

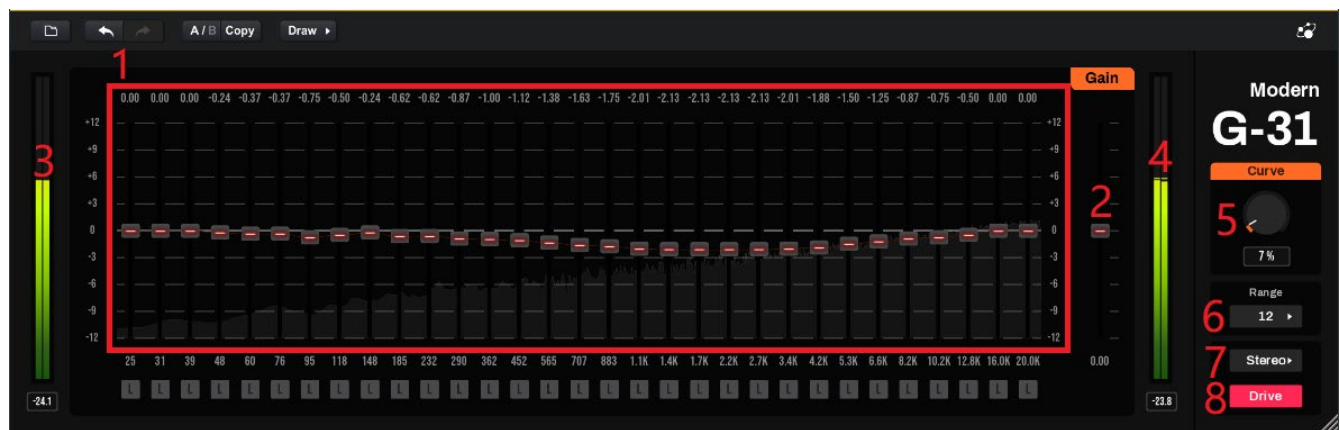
# Modern G-31 User Manual

## Introduction

Modern G-31 is a contemporary-style full-featured graphic equalizer featuring 31 EQ bands, high-precision floating parametric bell filter, real-time analyzer, and a “Drive” model of vintage consoles.

Unlike IIR-based Graphic EQs, Modern G-31 uses minimal-phase FIR filters in order to eliminate artifacts by band interaction. This provides perfect plateau and stair-stepped responses.

## Functions



The gain value of each band is adjustable using corresponding sliders (1), and the spectrum of processed audio is shown with these sliders. The master gain is controlled by the slider (2) at the rightmost.

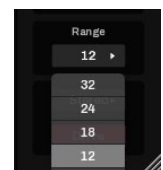
Input and Output volumes are displayed in levelmeters (3, 4) on left and right side of band sliders.

There are two modes for editing bands gain by mouse: **Draw** mode allows you to modify the gain of multiple bands by dragging the mouse across them, and **Slider** mode would grab the mouse to a single band when dragged, allowing to focus only one band.



The smoothness between band steps are controlled by the **Curve** knob (5).

The Decibel range of band sliders is adjusted by **Range** pop-up menu (6). Note that when it is changed, the band sliders' graphical position is kept while actual gain values are changed proportionally.



ModernG31 can work in three modes (7): in **Stereo** mode, left and right channel is applied with same EQ parameters; in **L/R** mode, left and right channels can be applied with two EQs with different parameters; and in **M/S** mode, stereo channels are firstly remixed into middle and side channels, passed

to two EQs with different parameters, and then mixed back to stereo channels. The channel mode can be changed by the corresponding pop-up menu:

When **L/R** or **M/S** mode is selected, there will be two slider panels for each channel, and the link button will synchronize the modifications of band gain between channels.

Besides GEQ, we present simulation of a vintage analog console. Turn on the **Drive** button (8) would enable this function.

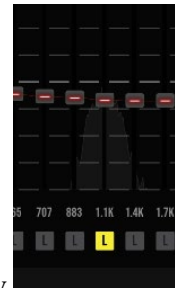


Dragging using left mouse button with "shift" key down will reset sliders to default value.

## Monitor Functions

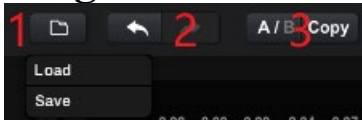
These functions are designed for monitoring only. They would always be reset to the initial state when UI is closed, and are never saved to your DAW project.

There is an “**L**” button below each band, pressing on which will only pass sounds from the corresponding band. This allows you to listen to the detailed effect from one specific frequency band.



When ModernG31 is working on **L/R** or **M/S** mode, a“**S**” button will be displayed below the master gain slider of each channel. Only the corresponding channel is enabled when it is triggered, and the peer channel is turned off.

## Plugin State Functions



Plugin state can be saved to and loaded from presets using the pop-up menu (1) from the top left button.

Modifications on Modern-G31 parameters can be undone or re-performed using undo/redo button (2).

You can create two states and switch them rapidly by the **A/B** button (3). This allows you to compare two states. By pressing the **Copy** button, states on front side will be copied to the backside.