# boz‑n

## DIGITAL LABS

# USER MANUAL

# Intro

Thank you for installing +10db! This plugin is modeled after a very popular analog compressor unit that was built in the 60s, famous for its ability to give a huge sound to drums and vocals.

We created this plugin because we wanted to provide you the opportunity to use that same sound without having to shell out thousands of dollars and find space in your rack. Now you can take that sound with you and use it on as many tracks as you like. We hope you love it as much as we do.

## System Requirements

This plugin was crafted to be as light as possible on your CPU, enabling you to put this on many tracks without eating up your processing power. For Mac, you must be running OSX 10.5 or greater. For windows, you need Windows XP or greater.

## Available Formats

This plugin is available in both 32 and 64 bit versions of each format (except RTAS, which is 32 bit only). It is available in the following formats:

| Mac | VST2, VST3, AU, RTAS, AAX Native |
|---|---|
| Windows | VST2, VST3, RTAS, AAX Native |

## Installation

Download and run the installer. During the installation, you can choose which formats you would like to install.

## Registration

The first time you run +10db, it will ask you for your username and serial number. You can find this information in your downloads page. If you do not have a serial number and you would like to demo the plugin you can press "Continue Trial" to use the plugin in trial mode.

+10db is actually three plugins combined into a single plugin when both are registered. The EQ and Compressor sections of the plugin are registered separately.

Downloads page URL: https://www.bozdigitallabs.com/my-account/downloads/

### Trial Mode

When a section of +10db is in trial mode, you can use all of the plugin's functionality. The only difference is that it will not save its settings when you close and reopen the plugin.

# Top Bar
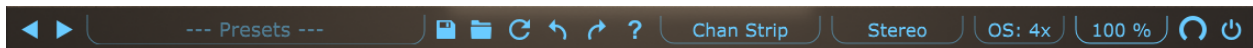


### Presets

+10db comes equipped with its own preset menu. To save a preset, just hit the 'Save' icon next to the preset menu, type the name of the preset and hit *enter*. If you enter a name of an existing preset, the old preset will be overwritten.

Presets can be organized into sub menus by sorting them into folders in your finder/explorer window. Note that the preset menu only supports one layer of sub folders, so if you put presets inside a folder that is inside a folder, the preset scanner will not find them.

Presets are shareable across formats, computers and operating systems. This means that if you save a preset in your DAW in OSX, you can send that preset file to a friend who uses a different DAW on Windows and it will work exactly the same.

**Default Settings**: You can customize the default settings of the plugin. If you want to change the default settings of the plugin, right-click the "Save Preset" icon.

### Undo/Redo

You can click the undo/redo buttons to step through the changes you have made to the plugin.

**About**

Open up the *About* page where you can access this user manual and other information about the plugin.

**Plugin Layout**

Select between Equaliser, Compressor or Channel Strip mode.

**Stereo Configuration**

Select among Stereo, LInked Stereo, Mid and Side configuration.

**Oversample**

Select the amount of oversampling applied to the plugin. Oversampling can provide cleaner sounding distortion by removing aliasing artifacts. When oversampling is enabled, there will be a small delay applied to your output, and the CPU usage will be a bit higher.

**Mix**

A simple knob to blend the wet and dry sounds.

**Plugin Enable**

This switch enables/bypasses the entire plugin.

# Modes

+10db can be used in 3 modes: Equaliser, Compressor and Channel Strip. The Compressor and EQ modes must be activated separately and can be bought individually or as a bundle. Each section will run in demo mode if it is not activated. To activate the channel strip, both the EQ and the Compressor need to be activated.

# The Controls

This plugin is broken up into two sections: EQ and Dynamics. This manual will walk you through all the nitty gritty details and show you how to make the best use of these controls.

For all knobs, you drag up and down on the knob to change the value. You can click on the knob's label to enter the value in manually.

## EQ Section



This section of the plugin provides a 4 band parallel equalizer, each band having a specifically crafted bandwidth designed to give you the most musical results for the frequency. Each band has 3 controls (Boost/Cut, Mode, and Frequency).

Rather than run these filters in series like most EQ plugins, these filters are run in parallel. Why does this matter? First of all, they sound different. Most digital equalizers run in series because it's far simpler to design, but when it comes to older hardware, many of them had parallel designs instead. It helped to cut down on the inherent noise of running a bunch of amplifiers one after another. It also has an interesting side effect where the bands interact with each other in a completely different way that can't really be done easily with series eq, giving more of a "natural" feel to the sound. Make sense? Mess with it and you will get a feel for its character.

**Power**: Enables/Disables the entire equalizer section.

**Input**: This knob provides a simple input gain for the Equalizer section. It ranges from -infinity to 0dB.

**Output**: Provides an output gain for the EQ section. Because there is some distortion that happens in the filters, turning up the input while turning down the output will give the EQ a dirtier sound. If you want a cleaner sound, you can turn down the input and turn up the output.

**dB**: This controls how much gain (or attenuation) is applied to the filter band. It ranges from -20dB to +20dB.

**Band Enable**: This switch turns on/off each band separately.

**fHz**: This knob controls which frequency the band will be boosting/cutting.

**Pre/Post/S.C.**: This switch controls where the equalizer sits in the processing chain when the plugin is in Channel Strip Mode. When set to Pre, the equalizer comes before the dynamics processor. When set to Post, the EQ comes after the dynamics processor. When set to S.C. (meaning Side Chain), the equalizer is passed to the sidechain of the dynamic processor, but the dynamics processor will apply its gain reduction to the dry (not the equalized) signal.

For example, if you have a vocal track that has a lot of sibilance that needs to be tamed, a great way to do that is to boost the offending frequencies in the sidechain. That will make the compressor more sensitive to those frequencies, causing it to clamp down harder when those nasty esses come through.

Conversely, cutting a frequency in when in S.C. mode causes the compressor to be less sensitive to those frequencies. The sidechain mode is an incredibly powerful tool for shaping the tone character of the compressor once you get the hang of it.

*Note: When the plugin is operating in EQ only mode, this option is hidden.*

## Compressor/Expander Section

The dynamics processing section of this plugin is where it gets really fun. This section contains 3 dynamics processors (Compressor, Expander and Limiter).

**Power**: Enables/Disables the dynamics processing section.



**Input**: This controls the input gain to the compressor circuit. The harder you drive this, the harder the compression will be.

**Output**: This controls the output level after the compression takes place. The compressor can have a tendency to change the level of the signal significantly with certain settings. Use this knob to bring it back up to where you want it to be.

**Comp Attack**: This controls the attack rate in ms of the Compressor. It is switchable between 0.25ms, 2.5ms and 25ms.
Compressor Release: This controls how fast the compressor jumps back up to its normal level after the incoming audio drops below the threshold.

**Threshold**: Sets the threshold of the compressor, switchable in 2dB increments.

**Ratio**: Sets the ratio of the compressor. The higher this ratio, the harder the compressor clamps down on the sound.

**Limiter**: This is a hard limiter that can be used to prevent clipping. It's also a nice touch for an extra layer of compression when driving the compressor hard. The red "Limit" light will light up when the signal crosses above the threshold.

## Expander

**Release**: Sets how fast the expander drops off when the signal drops below the threshold.

**Threshold**: Sets the threshold of the gate/expander.

**Range**: This controls how much gain attenuation is applied when the signal drops below the threshold, ranging from -20dB to 0dB (no attenuation). Use this knob to control how extreme the gate/expander sounds.

**Exp Attack**: How fast the gate opens up when the signal rises above the threshold, measured in milliseconds.

**Expander Mode**: This switches between Expander, Gate and Bypass. When in bypass, the gate/expander section is completely bypassed. Gate and Expander are pretty similar, but differ in the way they sound. The Gate applies a static gain reduction amount when the signal is below the threshold. On the other hand, the expander drops off gradually as the signal gets quieter. It's like a smoother, but less extreme, version of the gate.
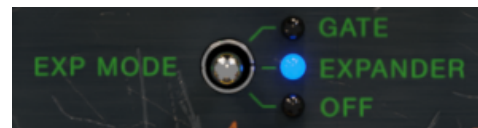
# Credits

Plugin concept: David Bendeth
Programming: Boz Millar
Graphic design: Boz Millar

# Contact

If you ever run into issues or have any questions, you can send an email to
support@bozdigitallabs.com.