



User Manual  
v1.0

# 1 Introduction

**Spectro** is a real-time spectral editor. You can draw boxes around specific frequencies and make them quieter, louder, mute them completely without affecting other frequencies that are present at the same time, or solo them to filter out all other frequencies.

► **TIP** You can bring up this document from the plugin by clicking on the **Spectro** logo.

*Spectral editing* is useful for:

- **Cleaning audio errors** : somebody dropped something, a car door slammed outside, the A/C turned on, etc. Accidental room noises can be boxed and muted.
- **Cleaning harmonic bleed** : the right bass amp in the wrong room, muddy overtone harmonics on specific notes, etc. Harmonic overtones are clearly visible as bands in the Spectro display, which can be boxed and trimmed.
- **Cleaning incidental noise** : the vocalist's mouth opening, guitar pick clicks, a squeaky bass drum pedal, etc. Easily boxed and muted.
- **Surgical EQ** : precisely add or subtract gain to specific frequency bands.
- **Surgical multiband compression without automation** : specific frequency ranges can be boosted or cut, or have their gain "ridden", just by drawing boxes.
- **De-essing** : sibilants are clearly visible in the display and can be boxed and attenuated.
- **Creative filter effects** : by nesting or overlapping edit regions, a huge range of possible dynamic and frequency effects can be achieved.

# 2 Usage

## Timeline Navigation



The timeline represents the entire project. Within the timeline, the box with green handles represents what is displayed in the main edit screen.

Drag the box to change the time range displayed in the main edit screen, or drag one of the green handles to zoom in on a particular time and frequency range.

The mouse wheel also zooms/expands the displayed time range.

Double-click the timeline to revert to the default viewing window (5 seconds wide, 0-22000 Hz tall).

## ■ Edit Screen Controls



- **Creating a Region** : Drag the mouse within the edit screen to create and select time/frequency regions to modify. Once you have created or selected a region, it can be dragged to a new location, or resized by grabbing one of the green corner handles.
- **Nesting** : If regions are nested or overlapped, any region in the jumble can be selected by clicking on its border.
- **Copying a Region** Control-drag a region to create a new copy that can be placed anywhere.
- **M|S|B|X** : mute, solo, bypass, or delete this region.
- **Gain Knob** : add or subtract gain from this region. Double-click to revert to zero gain.
- **Fade Knob** : increase or decrease the size of the fade-in box for this region. The default fade-in box size is 0.1 times the size of the edit region itself, which prevents audio artifacts at the time and frequency edges of regions with extreme attenuation or muting.

## ■ Control Panel



- **Active Region navigator** : cycle through regions, focusing on each one in turn.
- **Discard Unmodified** : if checked, any region that you create but do not modify will be discarded when another region is created.
- **All Regions** : displays the total number of regions and enables you to apply a global offset of gain and fade.
- **Loop detector** : if a loop is detected, you can automatically fit the edit screen to the loop.
- **Follow host cursor** : by default, the display always follows the host cursor. If you start editing, the display stops following the host to let you work. You can then choose to continue following the host cursor.

## ■ Frame Controls



- **Brightness** : Click and drag to adjust the overall brightness of the spectrogram, for maximum readability at low or high average power levels.
- **Reset** : hold down for the full 5 second countdown to delete *all* edit regions and clear the display.
- **Color map** : cycle through different colormap representations of the spectrogram.

## 3 Tips

- Basic transitions can be made very smooth by carefully sizing the fade-in box. Complex transitions can be created by nesting multiple regions. The gain adjustment applied to nested regions will be added to the adjustment in outer regions.
- Irregular blend profiles can be created by nesting and/or overlapping regions.
- Solo regions to make sure you are surrounding exactly the frequencies you want to edit.



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Manual : Sinkmusic

If you have any support needs, or questions on usage or anything else regarding this plugin, please visit the forums at [www.stillwellaudio.com](http://www.stillwellaudio.com).