Voxengo Stereo Touch User Guide

Version 2.17

https://www.voxengo.com/product/stereotouch/

Contents

Introduction 3

Features 3

Compatibility 3

User Interface Elements 4

Side Channel Delays 4

Out 4

Credits 5

Introduction

This professional audio plug-in implements a classic technique of transforming a monophonic track into spacious stereophonic track by means of mid/side coding technique.

Stereo Touch is most effective on monophonic sounds without overly sharp transients: it works great for both acoustic and electric/overdriven guitars, synthetic pad sounds, and even vocals. By means of this plug-in you can easily get spacious and even "surround" sounding tracks, without utilizing a double-tracked recording technique.

Basically, the plug-in takes a mono input signal and generates a stereo output signal. This plug-in can also work with multi-channel input signal, but in this case all channels get processed independently of each other like they are separate mono input signals, and then all resulting stereo signals get mixed together to produce a single stereo output signal.

Features

- Two delay lines
- Built-in low-pass and high-pass filters
- 64-bit floating point processing
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages
- All sample rates support
- Zero processing latency

Compatibility

This audio plug-in can be loaded into any audio host application that conforms to the AAX, AudioUnit, VST, or VST3 plug-in specification.

This plug-in is compatible with Windows (32- and 64-bit Windows XP, Vista, 7, 8, 10 and later versions, if not announced otherwise) and macOS (10.11 and later versions, if not announced otherwise, 64-bit Intel and Apple Silicon processor-based) computers (2.5 GHz dual-core or faster processor with at least 4 GB of system RAM required). A separate binary distribution file is available for each target computer platform and audio plug-in specification.

User Interface Elements

Note: All Voxengo plug-ins feature a highly consistent user interface. Most interface elements (buttons, labels) located at the top of the user interface are the same in all Voxengo plug-ins. For an in-depth description of these and other standard features, and user interface elements, please refer to the "Voxengo Primary User Guide".

Side Channel Delays

This group of knobs controls the characteristics of the produced side channel information that is used to add the "stereo touch" to the input mono signal.

Side channel information is produced by delaying the input signal and using delayed signal as a side channel directly (two separate delay lines are available for this purpose). An optional filtering is then applied to the side channel, before it is used for mid/side decoding.

The "Delay 1" parameter adjusts first delay line's time.

The "Delay 1 Gain" parameter adjusts first delay line's loudness.

The "Delay 2" parameter adjusts second delay line's time. The "Delay 2" switch should be enabled to engage the second delay line.

The "D2 Ph Inv" switch enables phase inversion of the second delay line. This switch allows you to reduce lower frequencies build-up when Delay 2's time is close to Delay 1's time.

The "Delay 2 Gain" parameter adjusts second delay line's loudness.

The "HP Filter" parameter adjusts the high-pass filter's (or, alternatively, the low-cut filter's) corner frequency. The "HPF Enable" switch enables the high-pass filter.

The "LP Filter" parameter adjusts the low-pass filter's (or, alternatively, the high-cut filter's) corner frequency. The "LPF Enable" switch enables the low-pass filter.

Out

The "Out Gain" knob adjusts the master output signal level, in decibel.

Credits

DSP algorithms, internal signal routing code, user interface layout by Aleksey Vaneev.

Graphics user interface code by Vladimir Stolypko. Graphics elements by Vladimir Stolypko and Scott Kane.

This plug-in is implemented in multi-platform C++ code form and uses “zlib” compression library (written by Jean-loup Gailly and Mark Adler), “LZ4” compression library by Yann Collet, “base64” code by Jouni Malinen, VST plug-in technology by Steinberg, AudioUnit plug-in SDK by Apple, Inc., AAX plug-in SDK by Avid Technology, Inc., Intel IPP and run-time library by Intel Corporation (used under the corresponding licenses granted by these parties).

Voxengo Stereo Touch Copyright © 2002-2023 Aleksey Vaneev.

VST is a trademark and software of Steinberg Media Technologies GmbH.