



**ToneHub<sup>LE</sup>**

**ToneHub LE Plugin User Manual**

Version LE v2.0.1

Introduction	3
System Requirements	4
Supported Host Software	5
Recommendations	6
Installation & License Activation	7
User Interface	10
Stomps Section	14
Amplifier Section	17
Cabinet Section	19
Equalizer Section	20
Effects Selection	21
Preset Browser	25
User Presets	28
ToneHub LE Core Pack	29
ToneHub Tracer	30
Trace Exchange User Interface	33
Settings	34
Account	35
MIDI	36
Support	39
Trouble Shooting	40
Legal Disclaimer	44
Credits	45



ToneHub LE is a guitar and bass plugin that offers a selection of presets from our signature artist expansion packs, giving you tones from the biggest names in the industry. The core amplifier behind the scenes of the ToneHub LE is the incredibly powerful Tracing Amplifier, covering the precise characteristics of a huge variety of hardware amplifiers while maintaining the important real feel when plugging in and playing.

ToneHub LE is available exclusively for Avid Pro Tools Inner Circle and limited to a single expansion pack with reduced stomps, FXs and does not include access to the ToneHub Tracer. ToneHub LE is AAX-only. For more information on the full functionality of ToneHub and pricing offers, please visit <https://www.stltones.com/pages/tonehub-le-upgrade>

- ToneHub LE is available in 64-bit AAX only.
- Latest OS Compatibility for Windows & Mac, including Native Apple Silicon
- Minimum Requirements Mac OS 10.13 or Windows 7
- STL Licensing System, no iLok account required.
- 3 activations are available per user.

*NOTE: During recording or monitoring, we recommend a buffer size of 128 samples or lower. This low buffer size is to minimize latency and improve the play-through experience. This can be set in your audio interface setup utility or your DAW audio settings.*

ToneHub LE is available in the following plugin formats, compatible with the noted Digital Audio Workstation (DAW) platforms:

- AAX (ProTools)

- Always use the high impedance (Hi-Z) input of your interface. This will ensure less noise and signal loss. Most analog (pre)amplifiers and stomp boxes have an input impedance of 1MegaOhm, so the best practice would be to match the 1MegaOhm input impedance on your interface when using this plugin.
- Always make sure to have the highest input signal before the AD conversion, avoiding clipping.
- Amp and stomp box simulators are not noisy, they do not add noise. They're a lot less noisy than analog hardware. If you have noise issues, check your guitar's electronic circuit, cables, and sound-card settings.
- In almost all cases, amp and stomp box simulators do not introduce noticeable latency. STL ToneHub LE doesn't introduce any noticeable latency. If you're experiencing latency issues, check your interface settings. Experiment with your input buffer size. We recommend a setting of 128 samples.

## STL Tones Download Center

Please visit <https://www.stltones.com/pages/tonehub-le> for the relevant installer options for ToneHub LE.

## STL Tones License System

- The Activation License code for ToneHub LE will be in the MyAvid account or Avid Link connected to your Avid account. Click "Redeem" and follow the prompts to activate your product. *NOTE: New users are required to create a free STL Tones account to activate the ToneHub LE plugin.*
- Login to your user account by visiting [www.stltones.com](http://www.stltones.com) and clicking on the "Login" icon in the upper right-hand corner. If you don't have a user account, create one by clicking "Create Account" inside the same login window.
- Multiple Machines: Each activation code can be used on up to 3 different machines, however, the associated email will always be the email entered during your first activation. If you try to activate the same code on a 2nd machine with a separate email, the activation will fail.
- Subscription, ToneHub trial, ToneHub Tracer trial, and activations are not available with ToneHub LE. You cannot trial or activate additional expansion packs to use with ToneHub LE.

## Full Perpetual License (Online Activation)

**Access your account** X

Login using your STL Tones account credentials

Email

Password

**Log In**

[Forgot your password?](#)  
[Create account](#)

- When you first open the plugin, you will be prompted to log in to your STL Tones user account.

**Register your device** X

This is the first time you attempt to login from this device. In order to verify your identity, we'll send a Verification Code to your account E-Mail address. Enter it below and click "Verify" to register this device.

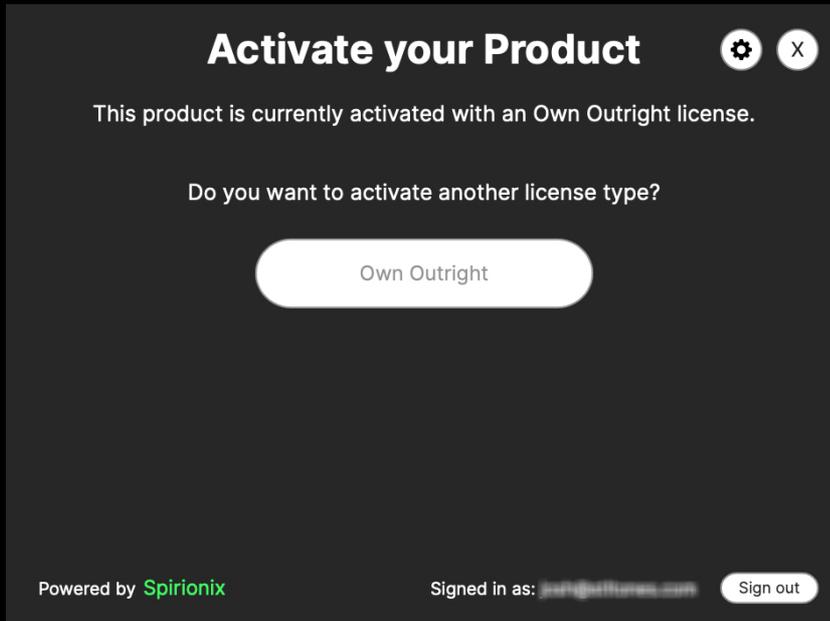
If you don't receive a Verification Code within 2 minutes, check your spam folder.

Verification Code

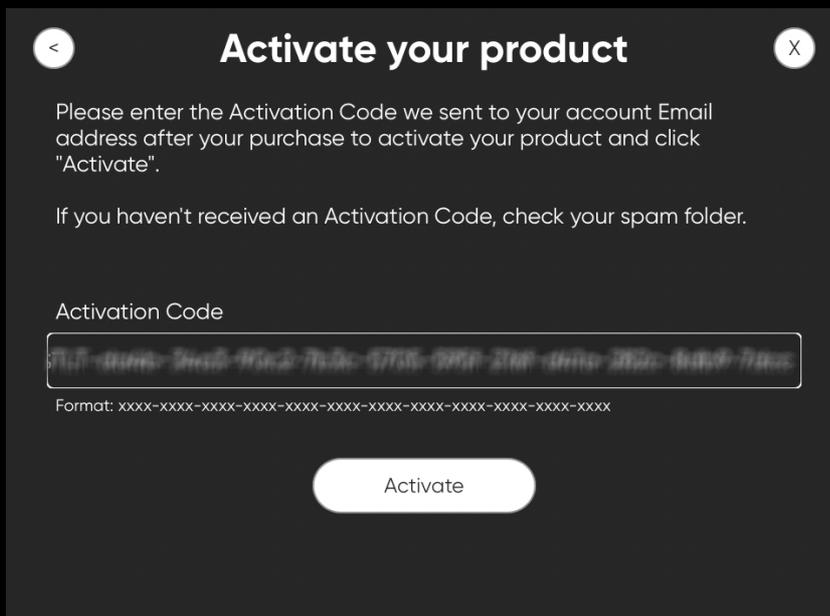
Format: xxxxxx

**Verify**

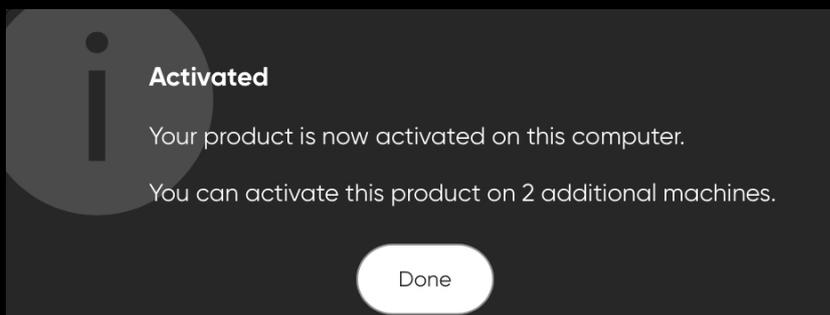
- You will receive an email to the address you provided from [activations@stltones.com](mailto:activations@stltones.com). This email contains your 6-digit verification code. Copy this 6-digit code from your email and paste it into the Verification Code field in the menu, then click "Verify". *Note: Check your spam folder if you didn't receive a verification code.*



- You then will be prompted to activate a license. Select "Own Outright".



- This will take you to the activation screen. Enter your activation code and click "Activate".





### ToneHub Sidebar Menu:

- **Search:** Allows for quick browsing through Packs, User Presets.
- **User Presets:** Displays the list of User Presets created/saved by the user. See the "User Presets" section for more information.
- **Packs:** Displays the list of Artist and Amp Series Preset Packs. See the "ToneHub LE Core Pack" section for more information.
- **Tracer:** Opens the ToneHub Tracer for creating your own Traces. See the "ToneHub Tracer" section for more information. *NOTE: Not available with ToneHub LE. A limited read-only UI is shown to preview the full functionality.*

- **Trace Exchange:** Opens the Trace Exchange for downloading user Traces and managing your Trace uploads. See the “Trace Exchange User Interface” section for more information. *NOTE: Not available with ToneHub LE. A limited read-only UI is shown to preview the full functionality.*
- **Settings:** Provides options for the following:
  - Audio & MIDI (standalone application only): Opens a pop-up window for configuring the Audio & MIDI settings of the ToneHub standalone application.
  - Appearance: Provides the option for either a Dark or Light mode for the user interface.
  - User Manual: Opens this User Manual.
  - Version number: displays the installed version number and architecture type.
- **Account:** Opens the licensing pop-up window for managing your ToneHub LE license.
- **Update:** Displays if a new software update is available to download, and provides an option to download if so.

**Preset Browser:** This is where you can load pack preset and it also displays metadata/information for all presets of the selected Preset Pack and provides options to search / sort / filter the preset list. See the “Preset and Trace Browser” section for more information.

**Preset Info Header:** The Preset Info Header displays information about the currently loaded preset and also provides the following controls:

- Click on the Preset Name text to toggle the display of the Preset Browser.
- Click on the left or right arrows to navigate to the previous or next preset as displayed in the Preset Browser table.

**Resize:** Located in the top left corner is the resize arrow for the plugin interface. This lets you quickly change the size to three preset values (50%, 75%, and 100%). You can fine-tune the size using the resize function in the bottom right corner of the plugin by clicking and dragging.

## ToneHub LE Footer Controls:

- **Input:** Adjusts how much signal the plugin will receive. This will affect the amount of distortion range of the gain pots in the Amplifier and Stomps sections. See the Input Level Meters to the left of the knob to see the audio input level coming into the plugin. *NOTE: To make the virtual circuits react naturally to your guitar playing, it is vital to use the correct signal level, so we suggest using the input Level Listener feature located top-right of the input knob.*
- **Gate:** Cuts unwanted noise spill, hiss, or hum by setting a threshold at which the input signal needs to be above for processing.
- **Tuner:** Click the tuner icon to open and close. The tuning indicator light will span from left to right and turn green when the note is in tune (middle position). The small power-on button top-right of the tuner button will display the input signal pitch continuously without expanding the full tuner display. The full tuner display provides the following settings:
  - Mute: Mutes the input audio when the full tuner is displayed.
  - Reference: Sets the audio frequency (Hz) for the musical note of A above middle C.
  - Sensitivity: Sets how sensitive the tuner is to pitch changes.
- **Stomps:** This button will navigate you to the Stomps section. Click on the button a second time to enable/disable the stomps in the signal chain. Enable the 'lock' button to lock all current Stomps parameter values when changing pack presets.
- **Amp & Cab:** This button will navigate you to the Amplifier and Cabinet modules.

- **EQ:** This button will navigate you to the Master EQ module. Click on the button a second time to enable/disable the EQ in the signal chain. Enable the 'lock' button to lock all current EQ parameter values when changing pack presets.
- **FX:** This button will navigate you to the Effects section, where you will find ToneHub LE limited time-based effects such as Delay, Reverb, and Tremolo. Chorus, Flanger, Phaser, Shimmer Reverb, and Doubler are available in the full version of ToneHub. Click on the button a second time to enable/disable the FX in the signal chain. Enable the 'lock' button to lock all current FX parameter values when changing pack presets.
- **MIDI:** This will open the MIDI panel to review and modify active *Preset* and *Global* MIDI bindings. Refer to the MIDI section of the manual for further details on how to assign MIDI controls within ToneHub.
- **Routing:** ToneHub allows three different modes: Mono, Mono>Stereo, and Stereo. The small lock icon at the top-right of the routing modes will lock the selected mode, avoiding overwrites when auditioning different user presets. *NOTE: This control is only enabled when the plugin is loaded in the DAW with a Mono>Stereo or Stereo channel configuration (or if opened as a standalone application when there are two active output channels configured in the audio settings).*
- **Output:** Adjusts how much signal the plugin will feed to your DAW channel. The Output Level Meters to the right of the Output knob indicate the audio output level coming out of the plugin.

*NOTE: When each of the modules is active you will notice the button/icon illuminated in a solid color, else when the module is inactive it will be greyed out. The module currently selected (in view) will be illuminated in a highlighted color.*



**Compressor:** There are 5 controls on the Compressor stomp.

1. **Threshold:** Controls the level at which the compressor begins to attenuate the signal. This level is related to the ratio setting.
2. **Makeup:** Allows you to manually match the input levels to the output levels once the signal is being attenuated.
3. **Ratio:** Determines how much gain reduction the signal above the given Threshold will be compressed.
4. **Attack:** Controls how fast the compressor reacts to the incoming signal.
5. **Release:** Controls how long the compressor holds the signal before returning to an uncompressed state.

**Overdrive 1:** There are 3 controls on the Overdrive 1.

1. **Drive:** Controls the amount of overdrive being introduced to the signal.
2. **Tone:** A reciprocal tone control.
3. **Balance:** Choose the appropriate volume of your altered signal with your dry signal.

**Overdrive 2:** There are 4 controls on the Overdrive 2.

1. **Gain:** Controls the amount of gain being introduced to the signal.
2. **Treble:** Variable treble EQ control.
3. **Volume:** Controls the level of the output signal.
4. **Bass:** Variable bass EQ control.

**Tracer Stomps:** There are 6 controls on the Tracer Stomps. *NOTE: Not available with ToneHub LE.*

1. **Volume:** Controls the output signal level coming out of the stomp.
2. **Gain:** Variable control for the amount of Tracer Stomp gain.
3. **Tracer Stomp Selector:** This will open the Trace Browser containing Tracer Stomps.
4. **Bass:** Variable bass EQ control.
5. **Middle:** Variable middle EQ control.
6. **Treble:** Variable treble EQ control.

**Overdrive 3:** There are 3 controls on the Overdrive 3. *NOTE: Not available with ToneHub LE.*

1. **Tone:** A reciprocal tone control.
2. **Distortion:** Controls the amount of modeled distortion being introduced to the signal.
3. **Level:** Controls the level of the output signal.

**Overdrive 4:** There is 1 control for Overdrive 4. *NOTE: Not available with ToneHub LE.*

1. **Level:** A reciprocal boost control.

**Overdrive 5:** There are 4 controls on the Overdrive 5. *NOTE: Not available with ToneHub LE.*

1. **Volume:** Controls the level of the output signal.
2. **Bright:** Variable high-frequency EQ control.
3. **Attack:** Controls the internal modelled gate settings.
4. **Drive:** Controls the amount of model distortion being introduced to the signal.

**Overdrive 6:** There are 4 controls on the Overdrive 6. *NOTE: Not available with ToneHub LE.*

1. **L:** Variable low-frequency EQ.
2. **H:** Variable high-frequency EQ.
3. **Level:** Controls the level of the input signal.
4. **Distortion:** Controls the amount of model distortion being introduced to the signal.

**Graphic EQ:** There are 6 controls on the Graphic EQ, each controlling a set frequency band. *NOTE: Not available with ToneHub LE.*

**Octaver:** There are 4 controls on the Octaver pedal. *NOTE: Not available with ToneHub LE.*

1. **Dry:** Controls the amount of unprocessed signal.
2. **Wet:** Controls the amount of processed (affected) signal.
3. **Drop:** Controls the pitch at which the effect is set.
4. **Step/Cont:** Switch between stepped pitch amounts (12 steps in an octave) or a continuous transpose in cents.

**Volume:** There is 1 control on the Volume pedal. *NOTE: Not available with ToneHub LE.*

1. **Pedal:** An adjustable expression-style pedal for volume control.

**Wah:** There are 2 controls on the Wah pedal. *NOTE: Not available with ToneHub LE.*

1. **Pedal:** An adjustable expression-style pedal to control the Wah effect.
2. **Auto Bypass:** Engaging the Auto Bypass will allow the Wah effect to be bypassed when at its maximum value (100%).



The core amplifier behind the scenes of the ToneHub LE plugin is the incredibly powerful Tracing Amplifier. Designed from the ground up, the ToneHub Amplifier captures the precise characteristics of many hardware amplifiers, while maintaining the vital tactile feel when playing.

The ToneHub LE audio core is based on a hybrid engine, combining STL Tones proprietary Tracing Technology and analog modeling at its finest to get the most accurate sounding snapshot of a guitar or bass chain. Pedals to amps, cabs, mics, and preamps with the possibility to change the settings while maintaining an impressive degree of realism.

**Gain:** Controls the amount of gain and saturation of your sound.

**Bass, Mid, Treble:** Classic tone stack controls. Like in real amplifiers, every control influences the tonal response of the others involved in the circuit. The exact behavior and frequencies controlled by these tone stack controls differ for each preset depending on the amplifier or tone stack that the present is based on.

**Presence:** Controls the high-frequency content in the power-amp section, it works in the power-amp feedback.

**Resonance:** Controls the low-frequency content in the power-amp section, it works in the power-amp feedback.

**Master:** Controls the overall volume of the amp. It also affects the frequency response. The higher master volume will react as the Master volume control on a real tube amp. This level will be the input level of the power amp.

**Level:** Controls the output volume of the amplifier.

**Bias & Sag:** These controls help you get the correct power amp to feel by changing the headroom and dynamic response of the virtual circuit.



The cabinet plays an integral role in a complete rig's overall tone and character. Drag the microphone pointer image (on the speaker image) in the X and Y axes to change the microphone X and Y position. Drag the microphone image in the X and Y axes to change the microphone X and Z (distance) position. Right-click and drag either of these images to change the microphone angle. The 3D Cabinet Module within ToneHub has been engineered to allow you to:

- Adjust the microphone placement on an X, Y, Z-axes (3D)
- Angle the microphone up to 45 degrees.

**Angle:** Controls the angle of the microphone, from 0 to 45 degrees in motion.

**Distance:** Controls how close or far away the microphone is from the speaker cone.

**Resonance:** This control simulates the power amp and speaker interaction in tube amplifiers. It provides a boost in the guitar cabinet speaker's resonant frequencies.

**Hi-Pass:** This lets you select the frequency range of the high-pass filter. It ranges from 10Hz to 400Hz and can be useful to control the low-end response of the speaker.

**Lo-Pass:** This lets you select the frequency of the low-pass filter. It ranges from 6KHz to 22KHz and can be useful to control the high-end response.



The Master EQ module within ToneHub LE is an indispensable tool for shaping your tone. Featuring classic Hi-Pass and Lo-Pass controls, paired with 36dB excursion Hi-Shelf and Lo-Shelf filters in addition to two fully parametric peak controls with adjustable bandwidth.

Whether you need tone shaping or surgical equalization, this module allows you to craft any type of tone and fit it into your mix with ease.



## FX Tail Spillover

Spillover allows the tail of ambiance effects (ex. Delay or Reverb) to play even after the effect is switched off, achieving a smoother change between two different sounds by fading out the decay, instead of truncating it abruptly. Enable the FX Tail Spillover function by clicking on the down arrow in the top left corner of the effects section.

**Delay:** There are 9 controls for the Delay pedal.

1. **Mix:** Controls the mix of your signal, from 0-100%. 100% is for an equal mix. The dry signal always passes unprocessed, when the mix is at 100%, the delayed signal has the same amplitude, therefore at 50%, the delayed signal is lower.
2. **Feedback:** Controls the feedback and repeats of the delay.
3. **Time:** which sets the delay time note. This value can be synced to the DAW by clicking the 'BPM Sync' button. You can also use the 'Tap' button to Tap a specific delay time of your choice.
4. **Lo-Pass:** Controls the eq of the delay repeats from 1000Hz to 22050Hz.
5. **Hi-Pass:** Controls the eq of the delay repeats from 20Hz to 1000Hz.
6. **Depth:** Controls the modulation depth of the delay repeats from 0-100%.
7. **Rate:** Controls the modulation rate of the delay repeats from 0Hz to 10Hz.
8. **Pre/Post Switch:** Allows you to choose the delay position in the chain. Use Pre if you want the delay in front of the amp, or Post if you want it in the loop of the Amp.
9. **BPM Sync:** Syncs to the DAWs session tempo.

*NOTE: You can only use the effect in Stereo mode when the switch is in Post Mode.*

**Reverb:** There are 9 controls for the Reverb pedal.

1. **Wet / Dry:** Controls the balance of the dry and wet signal.
2. **Delay:** Controls the delay time before the reverberated signal appears.
3. **Length:** Sets the time of the reverb, from 0-10 seconds without temporal reference.
4. **Lo-Pass:** Controls the eq of the delay repeats from 1000Hz to 22050Hz.
5. **Hi-Pass:** Controls the eq of the delay repeats from 20Hz to 1000Hz.
6. **Depth:** Controls the modulation depth of the delay repeats from 0-100%.
7. **Rate:** Controls the modulation rate of the delay repeats from 0Hz to 10Hz.
8. **Pre/Post Switch:** Allows you to choose the reverb position in the chain. Use Pre if you want the reverb in front of the amp, or Post if you want it in the loop of the Amp.
9. **Hall / Plate:** Select the type of reverb effect.

*NOTE: You can only use the effect in Stereo mode when the switch is in Post Mode.*

**Tremelo:** There are 2 controls for the Tremelo pedal.

1. **Depth:** Controls the depth of the modulation from 0-100%.
2. **Rate:** Controls the rate/speed of the modulation from 1.0Hz to 10.0Hz.

**Space Verb:** There are 10 controls for the Space Verb pedal. *NOTE: Not available with ToneHub LE.*

1. **Wet / Dry:** Controls the balance of the dry and wet signal.
2. **Delay:** Controls the delay time before the reverberated signal appears.
3. **Length:** Sets the time of the Reverb.
4. **Mix (Shimmer):** Controls the mix of the shimmer effect from 0-100%.
5. **Mode:** Switches between the different shimmer modes.
6. **Delay (Shimmer):** Controls the delay shimmer delay time.
7. **Depth:** Controls the modulation depth of the delay repeats from 0-100%.
8. **Rate:** Controls the modulation rate of the delay repeats from 0Hz to 10Hz.
9. **Lo-Pass:** Controls the eq of the delay repeats from 1000Hz to 22050Hz.
10. **Hi-Pass:** Controls the eq of the delay repeats from 20Hz to 1000Hz.

**Doubler:** There are 5 controls for the Doubler pedal. *NOTE: The Doubler pedal will only have an audible effect when using a mono input signal and using a Mono>Stereo or Stereo Routing. NOTE: Not available with ToneHub LE.*

1. **Balance:** Controls the left/right panning of the effect.
2. **Tight:** Changes the timing of the effect for a more natural double-tracking performance.
3. **Spread:** Creates a wider spatial image.
4. **Focus:** Changes the center point of the doubling effect.
5. **Stability:** Controls the steadiness of the pitch of the double.

**Phaser:** There are 3 controls for the Phaser pedal. *NOTE: Not available with ToneHub LE.*

1. **Speed:** Controls the speed of the modulation from 0.02Hz to 20.0Hz
2. **Depth:** Controls the depth of the modulation from 0-100%.
3. **Level:** Controls the overall mix level of the modulation.

**Chorus:** There are 3 controls for the Chorus pedal. *NOTE: Not available with ToneHub LE.*

1. **Depth:** Controls the depth of the effect from 0-100%.
2. **Rate:** Controls the rate from 0.1Hz to 5.0Hz.
3. **Level:** Controls the overall mix of the effect.

**Flanger:** There are 4 controls for the Flanger pedal. *NOTE: Not available with ToneHub LE.*

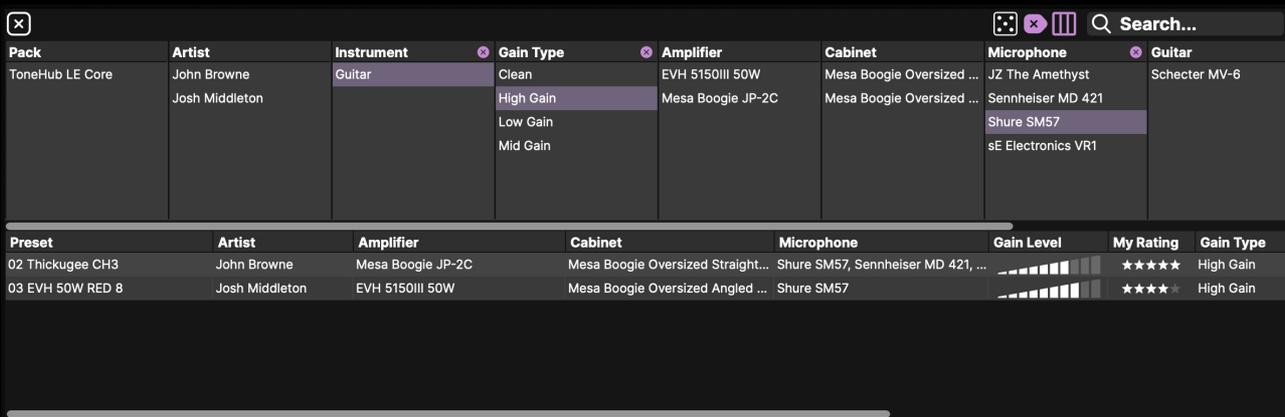
1. **Speed:** Controls the speed of the modulation from 0.1Hz to 10.0Hz.
2. **Depth:** Controls the depth of the modulation from 0-100%.
3. **Feedback:** Controls the feedback and repeats of the modulation from 0-100%.
4. **Level:** Controls the mix level of the overall output of the modulation from 0-100%.

Presets	Artist	Amplifier	Cabinet	Microphone	Gain Level	My Rating	Gain Type
01 Jubilee Maxon High Gain C414	Gary Holt	Marshall 2555X	Arachnid Cabinets GH Celestion...	AKG C414		★★★★★	High Gain
02 Thickugee CH3	John Browne	Mesa Boogie JP-2C	Mesa Boogie Oversized Straight...	Shure SM57, Sennheiser MD 421, ...		★★★★★	High Gain
03 EVH 50W RED 8	Josh Middleton	EVH 5150III 50W	Mesa Boogie Oversized Angled ...	Shure SM57		★★★★★	High Gain
04 AA Tubemeister Crunch	Atrium Audio	Hughes & Kettner Tubemeister 36	Mesa Boogie Oversized Celestio...	Neumann KM 184		★★★★★	Low Gain
05 Naylor+Diezel 7	David Bendeth	Naylor Superdrive 60, Diezel VH4	Marshall 1960 Celestion Greenb...	Shure SM57, Royer R-122, Sennh...		★★★★★	Mid Gain
06 Ink	John Feldmann	Hughes & Kettner Duotone	Hughes & Kettner Statesman	Shure SM57, Neumann U87		★★★★★	Mid Gain
07 Sunset Crunch	Lasse Lammert	Soldano SLO100	Soldano Celestion V30 4x12	Royer R-121		★★★★★	Low Gain
08 Futurer	Zakk Cervini	Bad Cat Hot Cat 100R	Marshall 1960 4x12	Shure Beta 57A, Sennheiser MD ...		★★★★★	Low Gain
09 Revv Generator CH 2 Blue	Will Putney 20x10	Revv Generator 120 MKIII	Atlas Cabinets Celestion V30 6x...	Beyerdynamic M 818, Shure SM5...		★★★★★	Mid Gain
10 AC30 Clean All P/ups Strat	Andy James	Vox AC30	Vox AC30 Alnico Blue 2x12	Shure SM57, Sennheiser MD 421		★★★★★	Clean
11 Fender SuperVerb Clean Neck	Howard Benson	Fender Super Reverb	Fender Super Reverb	Shure SM57		★★★★★	Clean
12 3P AD Black 3T	Michael Britt	3rd Power American Dream	3rd Power Switchback 112	Shure SM57, Cascade Fat Head II		★★★★★	Low Gain
13 Mute The World Bass	Kevin & Kane Churko	Fender Bassman	Fender Big Cab	Shure SM57		★★★★★	Clean
14 V4 / 2x15 Bass	Kurt Ballou	Ampeg V4	Mesa Boogie 2x15	Rode Procaster, Solomon Subkick		★★★★★	Low Gain
15 The Wrono Wav Bass	Machine	Ampeg SVT	Ampeg 6x10	Sennheiser MD 421		★★★★★	High Gain

The Preset / Trace Browser is where you can view all the available information for each Artist Preset included with ToneHub LE with multiple display options. The browser has customizable features:

- The 'Search...' bar allows for targeted browsing through the selected expansion pack.
- Use the 'Load random preset' icon as a creative way to spark inspiration.
- Double-click anywhere on the preset metadata to load that preset. *NOTE: The currently loaded preset info is always displayed in the top plugin header.*
- Drag column headers to rearrange order.
- Drag the end of column headers to resize.
- Right-click column headers for options to hide and show specific columns.
- Arrange each column alphabetically by clicking the column header. Click again to arrange backward and click a third time to reset to the default table sorting.

- Preset selection can be done using the up/down keys, or using the character + return keys to jump to the first preset starting with that character.
- Filter by gain using the 'Gain Level' column which makes auditioning similar style presets quick and intuitive.

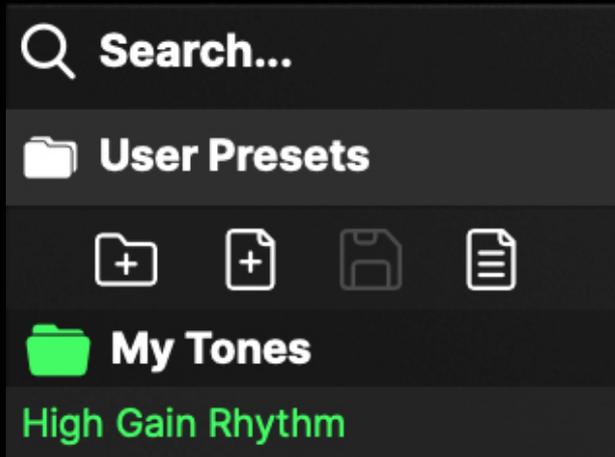


Use the 'Toggle Browser Filter View' icon to show/hide the Browser Filter component for filtering the preset list by custom selections of metadata text entries. You can select multiple entries in a list using CMD-click / CTRL-click, or clear a list selection using the 'X' button at the top of the list. You can quickly clear all list selections using the 'X' button found in the top bar of the Browser. You can also select list entries using character keys. Both the Browser Table and Browser Filter Lists can be configured with the following options:

- Drag on the center of the column/list header to change the column/list ordering.
- Drag on the end of the column/list header to change the width of the column/list.
- Right-click on any column/list header and select the column/list name from the pop-up menu to show/hide that particular column/list.
- Right-click on any column/list header and select "Save as default settings" to set the current table/list sorting and arrangement as the new default configuration.

- Right-click on any column/list header and select "Restore factory settings" to quickly revert the table/list sorting and arrangement to the default configuration.

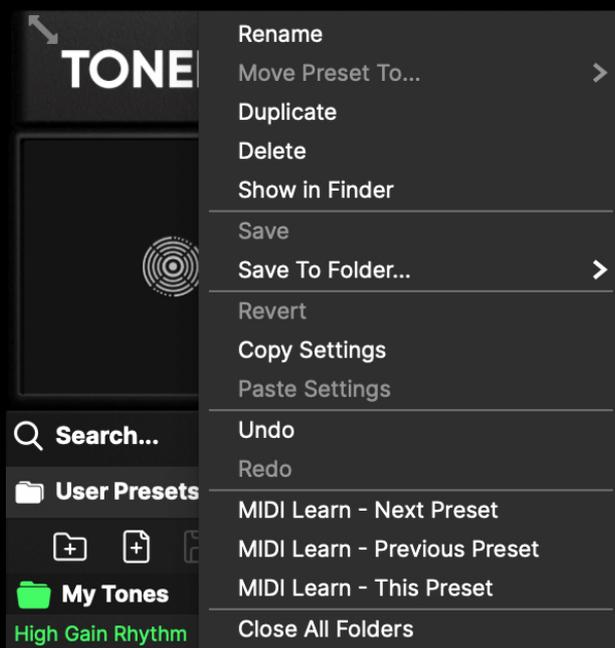
*NOTE: All presets within the official ToneHub LE Core preset pack are editable, however, they will default back to their original settings if not saved as a User Preset. Please see the 'User Preset' section for more information.*



**User Presets:** Save and access your own presets. User Presets can be modified Artist presets.

Clicking the User Presets tab enables the drop-down menu where you can manage this type of preset using the icons:

- Create a new folder
- Save as a new preset in the current folder
- Save preset
- View current preset info and options

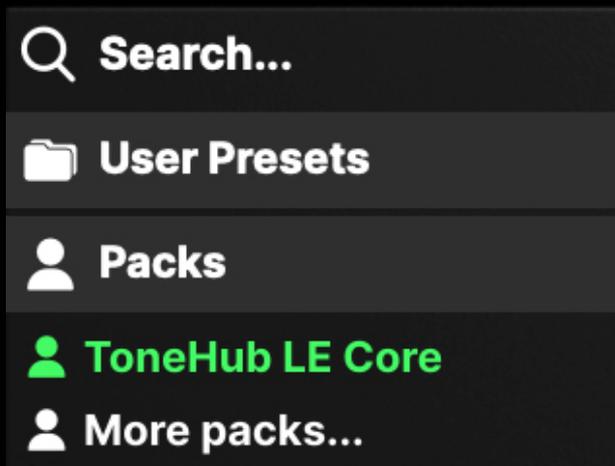


Right-click on any item in the tree view (folder or preset) to bring up the available options for the selected item. You will be provided the most options when right-clicking on the currently loaded user preset (signified using a different text color), such as Save / Copy / Paste / Undo / Redo options.

*NOTE: In most cases, there is always a loaded/selected user preset at any time.*

The Packs section in the ToneHub LE sidebar menu is where you can access the ToneHub LE Core pack. Click on the pack name to open the Preset Browser for that specific pack. *NOTE: Additional packs require an upgrade to ToneHub and will not work with ToneHub LE.*

The Packs section also includes the following additional functionality and options:



- Pack selection can also be done using the up/down + return keys, or using character keys to jump to the first pack name starting with that character.

*NOTE: You can change / load pack presets from both the Preset Browser (double-clicking, click, and press the return key, or using the up/down keys) or the Preset Info Header left / right buttons.*



**NOTE:** Not available with ToneHub LE. For more information on the full functionality of ToneHub and pricing offers, please visit <https://www.stltones.com/pages/tonehub-le-upgrade>

## Welcome to the ToneHub Tracer

Powered by our advanced AI Tracing Technology, the ToneHub Tracer can learn and replicate the sonic characteristics of your analog amplifiers, stomp pedals (distortion, overdrive, fuzz, EQ, and boosts), and entire recording rigs that include speaker cabinets paired with your favorite preamps and microphones.

STL Tracing Technology combined with our new Adaptive Tracing means guitarists and engineers can now experience faithful emulations of their individual amps and stomps by combining analog modeling of the original amplifier's design and tone stack circuits with our precise AI Tracing Technology. The parametric parts of the rigs within ToneHub are analog-modeled, meaning you can tweak the controls and maintain the exact frequency-dependent and gain behavior of the original device



**Activation:** Click on the “Lock” button to view and manage your Tracer license.

**Close:** Click on the “X” button to hide the Tracer view. Please note that this does not cancel the current Tracing session – simply reopen the Tracer to continue the Tracing session if the Tracer is closed/hidden at any point.

**Proceed / Save:** Use this button to proceed through the Tracing process. If this button is disabled, please make sure you have followed the instructions on the current Tracer step.

**Start Again:** Use this button to reset the current Tracing session.

**Back:** Use this button to go back a step in the Tracing process.

**Preview Trace:** By default opening the Tracer will temporarily load a preview of the Trace (or a DI signal before the Trace has been generated), bypassing the existing signal chain, for previewing the Trace results and any settings changes. To disable the functionality, untick this option.



## Welcome

Once the Tracer tab is selected, select the type of Trace you'd like to make:

**Amp + Cab** - Model an amp head and cabinet setup, or combo amp.

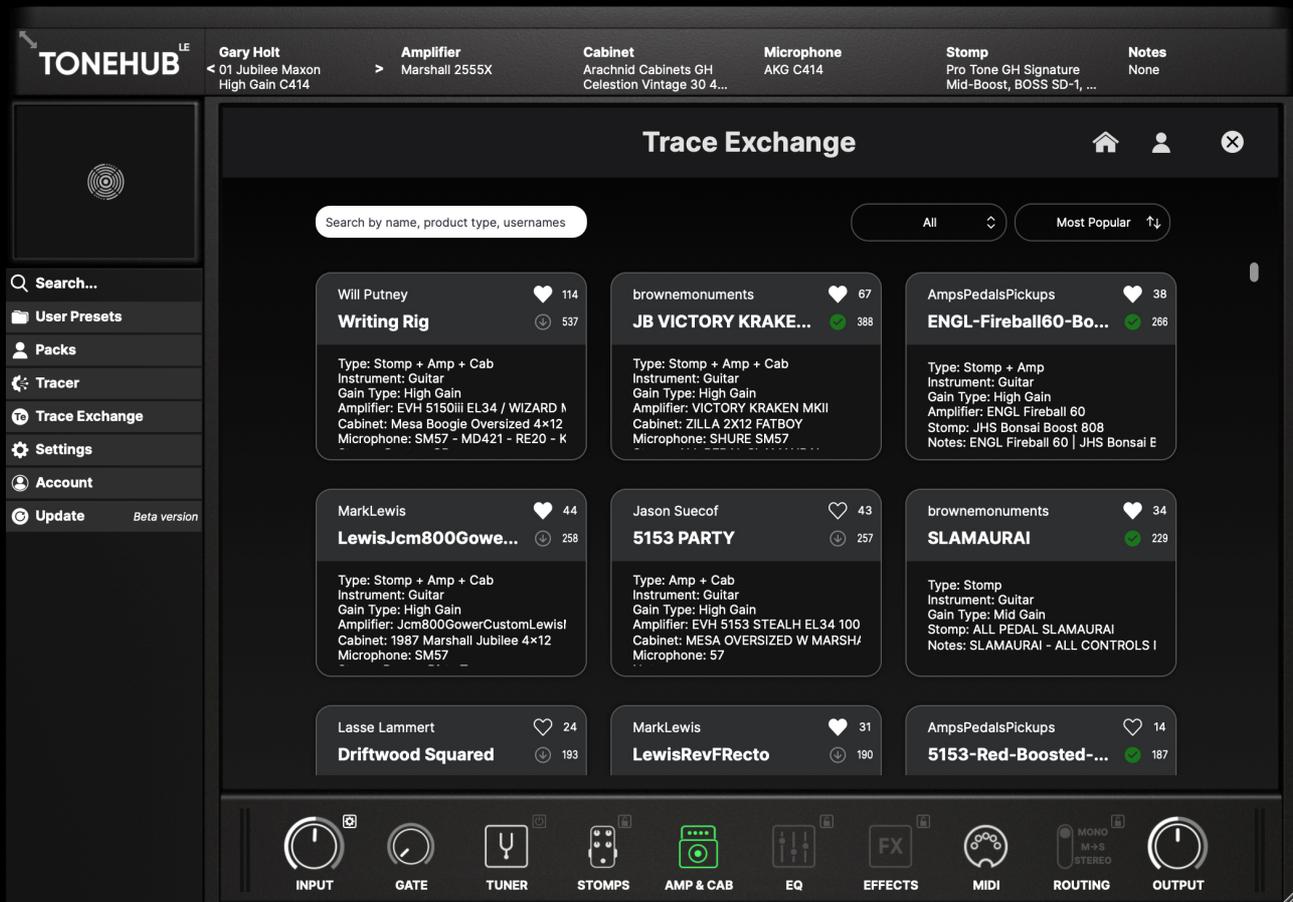
**Rig** - Model one or more stompboxes connected to an amp head and cabinet set or combo amp.

**Amp** - Model an amp head, or the amp section of a combo, only.

**Stomp + Amp** - Model one or more stompboxes connected to an amp head or the amp section of a combo.

**Stomp** - Model one or more stomp boxes.

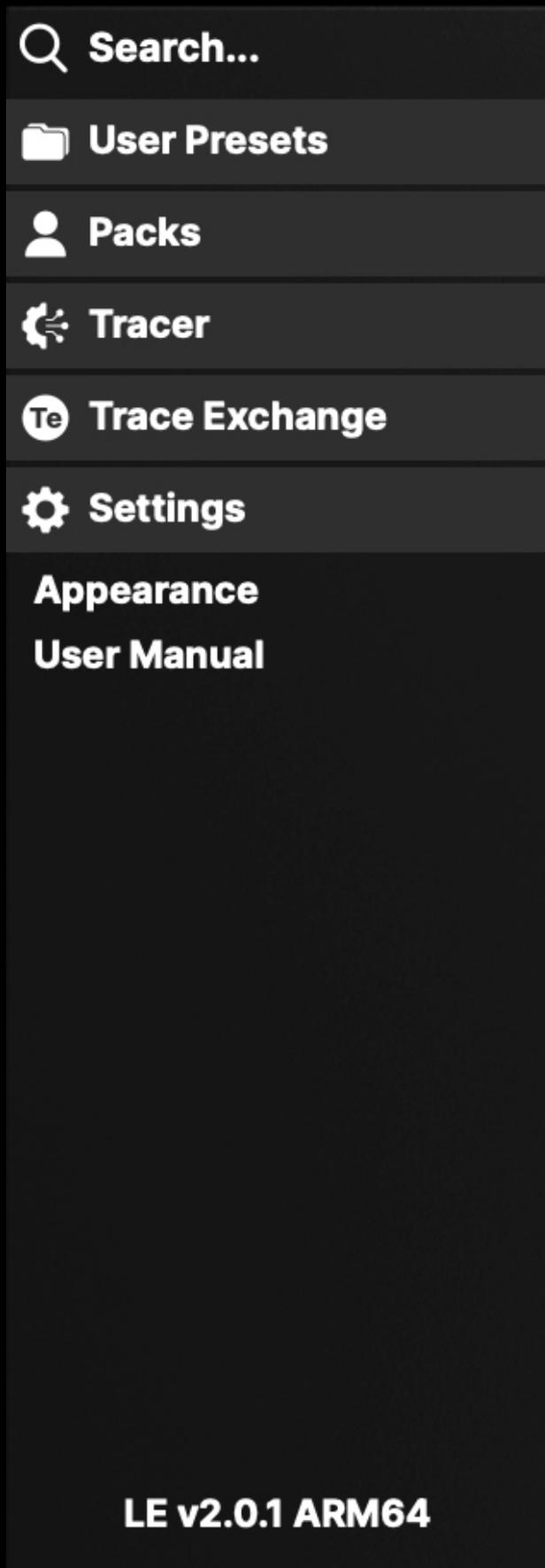
*NOTE: For routing diagrams on how to set up your hardware, click the "Hardware Setup Example" button. Tracing cannot capture time-based or phase-based effects such as reverbs, delays, compressors, pitch shifters, choruses, tremolos, etc.*



**NOTE:** Full functionality of the Trace Exchange requires an upgrade to ToneHub Pro and will not work with ToneHub LE. For more information on the full functionality of ToneHub and pricing offers, please visit <https://www.stltones.com/pages/tonehub-le-upgrade>

## Welcome to the Trace Exchange

Trace Exchange is your access to a limitless library of tones. Create your own captures of hardware and software signal chains to share with users from around the world. You can now access hundreds of amplifiers, stumps, and full rigs from the guitar community, all available in the Trace Exchange. These presets can be accessed directly from within ToneHub using the Trace Exchange tab, where you can instantly search, filter, and download user-created presets.



**Settings:** Under the Settings sidebar menu, you'll find the ToneHub LE:

- Appearance tab, allowing you to change the color scheme for the plugin.

- Under this tab, you'll also find the ToneHub LE plugin user manual.

-  **Search...**
-  **User Presets**
-  **Packs**
-  **Tracer**
-  **Trace Exchange**
-  **Settings**
-  **Account**
-  **Update** *Beta version*

**Account:** Manage your ToneHub LE perpetual license.

## How do I connect a MIDI foot controller to control my STL Tones plugin?

- Using MIDI cables, connect the MIDI Out port to the MIDI In port on a MIDI audio interface.

## My audio interface doesn't have MIDI ports. Can I still use a foot controller?

- Yes absolutely! Using a MIDI to USB interface, connect the MIDI Out port on the foot controller to the USB port on your computer.

## Can I use other USB MIDI devices to control my STL Tones plugins?

- Yes, simply connect the USB MIDI device (keyboard controller, etc) straight to the USB port of your computer using the product-supplied USB cable.

*IMPORTANT NOTE: Be sure to follow the instructions that came with the MIDI controller, which may include installing the correct driver on your computer. Check the manufacturer's website for the latest driver software. If you are using a MIDI interface, be sure to follow the instructions that came with the interface.*

## MIDI (ToneHub LE Standalone App)

1. Open the standalone version and click on the Audio I/O button.

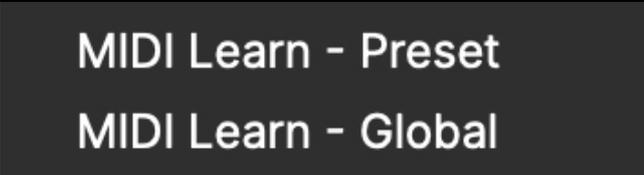
Active MIDI inputs:

Scarlett 18i20 USB

2. Select the MIDI inputs (device) connected to your computer you want to use - all done!

## MIDI Learn

Enable MIDI Learn by right-clicking on the Tonehub plugin parameters and UI sections you want to assign MIDI controls:

A screenshot of a MIDI Learn popup menu. It contains two options: "MIDI Learn - Preset" and "MIDI Learn - Global". The text is white on a dark grey background.

MIDI Learn - Preset  
MIDI Learn - Global

- MIDI Learn - Preset: This feature will store the MIDI bindings at the Preset level. Preset-level bindings have priority over Global Bindings, meaning that assigning a MIDI PC or CC message at the preset level will override bindings of the same messages assigned at the Global level, if any. Preset-level bindings are saved within the active preset and recalled when the preset becomes active.

*NOTE: Remember to save the preset using the Preset Manager (check the Header Controls section) if you want to persist the MIDI bindings.*

- MIDI Learn - Global: This feature will store the MIDI bindings globally for the application/plugin. Global bindings are shared among presets, meaning the registered MIDI assignments will remain active even when changing presets (unless overridden by a Preset level assignment as described above).

Once you select the binding type, the application will notify you that it's ready to perform the assignment: press the MIDI note/trigger you want to assign to the selected parameter on the MIDI controller and the binding will be stored and the MIDI Learn popup menu will then disappear. You can now adjust the plugin parameter value using the MIDI controller.

All MIDI activity is managed in the MIDI settings panel, accessed by clicking on the MIDI icon.

The screenshot displays the MIDI settings panel with two tabs: 'Global Bindings' (selected) and 'Preset Bindings'. The 'Global Bindings' section contains a table with the following data:

Feature	Message	Content	Action
Preset - Next	None	-	Remove
Preset - Previous	None	-	Remove

The 'Preset Bindings' section is currently empty. At the bottom right of the panel, there are two buttons: 'Import' and 'Export'.

For technical issues or any problems experienced with our software contact us via the contact page at [www.stltones.com](http://www.stltones.com)

Before doing so, follow our troubleshooting questions below to see if these fix your issue.

## **Support Information to be provided**

To help us assist you in the best way possible, please provide the following information to our support team:

- Product Version Number (e.g. STL ToneHub LE - V2.0.1.)
- Version number of your DAW (e.g ProTools 11.2.2)
- Interface/hardware (e.g. Focusrite Scarlett 2i2, Universal Audio Apollo Twin, etc.)
- Computer and operating system info (e.g. Macbook Pro OS X 11.5.1, Windows 10 ver 1709, etc.)
- Please include a detailed description of your problem.

## Uninstall / Reinstall

This will repair possible broken permissions, fix corrupted files, and remove old versions of our software.

Steps:

1. Close out of all host software (Pro Tools)
2. Uninstall your plugin.
3. Open your host software and ensure that the plugins no longer show up in the inserts list. If the plugins are still present, locate the files on your computer and remove them manually. Once they no longer show up in your DAW (after restarting it), move on to step 4.
4. Close out of all host software.
5. Follow the installation and licensing procedure outlined in the "Installation & License Activation" section of this manual, ensuring you have the latest installers for the plugin.
6. Run the latest installers and start your host program.
7. Follow the STL licensing prompts, ensuring that your host program is reading the latest version of our software.

## Repair permissions on your computer

### Mac & Windows

Instructions: Run your host software as an administrator (Windows-only)

This can fix a variety of issues that result in crashing or error messages on Windows DAWs that are loading our plugins for the first time.

1. Exit your host program (Pro Tools, Cubase, etc.)
2. Right-click on the icon for that host program and select "Run as an Administrator." You will only have to do this once, meaning you can open up the host program normally the next time.

## How do I find my plugin in Pro Tools?

If you cannot find your STL ToneHub plugin in Pro Tools, follow these steps to make the plugin available.

1. Follow the installation and licensing procedure outlined in the "Installation & License Activation" section of this manual, ensuring you have the latest installers for the plugin.
2. Now check if the plugin is installed on your computer in the default folder.

AAX: Macintosh HD / Library / Application Support / Avid / Audio / Plugins / STL ToneHub LE

Windows: 64-bit AAX: C:\Program Files\Common\Files\Avid\Audio\Plugins\STL ToneHub LE

If you don't find the respective files please reinstall your STL ToneHub LE product. If the relevant plugin files are in the above folder, perform a rescan:

- To do a Rescan, you must delete certain files on your computer depending on your Pro Tools version. Please follow the official Avid website to do this.

### **The plugin makes no sound at all, why is this happening?**

You have most likely not activated the software yet, or the license file has moved to a different location and the software can't find it anymore.

Follow the installation and licensing procedure outlined in the "Installation & License Activation" section of this manual, making sure you have the latest installers for the plugin.

### **Where do I find the installers?**

Visit <https://www.stltones.com/pages/tonehub-le> where you will find the latest installers for ToneHub LE.

### **Where is the STL ToneHub LE Plugin located on my computer?**

#### **Mac**

AAX: Macintosh HD / Library / Application Support / Avid / Audio / Plugins / STL ToneHub LE

#### **Windows**

64-bit AAX: C:\ Program Files \ Common Files \ Avid \ Audio \ Plugins \ STL ToneHub LE

All names of amps, pedals, cabinets, microphones, and other gear and/or accessory brands are trademarks owned by their respective manufacturers and are in no way affiliated with STL Tones or STL Tonehub and ToneHub LE. Product names are simply used for the purpose of identifying the hardware chain that was used to create the digital presets.

## **Plugin Development**

Federico Berti (Ignite Amps), Liam Lacey and Momchil Jeliazkov

## **GUI and UI Design**

Sonny Truelove, Dan Dankmeyer & Liam Lacey

## **Need more help?**

Find technical support and instructions here: [www.stltones.com/pages/contact-us](http://www.stltones.com/pages/contact-us)

Contact our friendly Support Team here: [www.stltones.com/pages/submit-a-request](http://www.stltones.com/pages/submit-a-request)

Sincerely,

STL Tones Team