuning

Presets