Devil-Loc

Little Audio Level Destroyer

User's Guide

Version 5 : For Mac and Windows

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Figure 1: The Devil-Loc Control Panel

Devil-Loc is a limiter effect plug-in inspired by the Shure Level-Loc (Model M62 Audio Level Controller), a podium mic limiter from the late 1960's. The Level-Loc (and later the Model M62V Audio Level Controller; basically an M62 with an added input level knob) was a consumer-grade brickwall limiting amplifier, designed to keep audio in a PA system level. In the hardware units the output level would be "locked" (by heavy limiting) once audio reached a certain threshold. Pretty useful piece of hardware for a public address system, right? But why make a plug-in modeled off of this unit? Well, it's all about the way that the Level-Loc would alter those signals.

> The following descriptors come to mind:
> **- Dirty**
> **- Nasty**
> **- Trashy**
> **- ABSOLUTELY WONDERFUL**

The Level-Loc's unique blend of indiscriminate audio leveling, combined with ample saturation and all-out distortion, gave the Level-Loc boatloads of unintentional mojo. Producer/Engineer (and Soundtoys user) Tchad Blake figured this out and began using the Level-Loc to create massive drum sounds from the gritty, pumping sound of the Level-Loc.

In creating Devil-Loc (and this plug-in's big brother, Devil-Loc) we knew we had to not only capture the character of the original hardware, but also turn it into a more studio-friendly tool. After all, the Level-Loc was never really intended to be more than utilitarian.

With Devil-Loc we give you the two most colorful controls from Devil-Loc Deluxe, Crunch and Crush. You can use them to create crushing drum tracks, crazy sucking parallel compression, and blitzed out saturated lo-fi loops. Drive it hard and you will find a faithful hardware-sounding break-up and drive.

It is devilishly delicious anywhere you need your audio to be fatter, wilder, and most of all, dirtier. Devil-Loc is where to turn when you need just a pinch of evil.

Figure 2: The Devil-Loc Control Panel

CRUSH

The Crush control determines how much signal is sent to Devil-Loc's gain reduction circuit. The greater the signal going into the circuit, the more it will compress the signal. When driven hard, the (virtual) gain reduction circuit will become saturated, resulting in a severe pumping sound.

CRUNCH

The Crunch knob controls how much gain is applied after limiting. Crunch also determines how hard the output amplifier stage is driven. The harder you drive the output stage, the more distortion you will get, and believe us, there is plenty available.

Using the Crush and Crunch controls in relation to each other is paramount to achieving the full range of compression and distortion effects that Devil-Loc is capable of.

SPECIFICATIONS

Attack Time:

- approx. 1.3 milliseconds

Release Time:

- approx. 1.7 seconds (normal)
- approx 22 seconds (saturated)

SUPPORT INFORMATION

Now that you've taken the time to learn all about Devil-Loc, have fun, experiment, and make greatness! If our plug-ins helped you take your production to the next level, let us know, we'd love to hear from you and what you were able to create with our software.

If along the way however you should run into any hiccups or anything unexpected, we offer free technical support for all registered users.

Our FAQ contains many helpful answers. you can find it at:

http://support.soundtoys.com

If you need further support you can find our Customer Support contact form at:

https://www.soundtoys.com/forms/support

You can also reach our support staff by e-mail at:

support@soundtoys.com

If neither of those options work for you, our office can be reached via telephone at:

1-800-COOL-EFX

Please have the following information available to help assist our support team:

- The product version and serial number

- The version number of your audio system (e.g ProTools 11.2.1, Cubase 8.0.5, Logic 10.2.0, Cakewalk Sonar X3)

- Your interface/hardware (e.g. Mbox Pro, Apogee Quartet, RME Fireface, etc.)

- Your computer and operating system info (e.g. MacPro OS X 10.9.5, Windows 7 SP1, Windows 8.1, etc.)

- A detailed description of the problem

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