

Lindell Plugins

# LINDELL MU-66

Variable Mu Compressor





*Lindell MU-66 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.

# 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

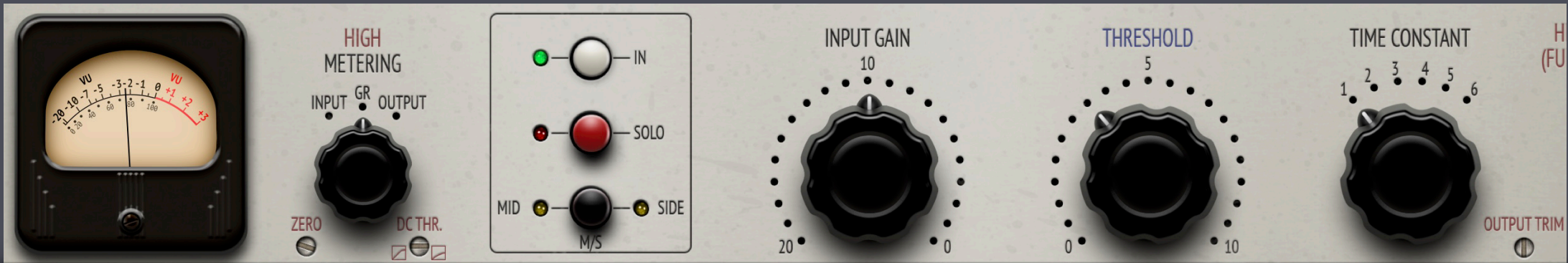
The Lindell MU-66 UI size can be reduced using this menu options from 80% to 150% of its normal size.

Note that the plugins size will never get larger than 80% of the screen width/height, regardless of the UI Zoom setting. This means that the higher values (80%, 90%, 100%) will result in the same plugin size on a small notebook screen for instance.

## Noise

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





# COMPRESSOR BAND

## Input Gain

Gain applied before the compression circuit.

## Threshold

Compression threshold. Higher values = lower threshold level.

## Time Constant

Controls the attack and release times. 1 is the fastest and 4 the slowest. 5 and 6 use auto release time.

## Output Trim

Can be used to increase or reduce the compression band output level after compression.

## Zero

Controls the circuit bias.

## DC Threshold

Controls the knee and threshold at the same time. A low value gives a hard knee limiter and a high value softens knee and lowers the compression threshold.



## **Metering**

Controls the band meter. It can display the input level, the gain reduction or the output level.

## **IN**

Enabled the compression band processing.

## **SOLO**

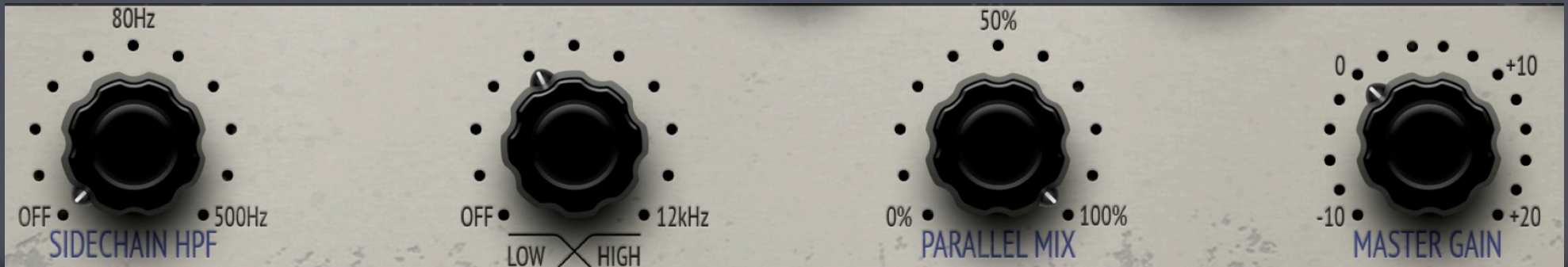
Activate to hear only this compression band.

## **M/S (in stereo)**

By default, the compressor works in stereo mode.

Mid: only the center part of the stereo signal is compressed.

Side: only the sides part of the stereo signal is compressed.



# COMMON CONTROLS

## Sidechain HPF

Side chain high pass filter.

In the full anti-clockwise position, the filter is OFF.

## Crossover Frequency

Controls the frequency of the two crossover filters that splits the signal into 2 frequency bands. The value is displayed in kHz.

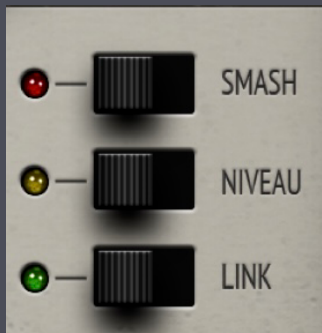
In the OFF position (CCW), the compressor acts as a single band compressor. When the crossover frequency is increased, it turns into a two band compressor.

## Parallel Mix

Controls the amount of unprocessed (0%) and processed (100%) signals mixed together at the compressor output.

## Master Gain

Can be used to adjust the overall output level of the plugin.



### **Smash**

SMASH is a creative overload function. Use this switch to create effect compression on drum room mics, heavy rock vocals and other sources that you want to really squash.

### **Niveau**

Filters the compressor side chain signal to compress less the low frequencies and more the high frequencies. This helps to keep a natural frequency response after compression.

### **Link**

Links the high band and low band controls. Changing a parameter on one band also changes the same parameter on the other band. If the two linked parameters have a different start value, that difference is maintained.



**ON/OFF**

Activates the compressor.

**THD**

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



# CREDITS

## **Emmanuel Dubecq - LSR audio**

Design

Programming

Graphics

Circuit modeling

## **Tobias Lindell - Lindell Audio**

Design

Tests and tuning

Presets