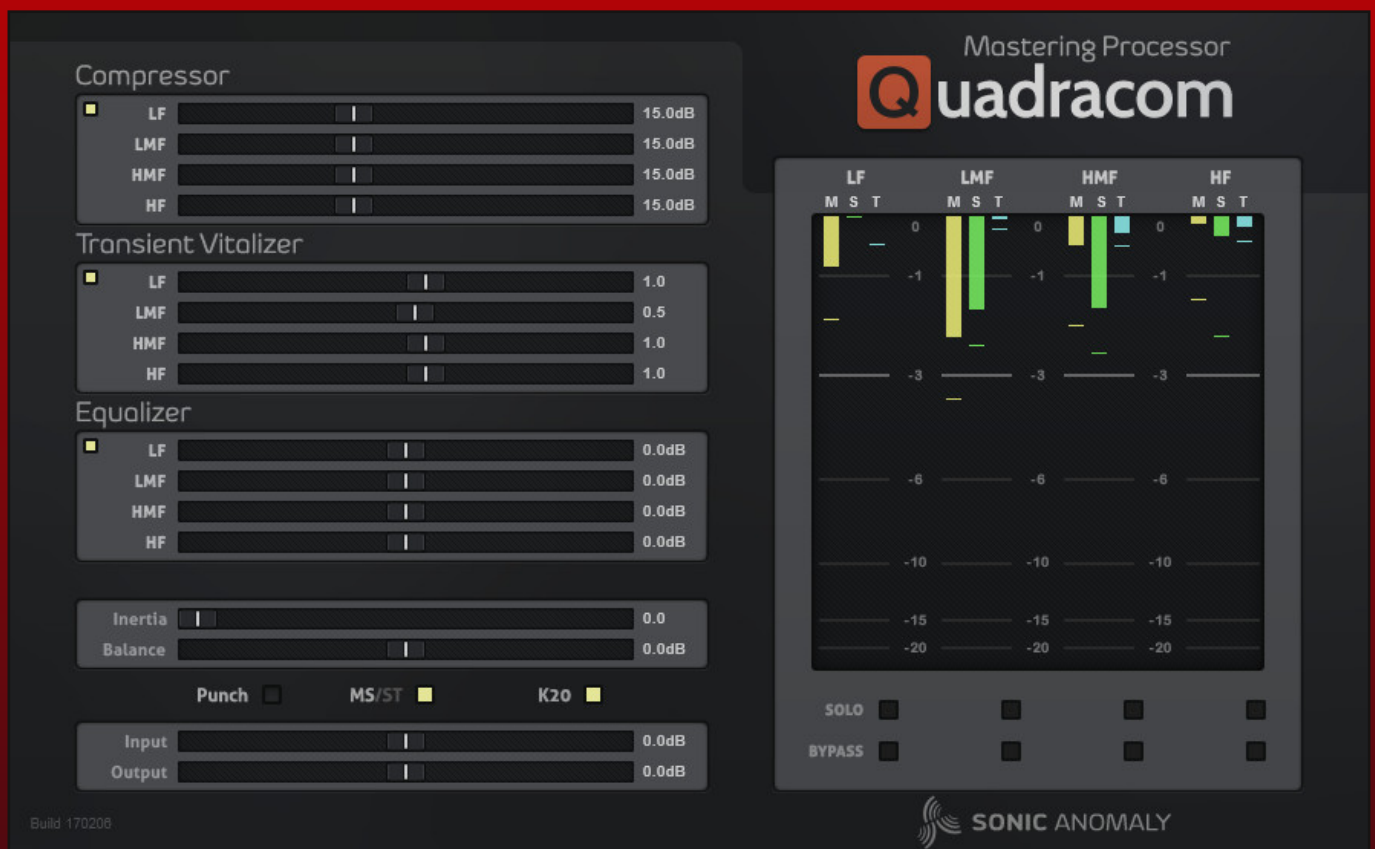# QuadraCom

Quick Start Guide

1. Introduction

QuadraCom is a dynamics processor for mix bus and mastering. It offers a 4-band compressor and a 4-band transient vitalizing processor. The bands can be operated in Stereo or M-S mode.

What QuadraCom can do:

- Make music tighter / adding glue
- Enhance stereo image
- Make music sound more alive and "in your face"

That being said, QuadraCom is not a magic tool that makes a crappy mix good. But it can further enhance a good, balanced mix.

QuadraCom is not a loudness maximizer / limiter, thus you will still need one to get desired loudness.

2. Less Is More

QuadraCom is intented to be a transparent plugin. It's recommended not to over-do it, especially when using it for mastering purposes. For the optimal results for mastering, try to keep the average compression less than -3dB. It is fine if occasionally going over that.

When enhancing transients at the same time, less than 1dB of transients in each band is often enough to give subtle sense of vitality. You can monitor the level of compression and transients with the build-in meters.

It is a good practice to compare the processing to the dry, bypassed signal. That way it becomes more easily obvious how QuadraCom alters the sound.

3. Compressor LO - HI

Controls the amount of compression for each frequency band.

4. Transient Vitalizer LO - HI

Controls the amount of transient enhancement or dampening for each frequency band. It is recommended to use little bit of enhancement along with compression. For mastering purposes the ideal value range is between +0.5 - +1.5. More than 1dB of added transients may emphasize drums too strongly in the mix. The value of this slider does not reflect a decibel unit, but rather a drive multiplier.

The transient control goes negative values as well. In this case instead of enhancing transients, they are being dampened. Normally this is not necessary, but it can be usable for special fx or if there is a problem with the material.

The transient processor in QuadraCom is quite sensitive to micro dynamics, thus it is normal to see some activity on the meters even though there are no obvious peaks, like drum hits occurring.

5. EQ LO - HI

Controls the amount of gain for each frequency band. Basically this is a 4-band EQ.

6. Inertia

Controls the speed, ratio and knee of the compressors.

Low inertia gives the following traits:
- More glue
- Tightness & in your face

High inertia:
- Softness, tameness
- Transparency

7. CH. Balance

Controls the balance of compression between mid-side matrix. If side signal gets too much compression, it can be balanced here. Alternatively in Stereo mode, it controls the compression balance between left and right channel.

Please notice: *This control does not affect the direct signal of M-S or L-R. It only affects the compression amount.*

8. Punch

Punch applies a filter into the compressor envelopes, thus smoothing the response slightly. This means that more signal passes before the compressors are able to react - and giving more punch to the sound. In other words the Punch control increases the attack time. It will be more obvious when the Inertia is low and there is much compression happening.

You might want to experiment with this, especially if using QuadraCom on the drum bus.

9. ST / M-S

Switches the operating mode of QuadraCom between mid-side and stereo.

10. K-20

The K-20 switch sets the internal calibration to be suitable for material mixed with K-20 standard or *similar levels*. When inactive, QuadraCom expects to have higher RMS input. The purpose of this switch is to provide a good starting point, so that only small adjustments are necessary to achieve optimal results.

If your mix doesn't fit to either, choose that which is closer to your mixing style. You can use the Input & Output controls to compensate.

11. Input & Output

The input slider can be used for driving the plugin with a desired gain. This is often more convenient than adjusting all compression bands together. Then the output slider can be used for compensating.
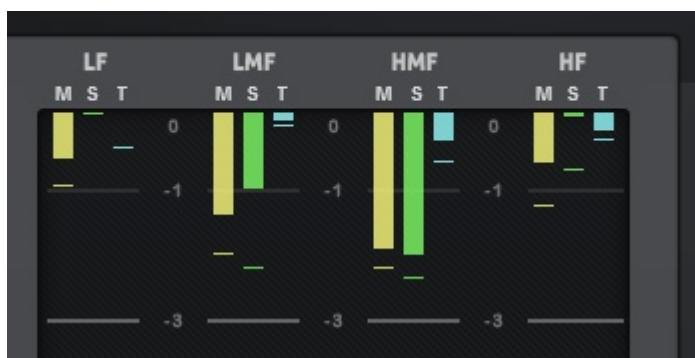
12. Solo LO - HI

Toggles the soloing for each frequency band.

13. Bypass LO - HI

Toggles the bypassing for each frequency band. When bypassed, no compression, transients or eq will be applied on that band.

Please notice: *There is always some pre-processing going on. If you need true bypass, use the controls in your host.*

12. Meters

The meters indicate what is happening with the compressors and the transient processors of each frequency band. The green bar indicates mid/left channel compression and the red bar side/right channel. The cyan bar indicates how much transients are being enhanced or deadened.

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Credits

The GUI was designed by crimsonmerry
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