SSA PLUGINS

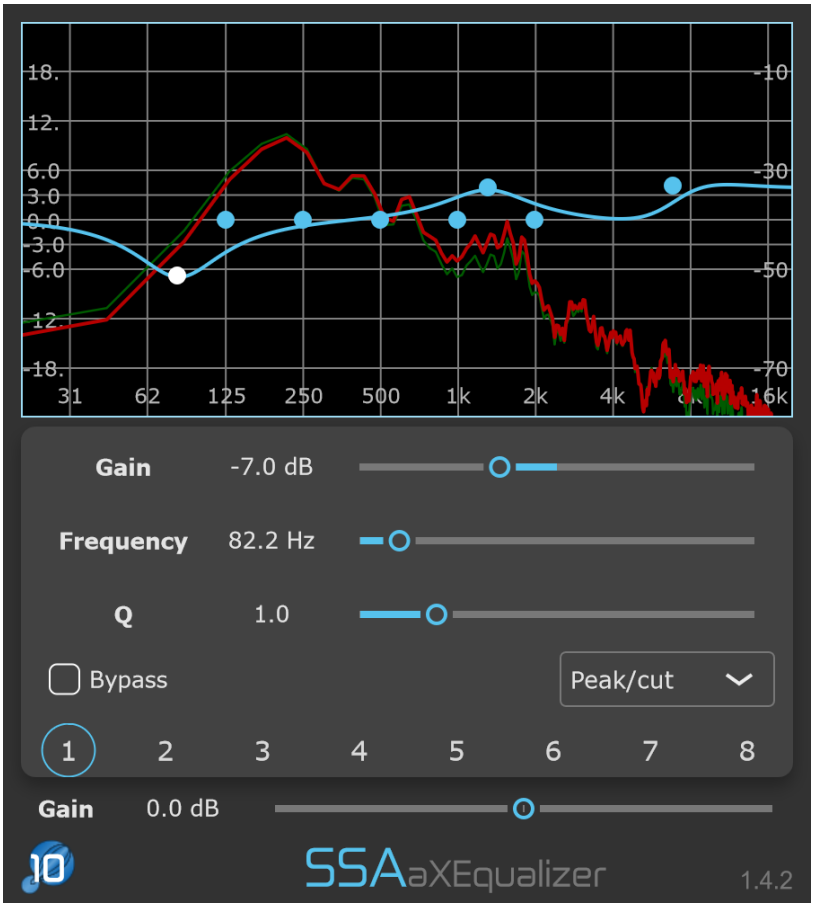
aXEqualizer

a1Equalizer/a3Equalizer/aXEqualizer

Ambisonic equalization plugin

v. 1.4.2

User Manual



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Requirements

To use the **aXEqualizer** you must have a program or DAW capable of handling plugins with the required number of audio channels without applying any additional processing.

Installation

1. Download the .zip file from your account on https://www.ssa-plugins.com
2. Unzip the folder and run the installer to place the contents in the default VST3/AU/AAX folder on your computer.
3. Open your DAW and rescan for new plugins
4. Add the plugin to a new track that can handle multichannel audio. For example, in Pro Tools | Ultimate this will require you to create an Ambisonic track/buss.
5. If required, make sure your computer is connected to the internet, enter the serial number emailed to you to activate the plugin.

To uninstall simply delete the plugin files from your computer. On Windows you can uninstall from Add/Remove Programs.

Plugin Summary

The **aXEqualizer** is an 8 band equalizer that can be used on any Ambisonics channel format that has the W/omni channel as the first input. The spatial balance of the scene is not modified.

Parameters

The **aXEqualizer** has the following parameters:

- **Gain**: Adjust the gain parameter of the band.
- **Frequency**: Adjust the frequency of the band.
- **Q**: Adjust the sharpness of the frequency band.
- **Filter Type**: Select the type of filter for the band from:
    - Low shelf
    - Hight pass
    - Peak/cut
    - Low pass
    - High shelf
    - Band pass
    - Notch
- **Bypass**: Toggle whether the band is active or bypassed.

Usage Notes

The **aXEqualizer** can be used on any Ambisonics channel format that has the W/omni channel as the first input (e.g AmbiX and FuMa).

The spectrum of the input signal is shown in green and the post-EQ signal is shown in red. The level of the input signal is shown on the right of the main window, from 0 dBFS to -80 dBPS.

Automatic Order Detection - The **aXEqualizer** automatically selects order to match that of the input signal by estimating the signal order. This helps to keep the CPU use as low as

possible while allowing the encoding order to be changed earlier in the signal chain without having to change parameters on the **aXEqualizer**.



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