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Pan Knob

User's Manual

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System Requirements

This plugin was crafted to be as light as possible on your CPU, enabling you to put this on many tracks without eating up your processing power.

Mac: VST2, AU and RTAS require OSX 10.5 or greater. VST3 and AAX require OSX 10.7 or greater.
Windows: Windows XP or greater.

Available Formats

Pan Knob is available in both 32 and 64 bit versions of each format (except RTAS, which is 32 bit only). It is available in the following formats:

Mac	VST2, VST3, AU, RTAS, AAX Native
Windows	VST2, VST3, RTAS, AAX Native

Registration

The first time you run Pan Knob, it will ask you for your username and serial number. You can find this information in your downloads page. If you do not have a serial number and you would like to demo the plugin you can press "Continue Trial" to use the plugin in trial mode.

Downloads page URL: http://www.bozdigitallabs.com/my-account/downloads/

Trial Mode
When Pan Knob is in trial mode, you can use all of the plugin's functionality. The only difference is that it will not save its settings when you close and reopen the plugin. The preset save function is also disabled, but the default presets will still load.

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Background

Thank you for purchasing Pan Knob. This plugin came out of a little bit of frustration when it comes to the way panning sound in headphones. It always bothered me that something can sound fine in loudspeakers, but so uncomfortable in headphones. It's even more annoying when you realize that most people listen to music in headphones. So why do we still use traditional panning? Beats me.

Pan Knob fixes this issue by creating a smarter panning algorithm. Rather than panning all frequencies to one side or the other, it pans the high frequencies more extremely than the low frequencies, making it sound more like it would sound in more life, even in headphones. This gives you the option of using this plugin exactly the way you would a traditional pan knob without having to worry about what it will sound like in headphones.

It makes it so you can pan things wherever you want without having to worry about certain instruments sounding odd on their own, or sound like certain tracks are coming from inside your ear. Though simple, it's been a game changing plugin for me, and I hope it offers you the same.

    - Boz Millar

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The Controls

For quick reference, Pan Knob provides a short description of each control when you hover your mouse over any knob or button. This manual will give you a more in depth understanding of what these controls do.

Header Bar

◄ ▶   Presets   💾 ↺ 📁 **A** B ?   ⏻

Presets
Pan Knob comes equipped with its own preset menu. To save a preset, just hit the 'Save' icon next to the preset menu, type the name of the preset and hit *enter*. If you enter a name of an existing preset, the old preset will be overwritten.

Presets can be organized into sub menus by sorting them into folders in your finder/explorer window. Note that the preset menu only supports one layer of sub folders, so if you put presets inside a folder that is inside a folder, the preset scanner will not find them.

Presets are shareable across formats, computers and operating systems. This means that if you save a preset in your DAW in OSX, you can send that preset file to a friend who uses a different DAW on Windows and it will work exactly the same.

Next to each preset control is a "Reset" button, which resets the controls to their default settings.

For convenience, you can scroll through the presets by hitting the next/previous buttons.

A/B Bank
This lets you quickly compare different settings in the plugin without losing your knob settings. As you make changes to the knobs on the plugin, those changes are saved into whichever bank is selected. Switch banks to change all the values to what is stored in the other bank. Note that when you first open the plugin, all changes are stored to both banks until you switch banks for the first time.

Help
Opens this manual.

Bypass Plugin
This switch enables/bypasses the entire plugin. The plugins background will turn dark when it is disabled. Nothing is worse than adjusting a knob and wondering why it isn't doing anything, only

to find out the plugin is bypassed.

Main Controls

Pan

This is a pan knob. It does exactly what you would think a pan knob should do. But there is a twist. You can go beyond 100%. It ranges from -120% to +120%.

Going above 100% kicks in a very slight delay between the left channel and the right channel. Just enough to kick the pan a little wider. This helps to make up for the fact that when only panning higher frequencies, the final track might not sound quite as wide as it does with normal panning. This small delay lets it go even wider and still sound natural. Keep in mind that if you go over 100%, you may introduce artifacts that will show up when summing to mono. These artifacts should be minor, especially if you have your X-Over frequency below 200Hz, but just keep in mind that it may show up.

Note: When the X-Over is disabled, nothing special happens when you go above 100% in either direction. Going above 100% only has an effect when the X-Over is engaged.

For convenience, you can click on any of the dots surrounding the pan knob to jump to that position. The dots sit at 120% L/R, 100% L/R, 50% L/R and Center.

Swap

This quick button swaps the position of the pan knob. For example, if the pan knob is set to 25% R, clicking the swap button will set it to 25% L. Obviously nothing will happen if it's set to center.
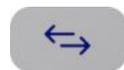
X-Over

When the X-Over is disabled, the pan knob acts as a normal (dumb) pan knob. When you engage the X-Over, it gives a very gradual crossover to the panned sound, so that only the high frequencies are fully panned, leaving the low frequencies centered. This causes the pan to sound way more natural in headphones, but will make very little difference in the way the pan sounds in loudspeakers.

To engage the X-Over control, you can either click the power button or just drag the knob.

Mode

You can toggle between *Balance* and *Pan*. This only effects stereo tracks. If you are panning a mono track, you will get the same results whether you select *Balance* or *Pan*.

Pan: When set to Pan, the pan knob takes content from the right channel and pans it over to the left channel. For example, if you have a doubled vocal track with one vocal panned left and the other panned right (I'm talking traditional panning here), setting this plugin to *Pan* and bringing it to the left will make both vocals play out the left channel.

Balance: This is how pan knobs typically behave on stereo content. If we take the above situation (stereo tracked vocals) and pan it to the left in *Balance* mode, it will only turn down the right channel.

Law

This lets you choose your panning law. Choose whichever sounds most natural to you. Just keep in mind that the panning function can change the level of the track depending on which law you have chosen. For example, when set to -6dB, panning 100% to either side will turn the volume up by 6dB. When set to linear, there is no boost when panning.
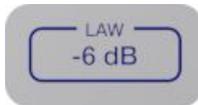
Credits

Plugin concept and design: Boz Millar
Graphic design: Boz Millar

Thank you

A quick thank you is in order for everybody who helped out making this plugin. Thank you to all of our beta testers who had to put up with all the changes we made since the first demo. A huge thanks to the CockOS team (http://www.cockos.com/) and Oliver Larkin (http://www.olilarkin.co.uk/) and Tale (http://www.martinic.com/combov/) for putting together a great set of tools for creating plugins, and putting up with all our stupid questions.

Contact

If you ever run into issues or have any questions, you can send an email to support@bozdigitallabs.com.

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