

# HoRNet ChannelStrip MK3

The ChannelStrip MK3 is a complete mixing solution that can be used on every track of your mix, offering one EQ with many bands and options and two dynamics module that can work both as compressors and expanders.

The plugin is designed with sound quality and efficiency in mind, large parts of the internal DSP code are written in SSE assembler to provide the best performance. The most accurate sound possible is guaranteed by a high quality oversampling algorithm applied where it matters and in different amounts depending on the processing module.

Flexibility is also at the first place in this plugin, every of the two dynamics module offer three different compression models (VCA, FET and OPTO) and Expander/Gate. The routing between the modules can be rearranged in six different combinations.

Every module and model has a different form of analog emulation built in and provides input and output VU meters (not peak meters, these are analog VU meters calibrated to -18dBFS, the internal reference of the plugin for the analog emulation engine) and a slider to adjust the level.

## The EQ module

Set the high shelf frequency and gain, the shape of this shelf is custom designed and inspired to that of large consoles

Adjusts the input level

Set the high pass and low pass filters, the high pass is 18dB/Octave and the low pass is 12dB/Octave

Input VU meters

These are three analog modeled parametric eq, freq. from 100Hz to 10000Hz gain goes from -15dB to +15dB, and Q goes from 0.5 to 5

Adjusts the output level

Output VU meters

Allows you to change the order of the modules

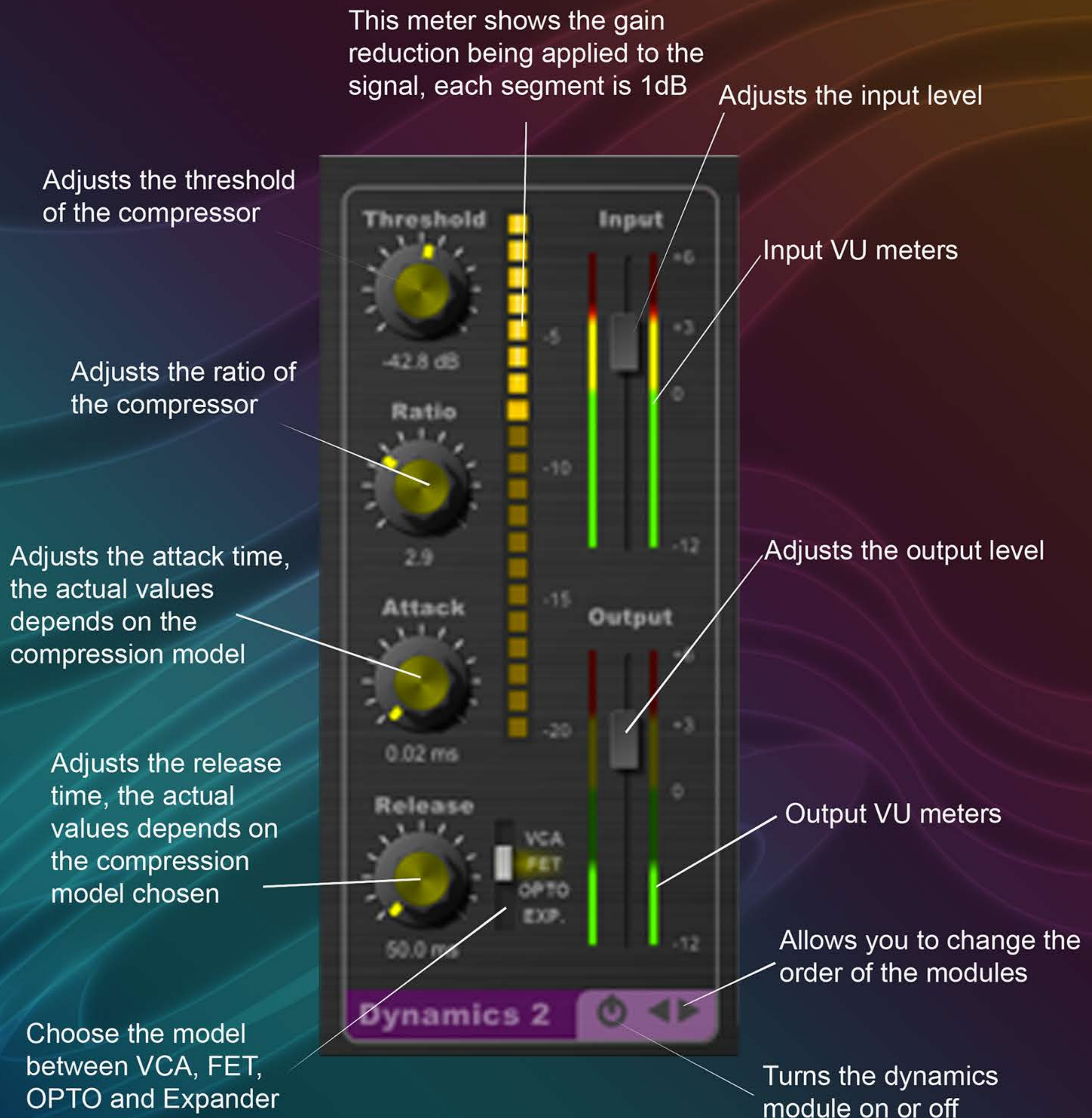


Set the low shelf frequency and gain, the shape of this shelf is resonant and inspired to that of a famous passive EQ

Turns the EQ module on or off



# The Dynamics module



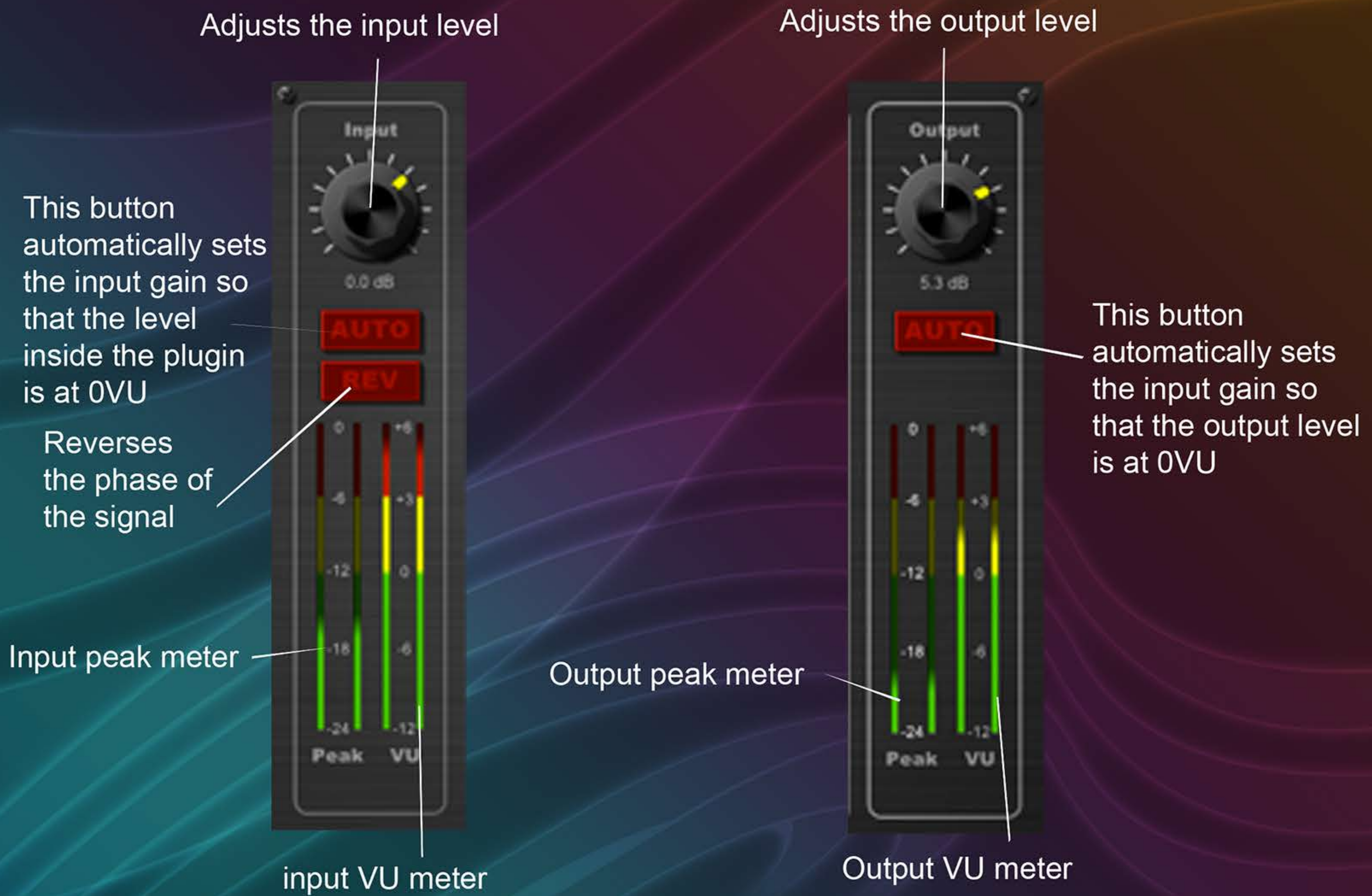
## A few words about the dynamics

ChannelStrip MK3 has two dynamics modules that can be used to mix your tracks, each of these modules offer 4 different algorithm, the choice of the model changes the values displayed under each knob. The first three options are three different compression algorithms:

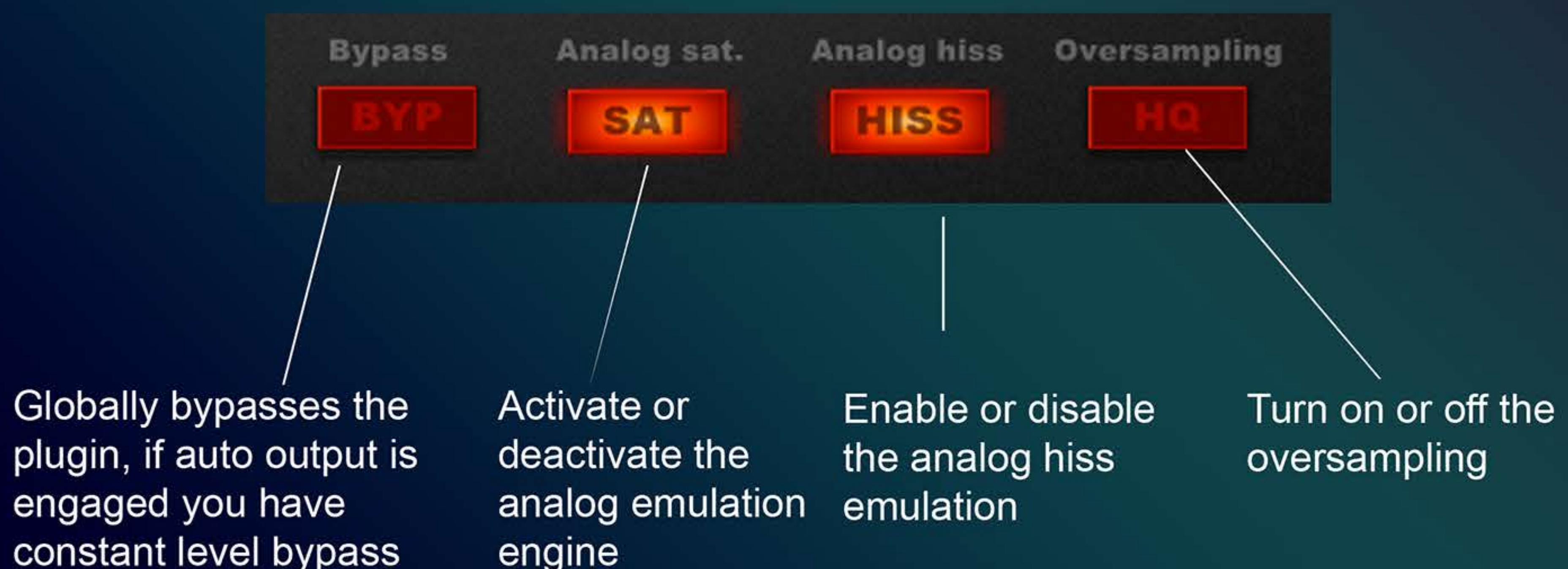
- VCA: inspired by the compressor found in large studio consoles from the 80s, it has a very snappy sound and it's very good for general usage
- FET: inspired by vintage fast compressor based on FET technology, this model is able to really smash the sound and it's perfect on drums and aggressive vocals
- OPTO: a smooth classical vintage compressor useful on acoustic instruments, guitars, vocals and almost everything
- Expander: based on the VCA model works as an expander/gate, the ratio knob changes between expander and gate behavior.



# The Input and output modules



## Miscellaneous settings





# A few words on analog emulation and oversampling

Analog emulation is built into the ChannelStrip MK3 at every level, every module is inspired by a specific analog device and the typical saturation characteristic are reproduced. Selecting a different compression model doesn't change just the compression behavior but also the analog emulation engine associated to that compression algorithm, FET and OPTO have a "warmer" distortion than that of the VCA. Every band in the EQ is made a little different and produces different saturation results, when you increase by 15 dB the high shelf you are working on the saturation produced by previous bands so always judge by your ears and go gentle on that knobs!

Oversampling is a method used to reduce the alias artifacts that are often produced by saturation (our analog emulation does exactly that) and frequency modulation (a compressor creates that type of artifact). In ChannelStrip MK3 oversampling is engaged using the HQ button, we like to call it "intelligent oversampling" because not every part of the plug in is oversampled and not by the same amount, the VCA model for instance is oversampled by 2X, no more is needed given the relatively slow attack and release time, while the FET is oversampled by 4X because the intermodulation distortion produced is much higher since it has a faster attack and release time.

