ToneHub Plugin User Manual

Version 2.5.0

Introduction

ToneHub is a guitar and bass plugin platform that brings you signature expansion packs from the biggest names in the industry and allows you to capture your own tones and share them with the world via the STL Exchange.

The core amplifier behind the scenes of the ToneHub plugin is the incredibly powerful Tracing Amplifier. It can capture the precise characteristics of a huge variety of hardware amplifiers while maintaining the important real feel when plugging in and playing.

Our ever-expanding roster of expansive and detailed sounds allows you to explore the unique tones of your favorite producers and guitarists without the need for comparable hardware units.

System Requirements

- Latest OS Compatibility for Windows & Mac, including Native Apple Silicon
- Minimum Requirements macOS 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.

Supported Host Software

ToneHub is available in the following plugin 64-bit formats, compatible with the noted Digital Audio Workstation (DAW) platforms:

- VST3, VST2 (Cubase, Studio One, Ableton Live, and Reaper)
- AU (Logic, Garage Band, and Luna)
- AAX (ProTools)

ToneHub software can also be used as a standalone application. The Standalone version is perfect for practice on the go and for use in live situations.

Recommendations

- 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 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.

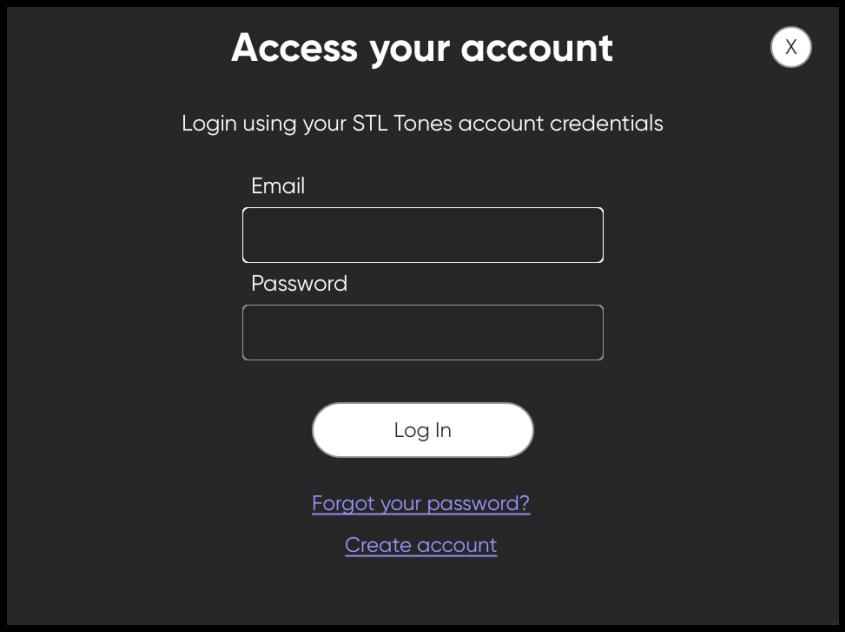
STL Tones Download Center

Please visit https://www.stltones.com/pages/file-downloads where you will find the relevant installers for your products.

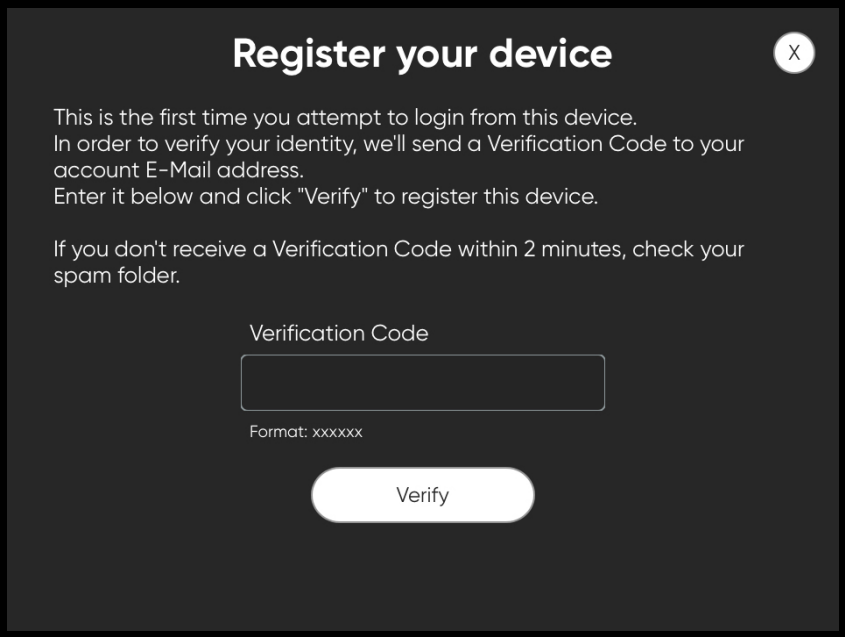
STL Tones License System

- To log into your user account, go to www.stltones.com and click on the "User" icon in the upper right-hand corner. If you don't have an account, create one by clicking "Sign up free" in the upper navigation bar.
- Trial ToneHub and all expansion packs for a full 10 days by simply adding a ToneHub Pro All Access subscription trial to your cart on the STL Tones website, then log in to the plugin using your STL account credentials to activate your trial subscription.
- Your Activation License code will be in the confirmation email you received after your purchase (perpetual licenses only).
- Multiple Machines: Each activation code and subscription 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.
- If you own a ToneHub perpetual license, you can trial individual expansion packs for 5 days without the need for a subscription. Activation of these trial licenses is done directly in the plugin.
- Trial Limitations: Only one trial can be requested per account or machine.

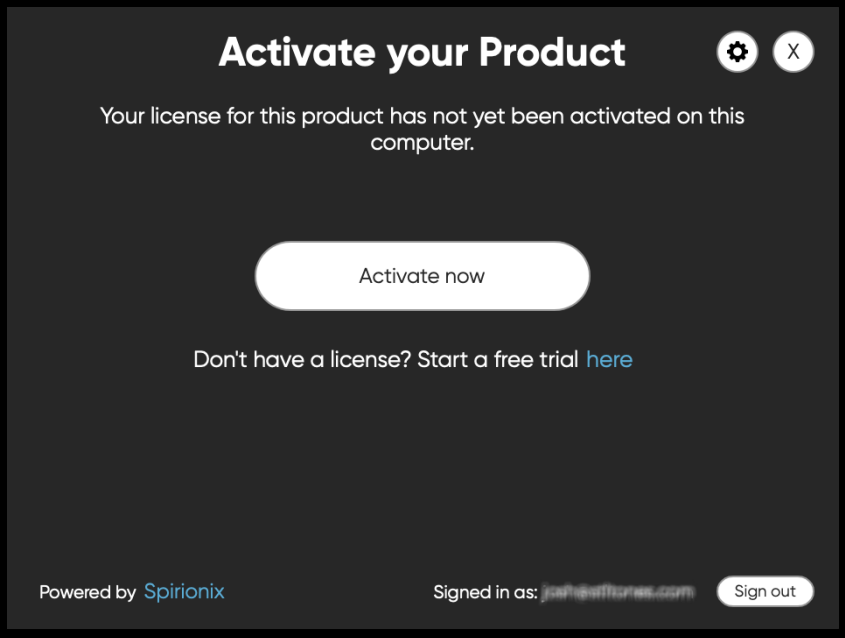
Full Perpetual License (Online Activation)



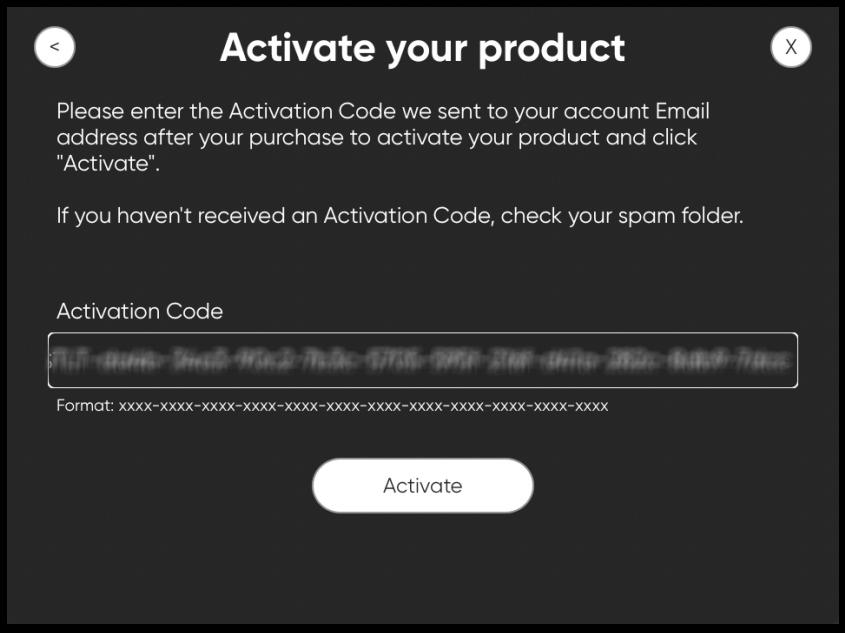
- When you first open the plugin, you will be prompted to log in to your STL Tones user account.



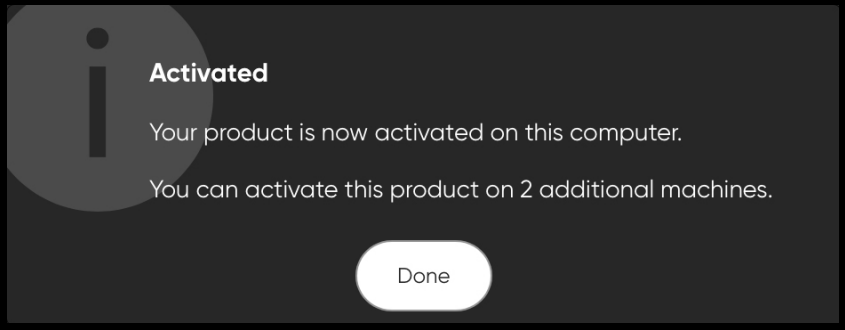
- You will receive an email to the address you provided from activations@stltones.com. This email contains your 6-digit verification code. Copy this 6-digit code from your email and paste it into the Verification Code field in the menu, then click “Verify.” *Note: Check your spam folder if you didn’t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



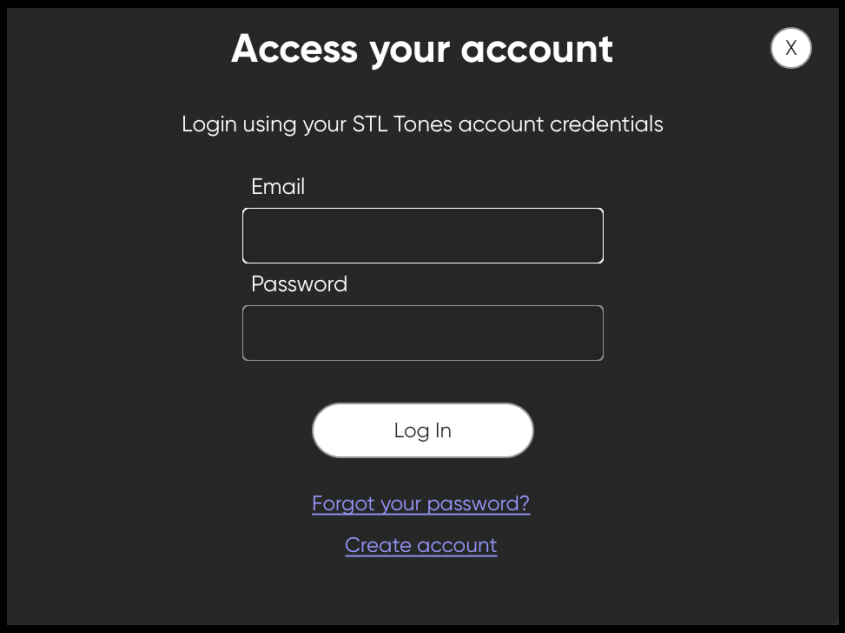
- You will then be prompted to activate a license. Select “Activate now”.



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



Subscription License and Free Trial (Online Activation)



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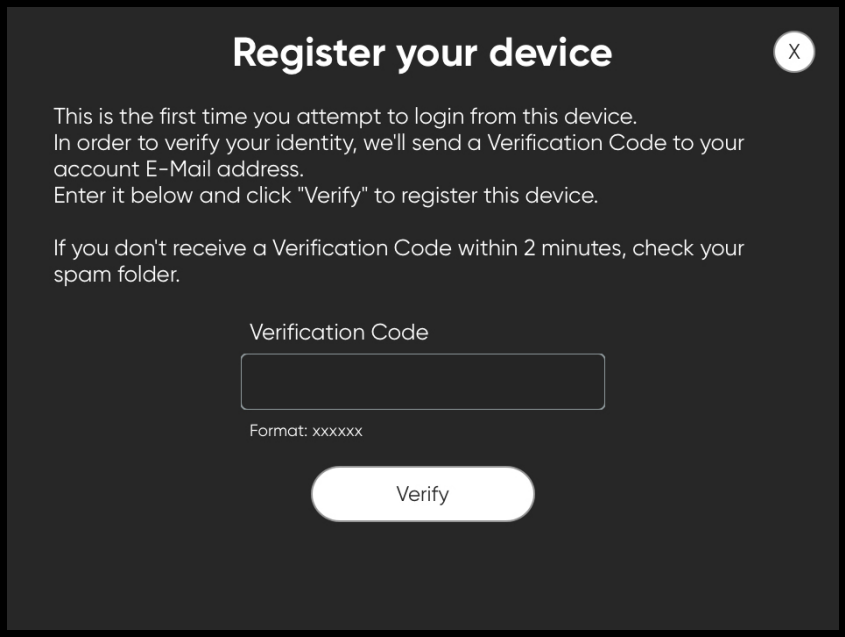

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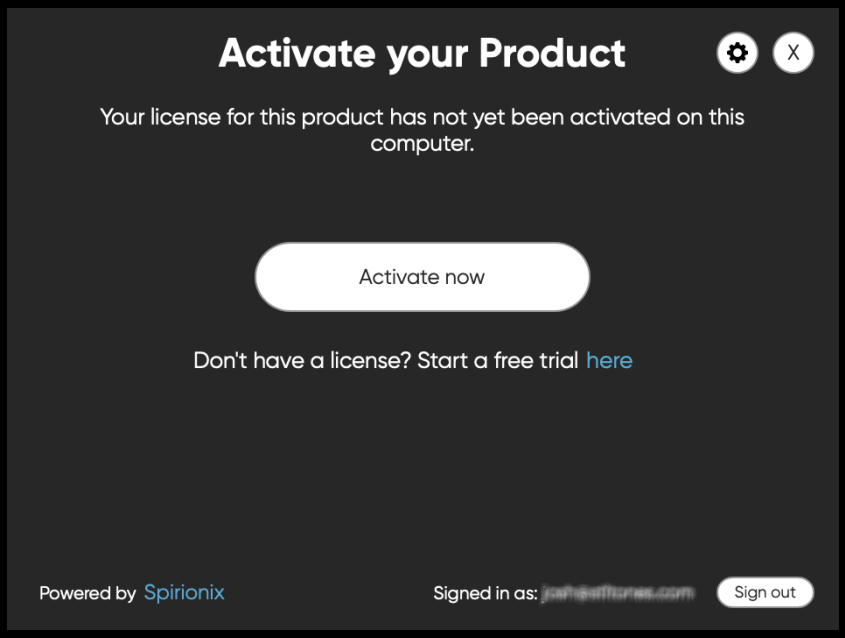

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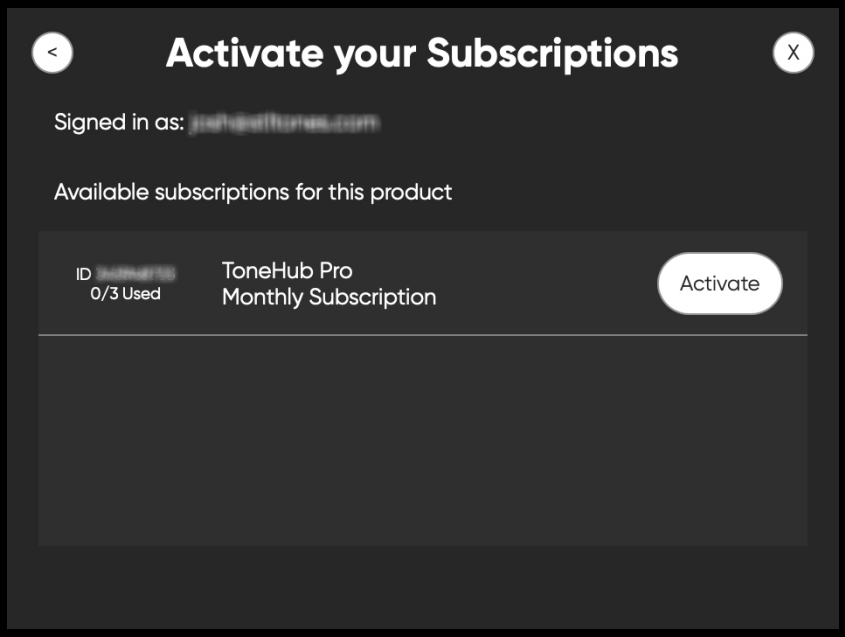
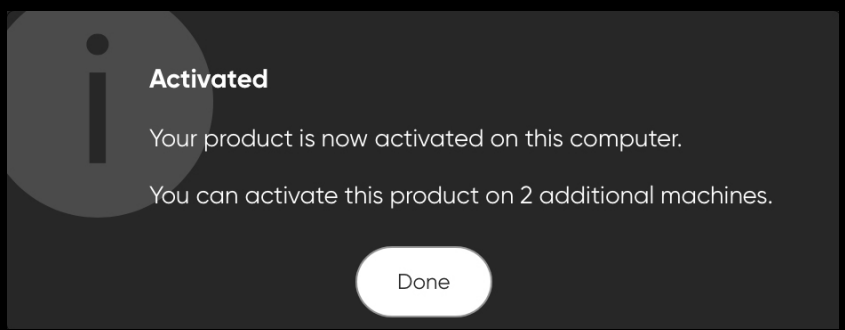
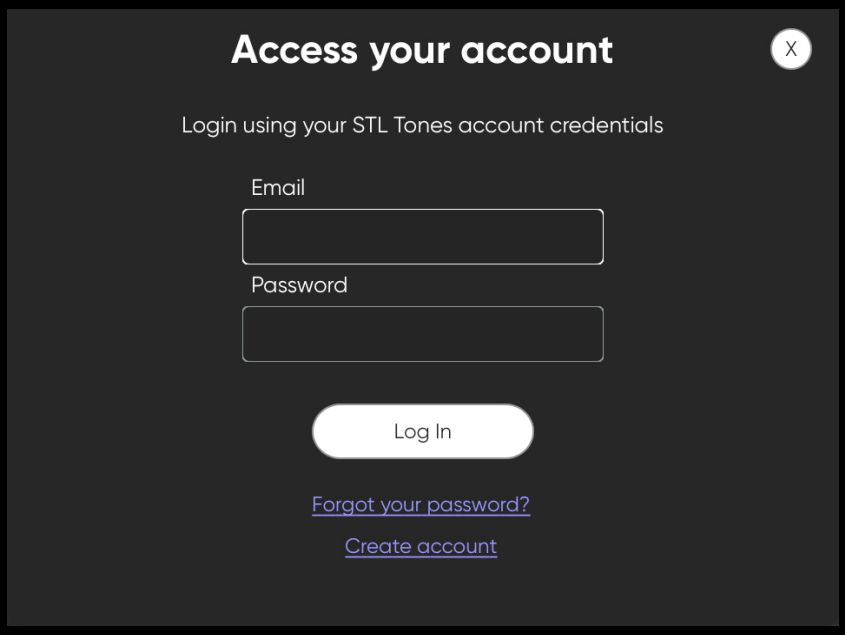


- You will then be prompted to activate the subscription license connected to your account. Select “Activate”.



Expansion Pack (Online Activation)



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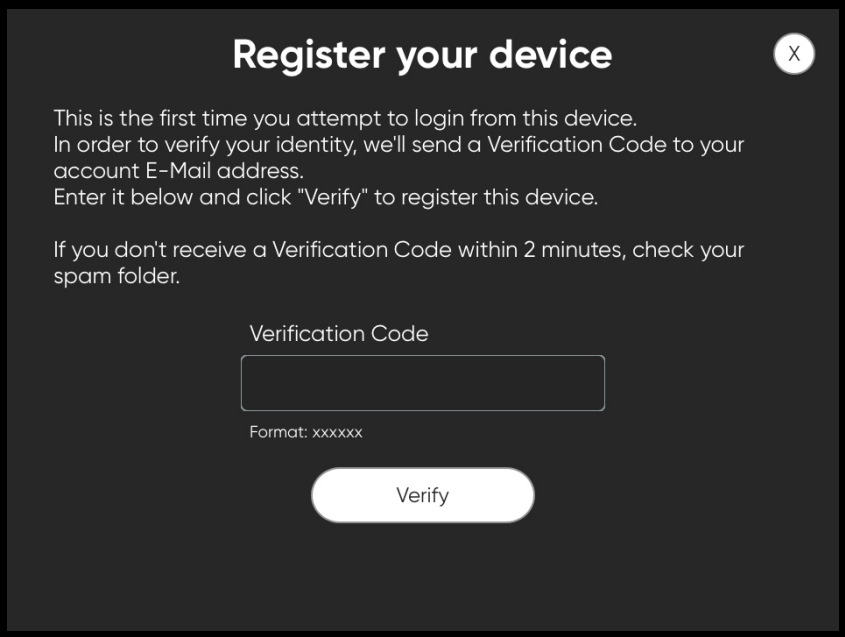

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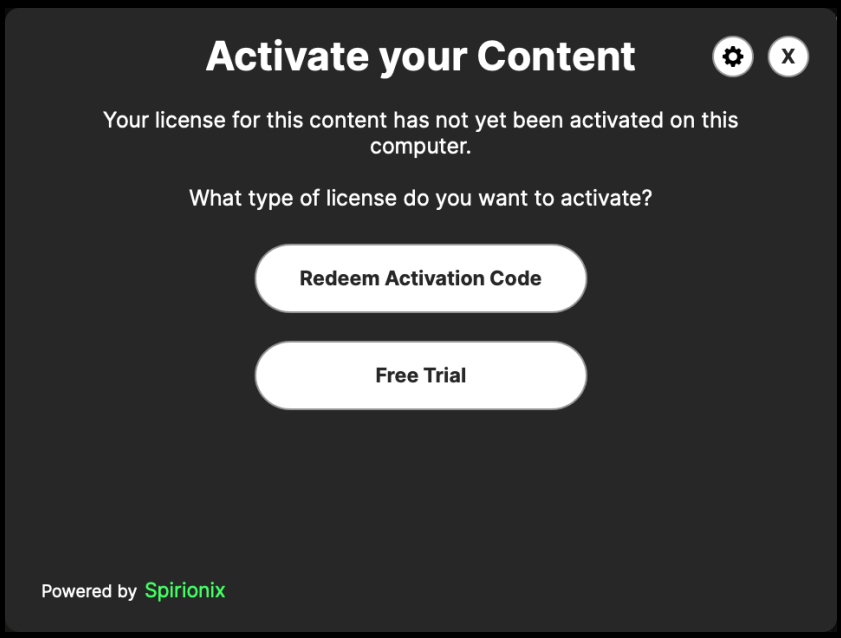
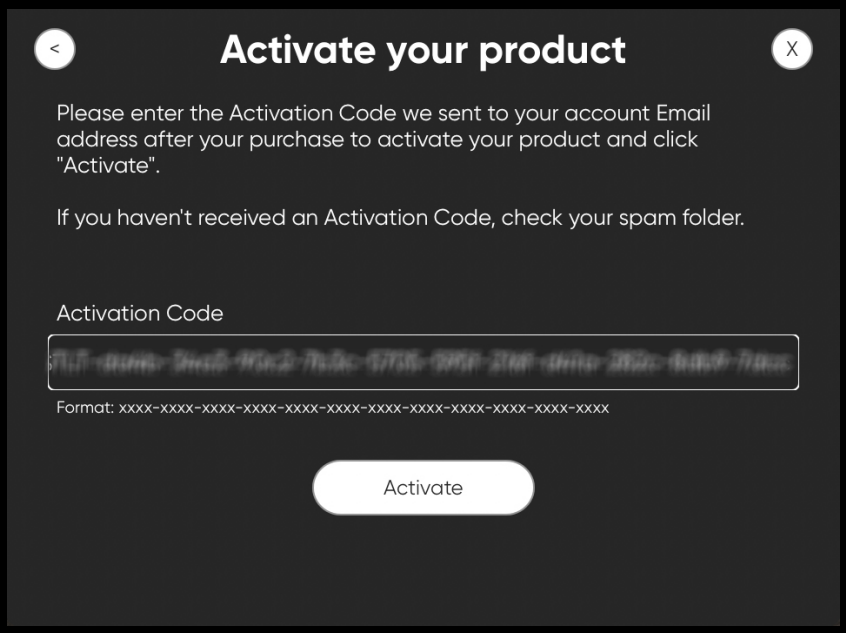
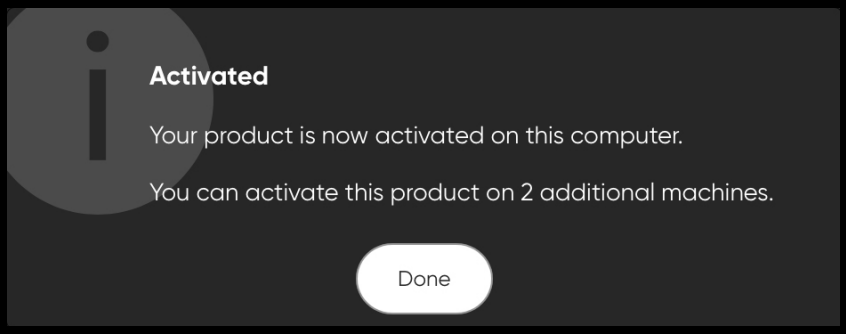
- Activate your expansion license by clicking on the expansion image to bring up the activation window.



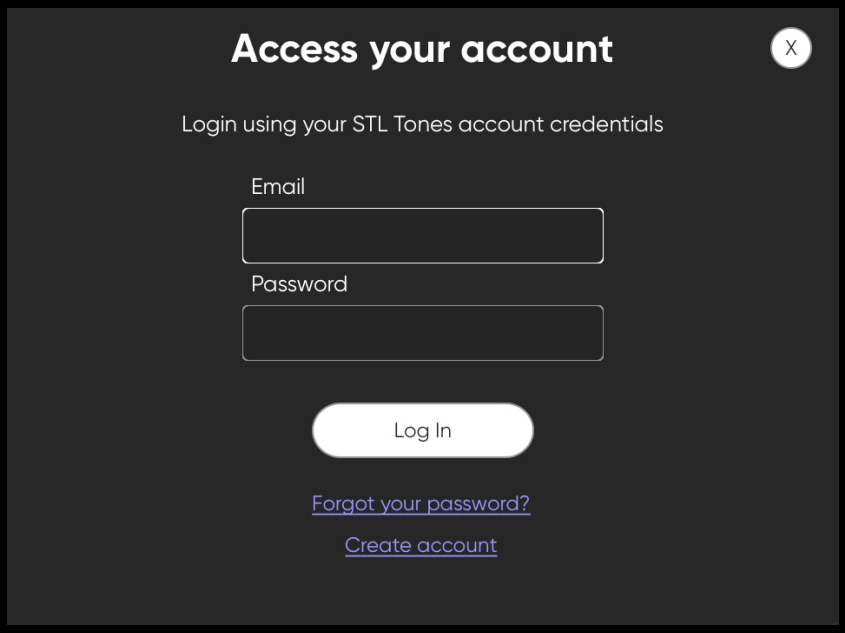
- You will then be prompted to activate a license. Select “Redeem Activation Code”.



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



Trial License for Expansion Packs (Online Activation)



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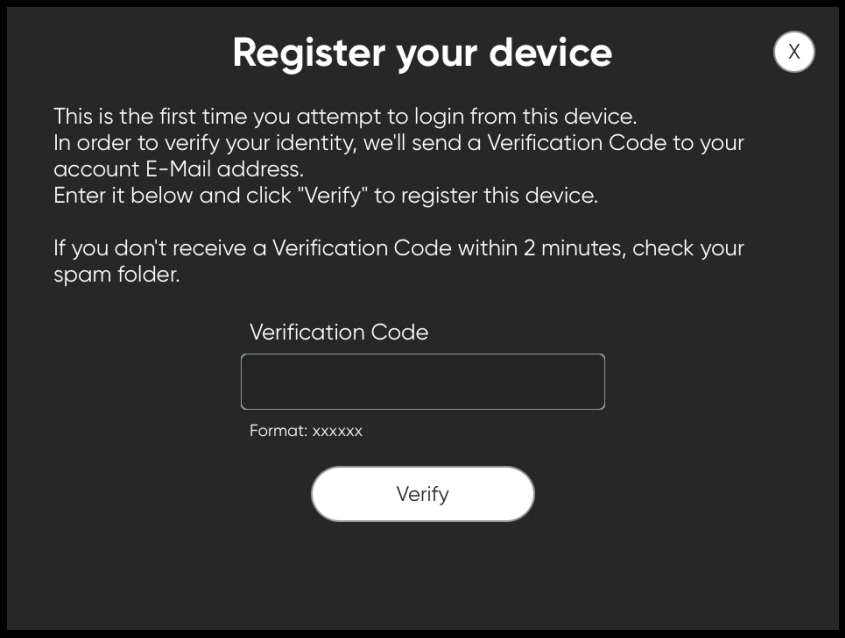

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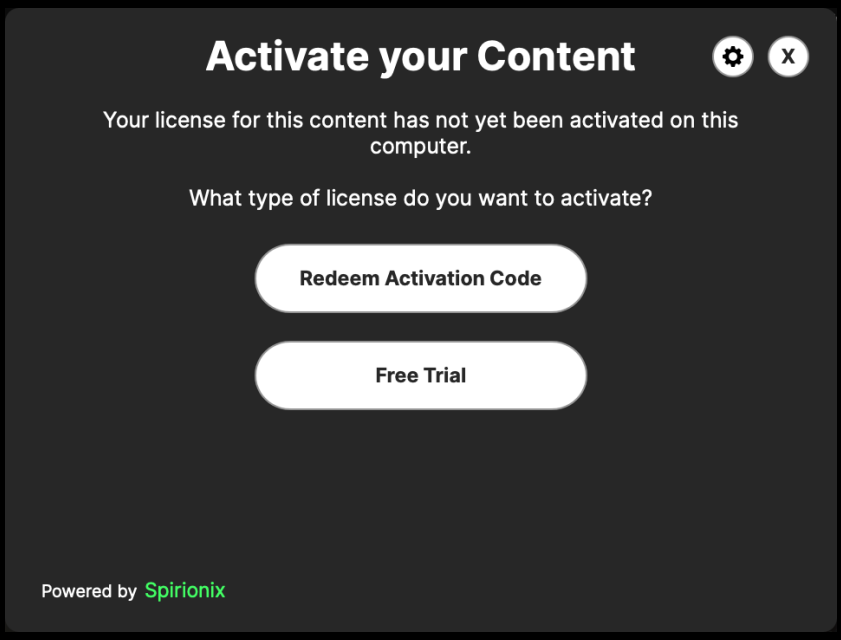
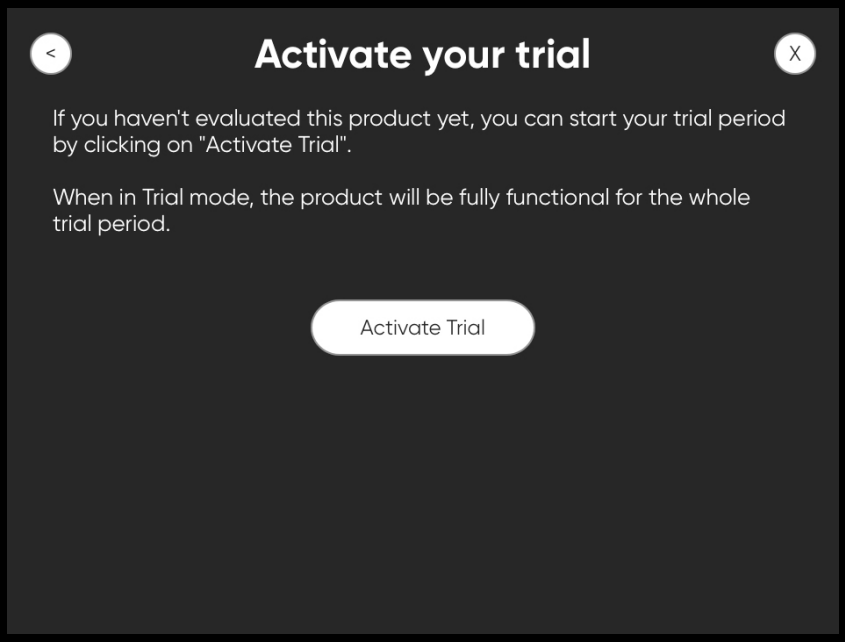
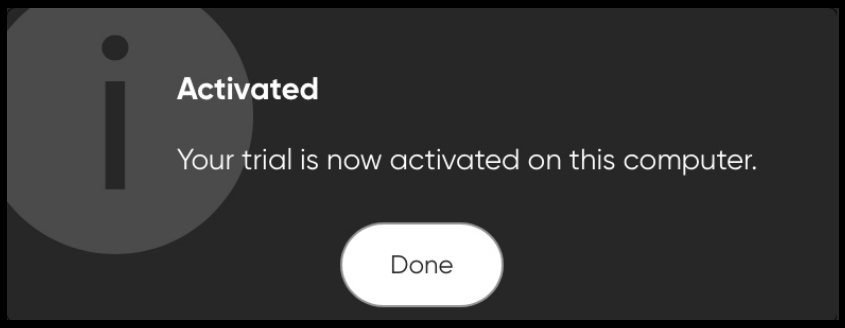
- Activate your expansion license by clicking on the expansion image to bring up the activation window.



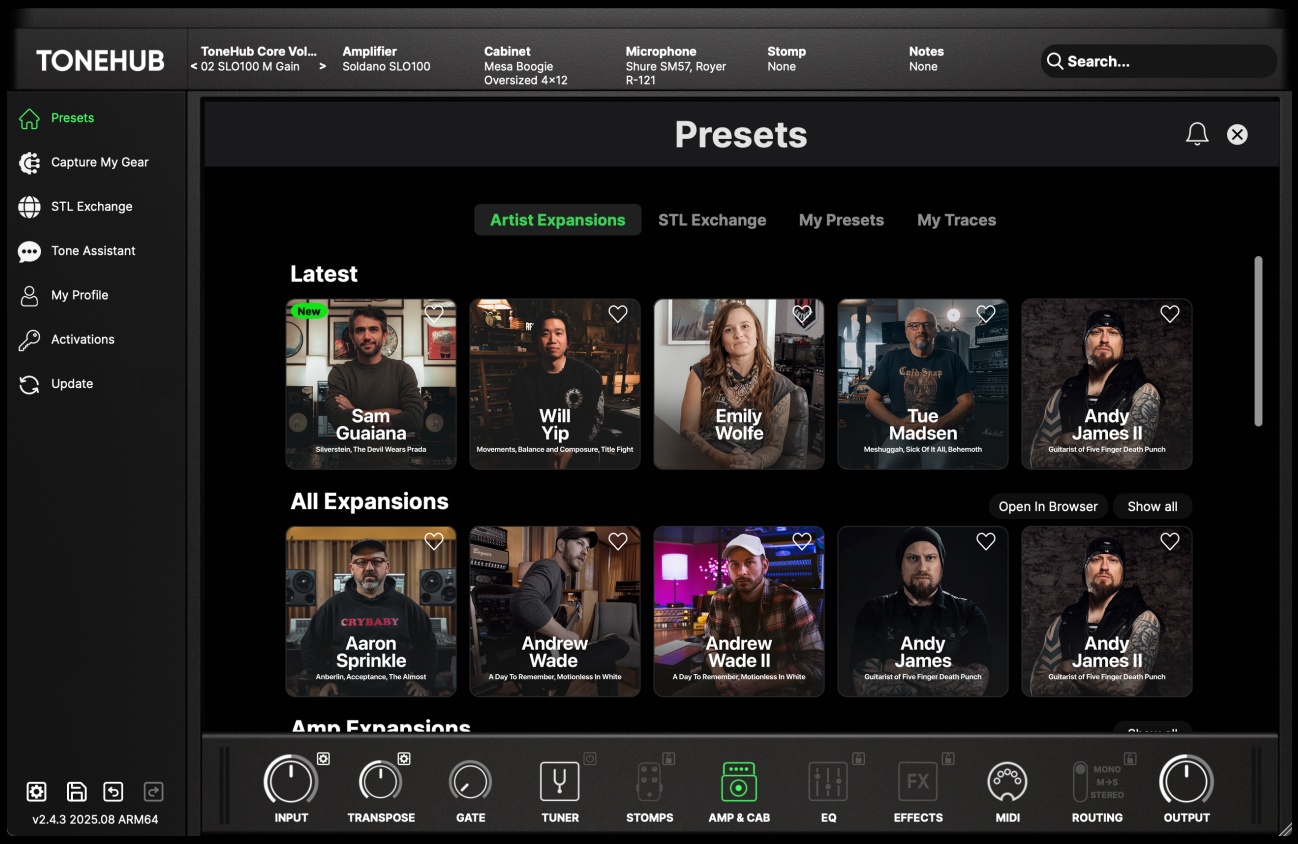
- You will then be prompted to activate a license. Select “Redeem Activation Code”.



- You will then be prompted to activate a license. Select “Activate Trial”.



User Interface (Side Menu)



ToneHub Sidebar Menu:

- **Presets:** Access Artist Expansions, STL Exchange presets, and your library of saved tones in My Presets and My Traces.
- **Capture My Gear:** Access the ToneHub Tracer with step-by-step guides to capturing personalized models of your own rigs. See the “Capture My Gear / ToneHub Tracer” section for more information.
- **STL Exchange:** The ToneHub STL Exchange offers a social platform to share your own gear models or signal chains with the world under your own profile. See the “STL Exchange” section for more information.
- **Tone Assistant:** Your built-in expert for everything ToneHub, from artist expansions, plugin features, and user manual support.
- **My Profile:** View and edit your STL Exchange profile.

User Interface (Side Menu)

- **Activations:** Linked to your STL Tones account, this window allows you to handle any subscription or perpetual licensing information within the plugin. You can redeem new codes, manage your currently activated licenses, or browse the list of machines currently active under your account.

- **Update:** Our native update feature will notify you when there is a new update available and supply links to instantly download the newest version. You can also view the complete release history changelog here.

- **Global Settings:** Provides options for the following:

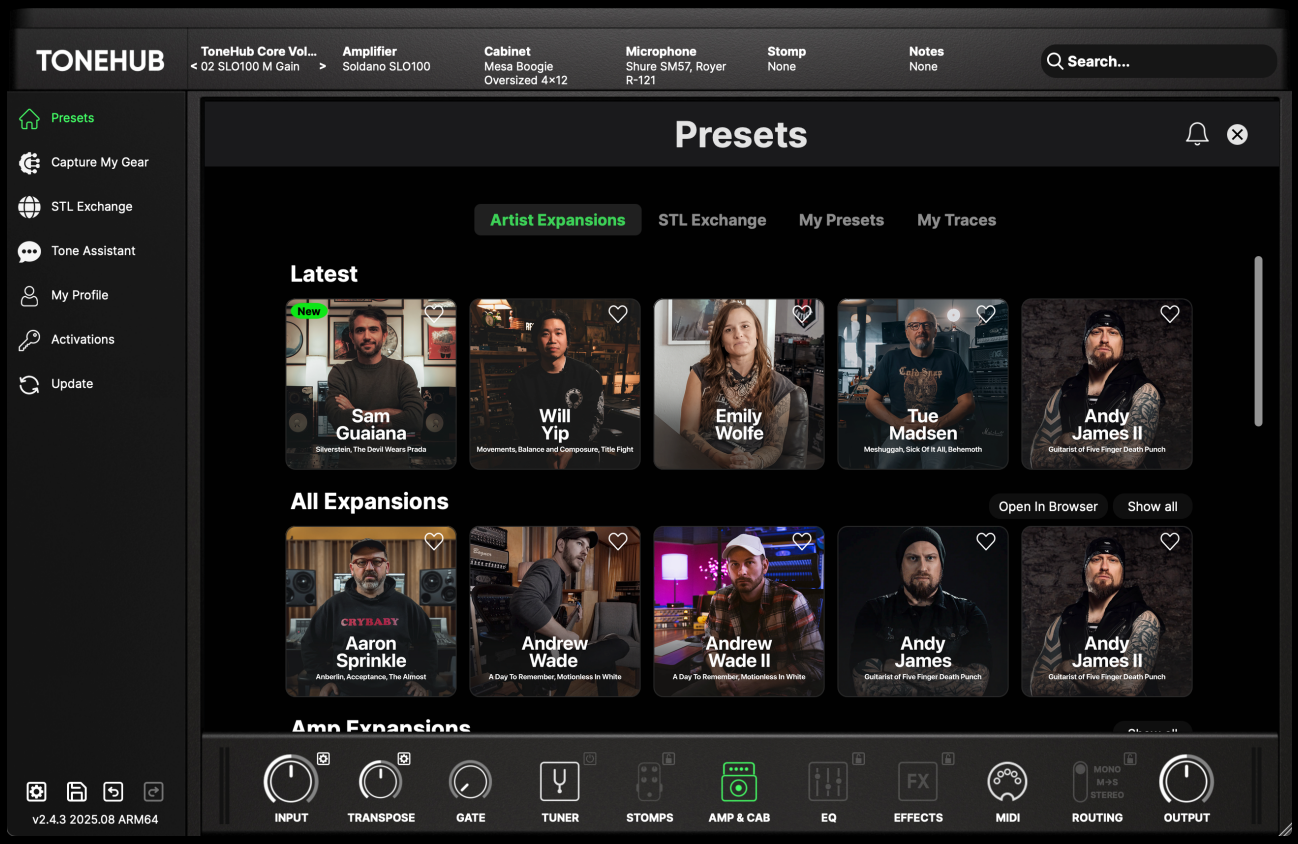
  - Audio & MIDI (standalone application only): Opens a pop-up window for configuring the Audio & MIDI settings of the ToneHub standalone application.
  - Plugin Size: Small, Medium, Large. NOTE: Also accessible by right-clicking the ToneHub logo text in the header.
  - Appearance: Provides the option for either a Dark or Light mode for the user interface.
  - User Manual: Opens this User Manual.

- **Save Preset:** Provides options for preset saving.

- **Undo/Redo:** Option to revert or recall previous preset changes.

- **Version Number:** Displays the installed version number and architecture type.

User Interface (Global Preset Controls)



ToneHub Global Preset Controls:

- **Notification bell:** Alerts when new Artist Expansions and STL Exchange presets from official STL Artists are available.
- **Close button**: Close the presets window.

User Interface (Header)

ToneHub Header Controls:

- **Preset Info Header:** The Preset Info Header displays information about the currently loaded preset (whether an Artist / Amp pack preset or an Amp Trace). It 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.

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

- **Global Search:** Navigate all the available presets instantly within ToneHub.

User Interface (Footer)

ToneHub 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.*

- **Transpose:** Global pitch shifting of your instrument's signal up or down by a specific semitone interval or continuous mode for non-standard tuning requirements.

- **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 on the 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.

User Interface (Footer)

- **FX:** This button will navigate you to the Effects section, where you will find all the plug-in time-based effects such as Delay, Reverb, Chorus, Flanger, Phaser, Tremolo, Shimmer Reverb, and Doubler. 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.

Stomps


THRESHOLD
MAKEUP
RATIO
ATTACK
RELEASE
COMPRESSOR
VOLUME
GAIN
<Empty>
BASS
MIDDLE
TREBLE
TRACER
VOLUME
GAIN
<Empty>
BASS
MIDDLE
TREBLE
TRACER
VOLUME
GAIN
<Empty>
BASS
MIDDLE
TREBLE
TRACER
TONE
DRIVE
BALANCE
OVERDRIVE 1
GAIN
TREBLE
VOLUME
BASS
OVERDRIVE 2
TONE
DISTORTION
LEVEL
OVERDRIVE 3
OVERDRIVE 4
VOLUME
BRIGHT
ATTACK
DRIVE
OVERDRIVE 5
L
COLOR MIX
H
LEVEL
DISTORTION
OVERDRIVE 6
100 200 400 800 1.6K 3.2K
+18
+9
0
-9
-18
GRAPHIC EQ
DRY
WET
STEP
CONT
DROP
OCTAVER
VOLUME
WAH
AUTO BYPASS

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.

Tracer Stomps: There are 6 controls on the Tracer Stomps.
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 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.

Overdrive 3: There are 3 controls on the Overdrive 3.
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.
1. **Level:** A reciprocal boost control.

Overdrive 5: There are 4 controls on the Overdrive 5.
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.
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.

Octaver: There are 4 controls on the Octaver pedal.
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.
1. **Pedal:** An adjustable expression-style pedal for volume control.

Wah: There are 2 controls on the Wah pedal.
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%).

Amplifier Section

The core amplifier behind the scenes of the ToneHub plug-in 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 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, ToneHub is an unprecedented leap in algorithmic advancement.

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 (Artist / Amp Series Pack Presets only).

NOTE: This Amp Trace Selector is available for Tracer mode only.

- **Amp Trace Selector (Tracer mode only):** When loading an Amp Trace, use this button to open the Trace Browser for selecting the Amp Trace to load. When the Trace Browser is opened in this way, it will only display Traces of amp-based Trace types (Amp, Amp+Cab, Stomp+Amp, Stomp+Amp+Cab).

- **Amp Status (Tracer mode only):** When loading an Amp Trace, use this button to enable/disable the Amp Trace.

Cabinet Section

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's X and Y positions. 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 filer. It ranges from 6KHz to 22KHz and can be useful to control the high-end response.

Cabinet Section

NOTE: This cabinet section is available for Tracer Amp and Stomp + Amp traces only.

Using the internal ToneHub cabinets, you can now change cabinet and microphone models within the ever-growing collection of ToneHub cabinets. Taking advantage of interpolation technology, you can move any microphone around the speaker with 4 degrees of freedom: X (horizontal axis), Y (vertical axis), Z (distance), and W (angle).
Each cabinet has been measured with each of the available microphones in more than 100 positions to achieve the ultimate realism and accuracy.

You can further tweak your tone by using the 'HIPASS' and 'LOPASS' filters and 'RESO' (Resonance) control, change the volume of each microphone by using the related volume slider, flip the phase with the related button, and set the mix of the two cabinets using the percentage slider to find the perfect balance.

You can also load your third-party IRs using the External Impulse option. Please note you will not have distance or angle controls for these single IRs.

The Status Buttons located to the left and right of each corresponding speaker dropdown menu allow you to mute a single cab / IR by disabling both power buttons or bypass the entire cabinet section by disabling all four power buttons.

Equalizer Section

The Master EQ module within Tonehub 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.

Effects Section

FX Tail Spillover

Spillover allows the tail of ambiance effects (Delay and 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: The selectable dropdown menu shows all available delay modes:

Digital: There are 9 controls for the Digital mode.

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:** 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 22000Hz.
5. **Hi-Pass:** Controls the eq of the delay repeats from 20Hz to 1000Hz.
6. **Mod Depth:** Controls the modulation depth of the delay repeats from 0-100%.
7. **Mod 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.

Analog: There are 6 controls for the Analog mode.

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:** 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. **LPF:** Controls the eq of the delay repeats from 900Hz to 4500Hz.
5. **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.
6. **BPM Sync:** Syncs to the DAWs session tempo.

Tape: There are 8 controls for the Tape mode.

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:** 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. **LPF:** Controls the eq of the delay repeats from 1000Hz to 2400Hz.
5. **Flutter:** Replicates the sonic variations that can occur in the speed of tape machine playback from 0-100%.
6. **Clip:** Replicates the intentional distortion created when an audio signal exceeds the maximum voltage capacity from 0-100%.
7. **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.
8. **BPM Sync:** Syncs to the DAWs session tempo.

'50 Echo: There are 5 controls for the '50 Echo mode.

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:** 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. **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.
5. **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 22000Hz.
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.

Space Verb: There are 10 controls for the Space Verb 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.
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 22000Hz.
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.*

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.

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.

Tremolo: The selectable dropdown menu shows all available tremolo modes:

Digital: There are 3 controls for the Digital mode.

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.
3. **BPM Sync:** This will sync to the DAW session tempo. You can also use the 'Tap' button to Tap a specific delay time of your choice.

Pump: There are 4 controls for the Pump mode.

1. **Depth:** Controls the depth of the modulation from 0-100%.
2. **Rate:** Controls the rate/speed of the modulation from 0.01Hz to 100Hz.
3. **Phase:** Selectable A, B, and C settings for increasing the stereo panning effect.
4. **BPM Sync:** This will sync to the DAW session tempo. You can also use the 'Tap' button to Tap a specific delay time of your choice.

Vintage: There are 4 controls for the Vintage mode.

1. **Depth:** Controls the depth of the modulation from 0-100%.
2. **Rate:** Controls the rate/speed of the modulation from 0.01Hz to 100Hz.
3. **Type:** Selectable between type 1 and type 2 vintage-inspired tremolo pedal modes.
4. **BPM Sync:** This will sync to the DAW session tempo. You can also use the 'Tap' button to Tap a specific delay time of your choice.

Doppler: There are 4 controls for the Doppler mode.
1. **Depth:** Controls the depth of the modulation from 0-100%.
2. **Rate:** Controls the rate/speed of the modulation from 0.01Hz to 100Hz.
3. **Dir:** Selectable between L-R and R-L panning modes.
4. **BPM Sync:** This will sync to the DAW session tempo. You can also use the 'Tap' button to Tap a specific delay time of your choice.

Chorus: The selectable dropdown menu shows all available chorus modes:

Digital: There are 3 controls for the Digital mode.
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.

Ensemble: There are 3 controls for the Ensemble mode.
1. **Depth:** Controls the depth of the effect from 0-100%.
2. **Rate:** Controls the rate from 0.01Hz to 100Hz.
3. **Level:** Controls the overall mix of the effect.

Juno: There are 2 controls for the Juno mode.
1. **Type:** Selectable between type 1 and type 2 Juno-inspired chorus modes.
2. **Level:** Controls the overall mix of the effect.

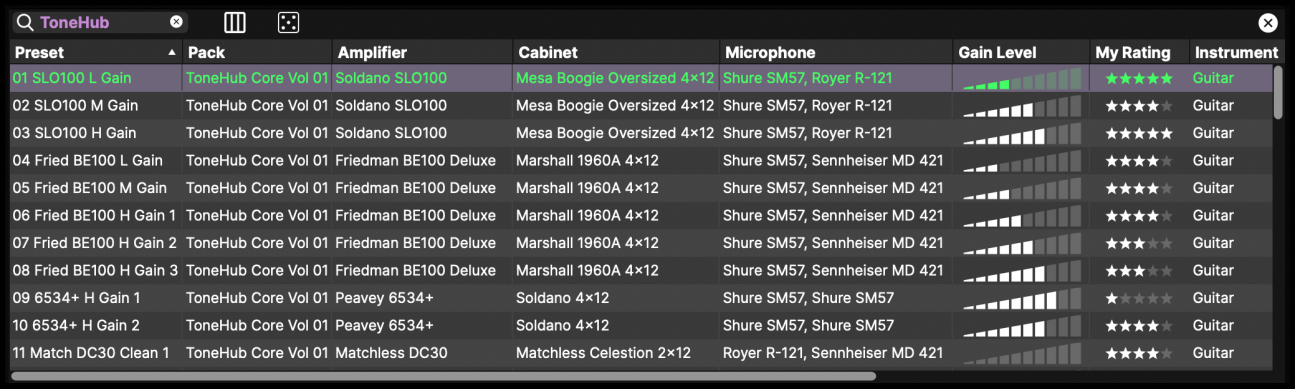
Phaser Chorus: There are 2 controls for the Phaser Chorus mode.
1. **Rate:** Controls the rate from 0.2Hz to 10Hz.
2. **Level:** Controls the overall mix of the effect.

Flanger: There are 4 controls for the Flanger pedal.
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%.

Effects Section

NOTE: When opened as a standalone application, the two provided tempo controls allow you to set the tempo / BPM of the application that is used by the Delay pedal when in BPM Sync mode, using either a text entry control or a tap-tempo button.

Presets (Preset and Trace Browser)



The Preset / Trace Browser is where you can view all the available information for each Artist or Amp expansion, My Presets, and My Traces with a variety of display options, as well as load Presets or Traces. The browser has customizable features:

- The ‘Search...’ bar allows for targeted browsing through the selected expansion pack, or by selecting ‘Open In Browser’ in the Presets tab, you can search every preset available in ToneHub simultaneously.

- 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.

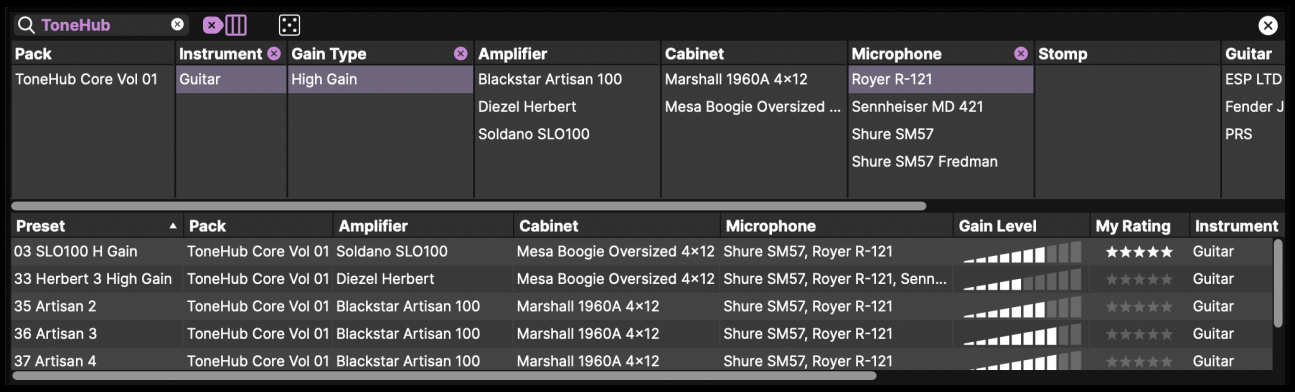
- Right-click on any Artist or Amp Expansion preset to bring up the ‘Save to My Presets’ option.

Presets (Preset and Trace Browser)

- Preset / Trace selection can also 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.

- Rate and filter favorite presets using ‘My Rating.’



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:

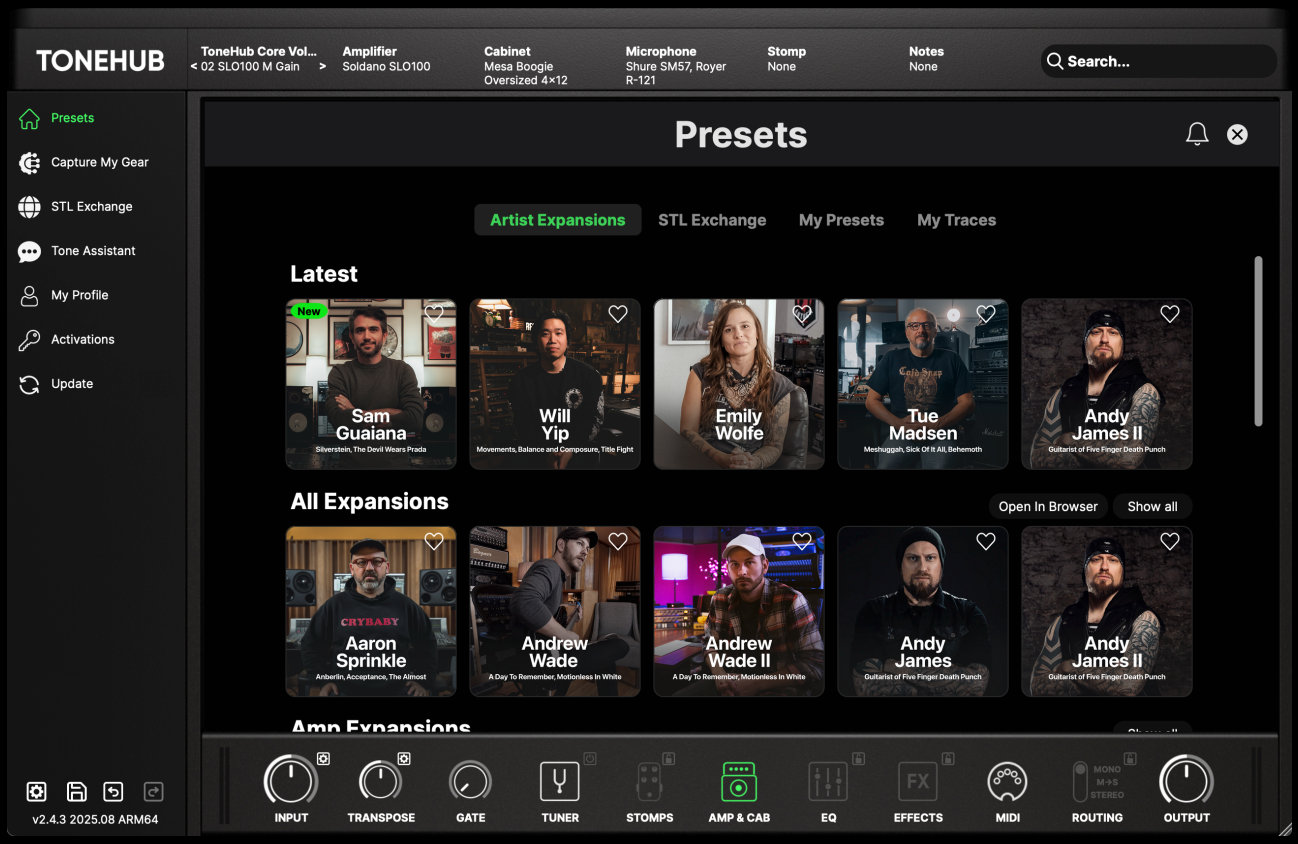
- Drag on the center of the column/list header to change the column/list ordering.
- Drag on the end of the column/list header to change the width of the column/list.
- Right-click on any column/list header and select the column/list name from the pop-up menu to show/hide that particular column/list.
- 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 back to the default configuration.
- Right-click on any Artist or Amp Expansion preset to bring up the ‘Save to My Presets’ option.

NOTE: All presets within an official ToneHub 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.

NOTE: With the Trace Browser, you can also manage Traces directly by right-clicking any Trace row to display the Trace Manager pop-up menu. See the ‘My Traces’ section for more information.

Presets (Artist and Amp Expansions)



ToneHub Artist and Amp Expansions are located in the Artist Expansions tab. Once an Expansion is selected, it will load and display the presets in that expansion, including the signal chain used in the preset browser.

Click on the ‘Show all’ button to display all expansions in the preset window view or ‘Open in Browser’ to display all available expansions in the preset browser view.

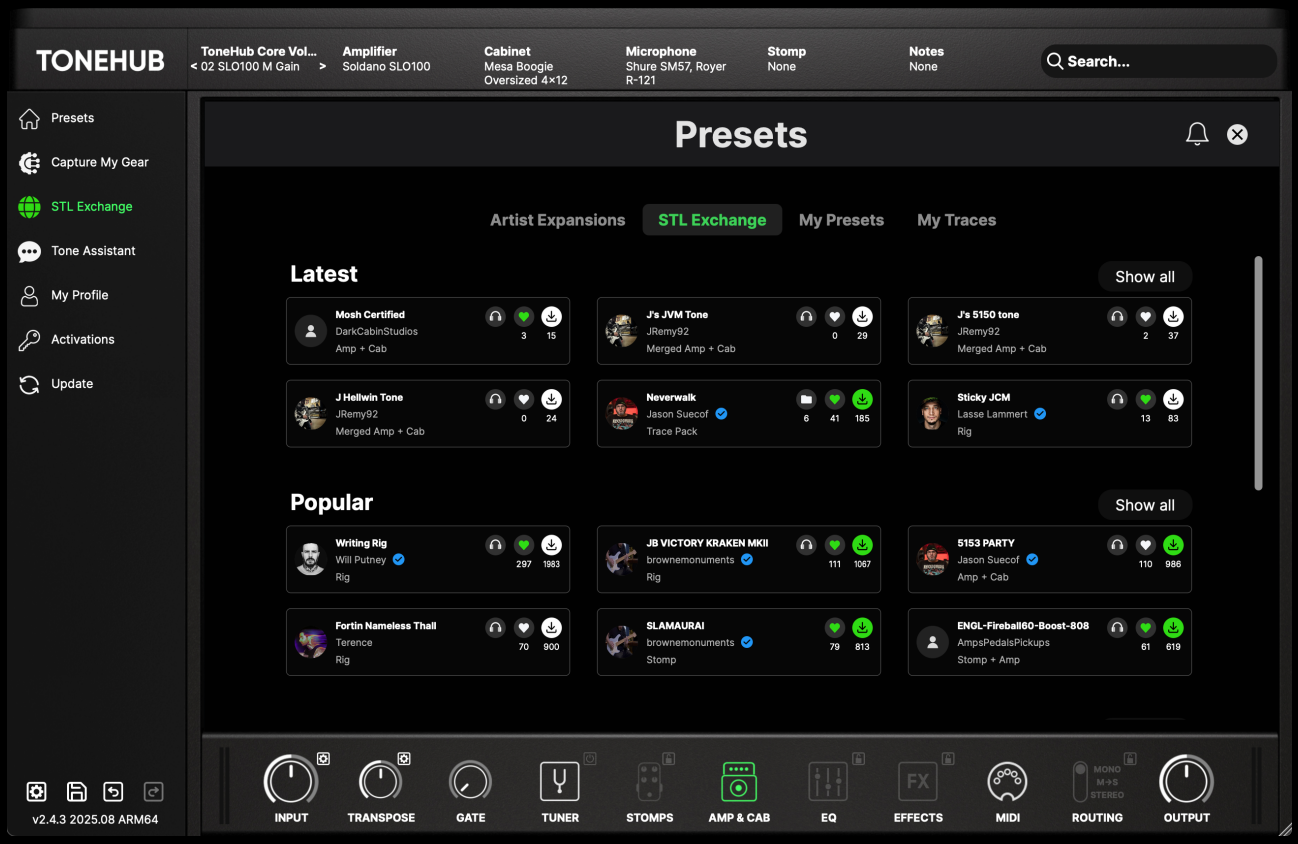
The Artist Expansion section also includes the following additional functionality and options:

- Presets are displayed in categories: Latest, All Expansions, Amp Expansions, Popular, Recently Used, and Favorite.

- Click on the “heart” icon to add the expansion to your Favorite category found at the bottom of the Artist Expansions window.

- The lock symbol indicates that a valid license for that expansion pack couldn’t be found on this computer (perpetual license users only). If you have purchased an expansion license, you can activate it by clicking on Redeem Activation Code > Activate. Click Free Trial if you would like to trial the expansion pack first.

Presets (STL Exchange)



Welcome to the STL Exchange

STL 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, stomps, and full rigs from the guitar community, all available in the STL Exchange. These Traces can be accessed directly from within ToneHub using the STL Exchange sidebar tab, where you can instantly search, filter, and download user-created Traces.

Setting up a User Name

When using the STL Exchange for the first time, you will need to create a username. Note: This username is linked to your STL Tones user account and associated email. If you need to change your username, please contact support directly via support@stltones.com.

Sharing Traces on the STL Exchange

From the ‘My Traces’, simply right-click on the Trace you would like to share to the STL Exchange and select “Upload to STL Exchange”. You can also access the Trace Editor here to change the Trace’s metadata if required. See the ‘Traces’ section for more information.

NOTE: You can change the metadata of any Trace; however, you can not change the original creator’s username connected to the Trace.

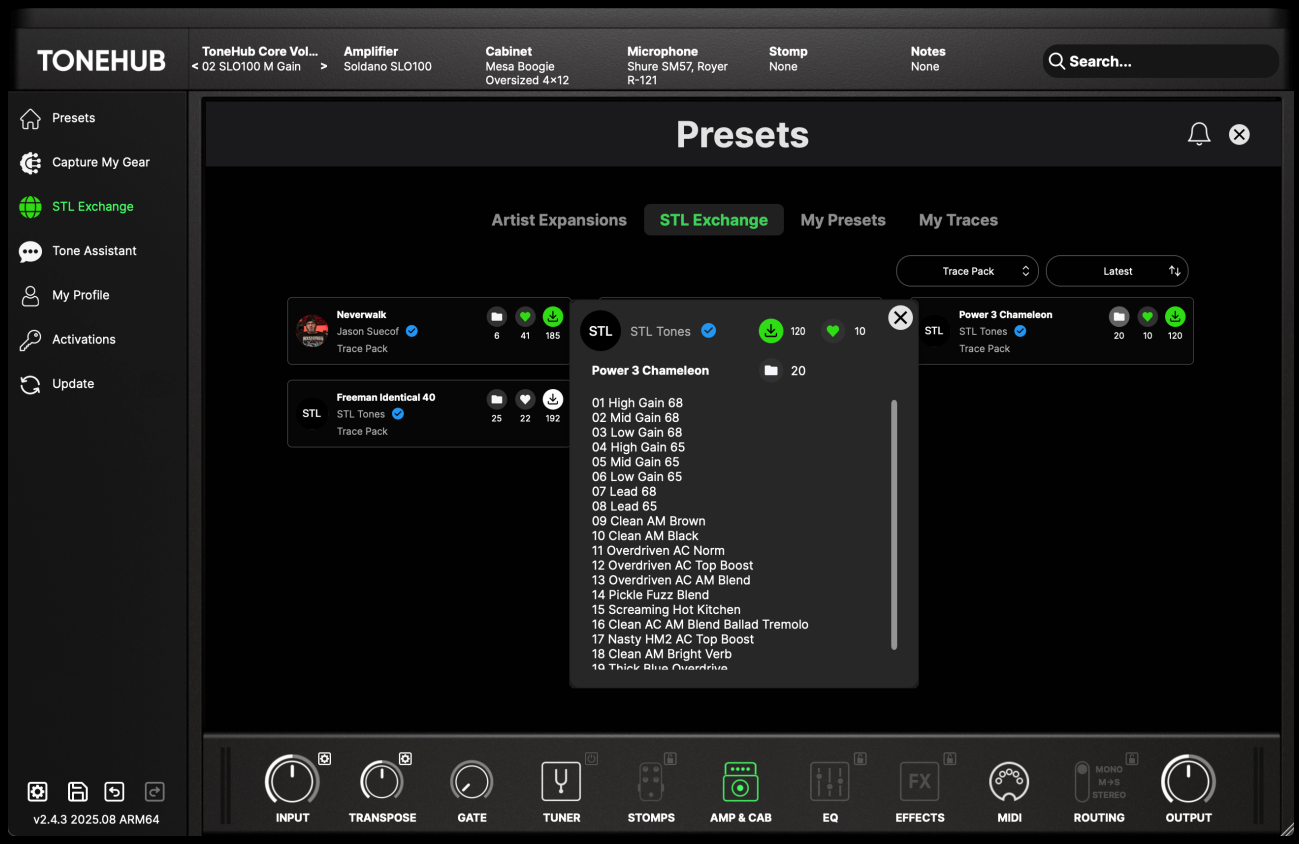
The STL Exchange window provides the following options:

- **Filter Trace type menu:** The drop-down menu allows filtering all Traces on the STL Exchange to only display the desired type or collections of traces with Trace Packs.
- **Order Trace menu:** The drop-down menu allows ordering by popular, latest, oldest, following, and featured.
- **Notification bell:** Alerts will show when new Artist Expansions and STL Exchange presets from official STL Artists are available.
- **Close button**: Close the STL Exchange.

STL Exchange presets have the following options:

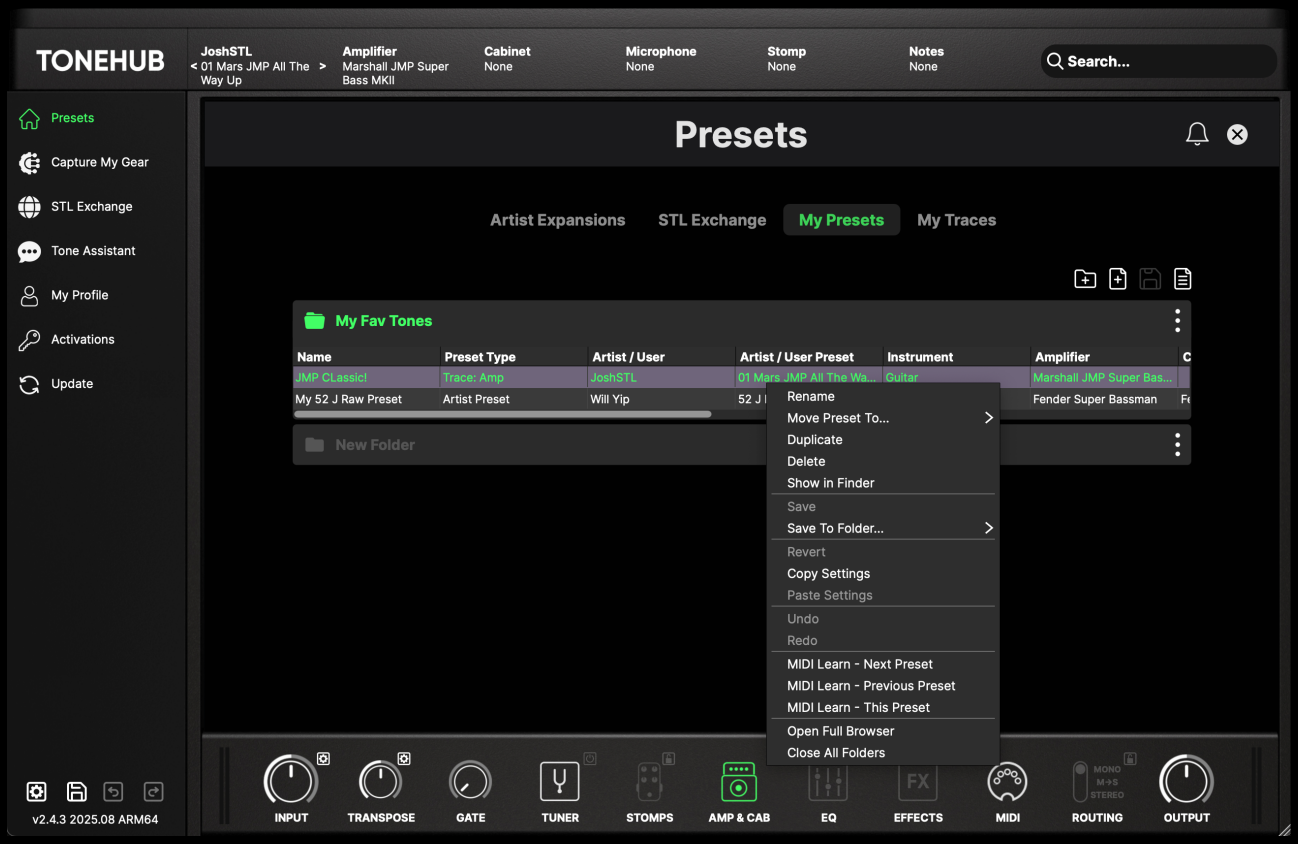
- **Audition headphone button:** Allows you to use tones on the STL Exchange instantly by selecting the headphone icon.
- **Heart button:** Like (Favorite) the Trace.
- **Download button:** Download the Trace to ‘My Traces’.
- **Trash button:** Delete your Trace from the STL Exchange. This only deletes the Trace from the STL Exchange and will not delete any local copy on your computer.
- **User name text/button:** View the user’s profile and Trace presets.
- **Blue Checkmark:** Indicates verified STL artists and plugin administrators.

Presets (STL Exchange)



- **Trace Pack:** Clicking on the number of Traces will display all the Traces contained within the STL Exchange pack.

Presets (My Presets)



Save, access, and manage your own presets. ‘My Presets’ can be modified Artist / Amp Expansion presets, or presets made up of Amp Traces and Stomp Traces. Clicking the ‘My Presets’ tab displays the My Presets view, where you can manage this type of preset using the following buttons:

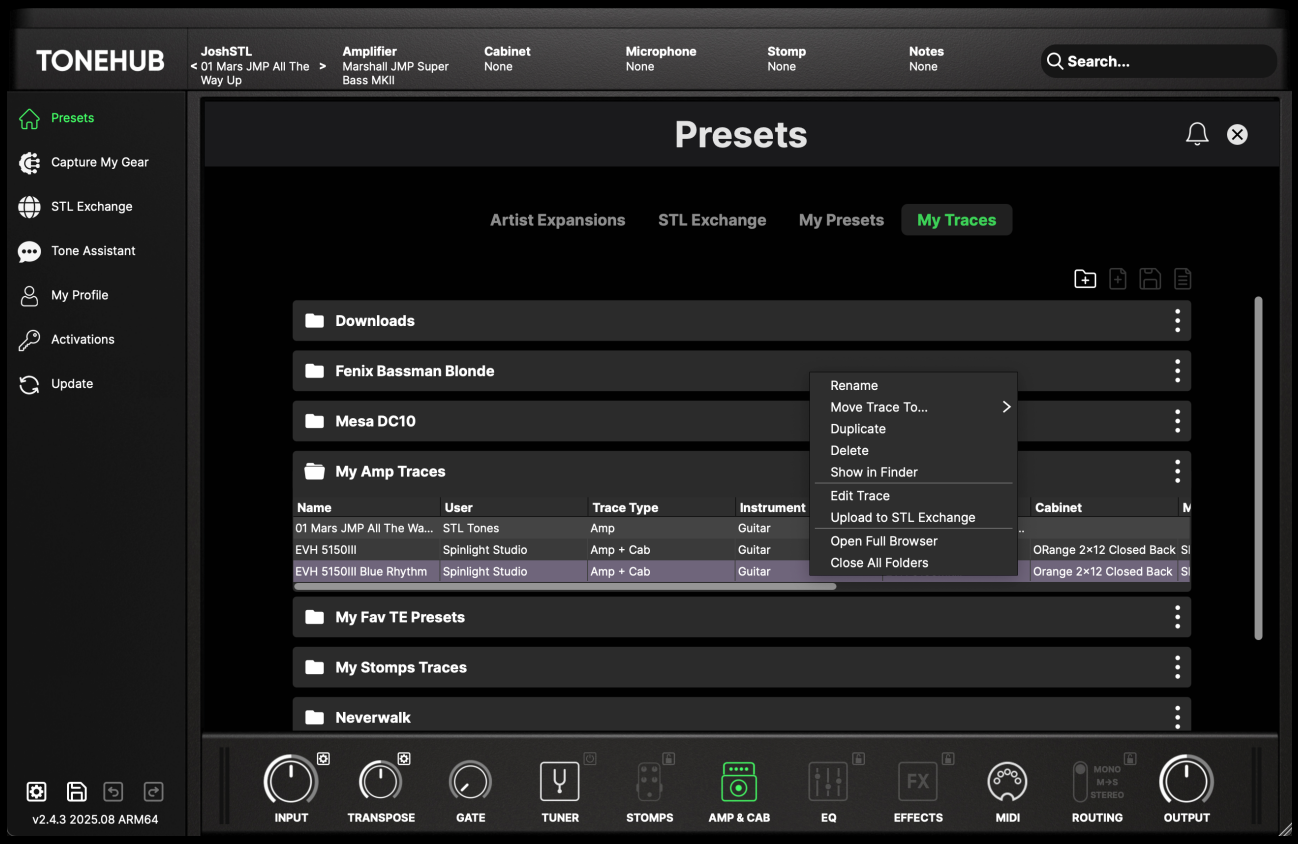
- Create a new folder
- Save as a new preset in the current folder
- Save preset
- View current preset info and options

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 with 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.

Loading a preset by double-clicking will load the My Presets browser with further filtering options.

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

Presets (My Traces)



ToneHub Tracer presets are saved in the ‘My Traces' tab in the Presets window. This includes any Trace made with the ToneHub Tracer or downloaded from the STL Exchange. Clicking the My Traces tab opens the folder view, where you can access and manage all of your Traces. Loading a preset by double-clicking will load the My Presets browser with further filtering options.

There are three categories of Traces:

1. Amp-based Traces (Traces of Type ‘Amp’, ’Amp + Cab’, ‘Stomp + Amp’, or ‘Stomp + Amp + Cab’) - loaded into the Tracer Amp only. If the Trace does not contain a cab (Traces of type ‘Amp’ or ‘Stomp + Amp’) a fully configurable cab simulator and IR loader is provided.

2. Stomp Traces (Traces of type ‘Stomp’) - Loaded into one of the Tracer Stomps only.

3. Merged Traces (Traces of Type ‘Merged Amp’, ’Merged Amp + Cab’, ‘Merged Stomp + Amp’, or ‘Merged Stomp + Amp + Cab’) - A preset containing an amp-based Trace as well as settings for the entire ToneHub signal chain (including any loaded Stomp Traces and cab simulator settings).

Presets (My Traces)

The primary Trace management options are provided using the following four buttons:
- Create a new folder.
- Save as a new Merged Trace in the current folder.
- Save current Merged Trace (or save currently loaded amp-based Trace as a new Merged Trace)
- View current Trace info/options.

Right-click on any item in the tree view (folder or Trace) to bring up the available options for the selected item. When right-clicking on the currently loaded amp-based or Merged Trace (signified using a different text color), you will be provided extra options for saving the Trace.

There are a few Trace-specific preset management options here:
- Edit Trace: Available when right-clicking an amp-based or stomp Trace item. This opens the Trace Editor, which allows you to edit the type, control settings, tone stack, and metadata of the Trace. Selecting this option will temporarily load a preview of the Trace (bypassing the existing signal chain) for previewing the changes. Please note that editing a Trace will not update any Merged Traces or User Presets that contain the Trace (as these contain *copies* of the Trace) – reload the edited Trace and resave to apply the updated Trace settings.
- Edit Metadata: Available when right-clicking a Merged Trace item. This opens the Trace Editor, which allows you to edit the metadata of the Merged Trace.
- Batch Edit Metadata: Available when right-clicking a folder item or when selecting multiple Trace items and right-clicking. This opens the Trace Editor, which allows you to edit the metadata of multiple Traces simultaneously.
- Upload to STL Exchange: Available when right-clicking any Trace item. This allows you to upload the selected Trace to the STL Exchange, however, please be aware that there are a couple of restrictions here: You cannot upload Traces created by other users or Merged Traces containing Traces created by other users and you cannot upload Merged Traces containing external cabinet IRs.

Capture My Gear (ToneHub Tracer)

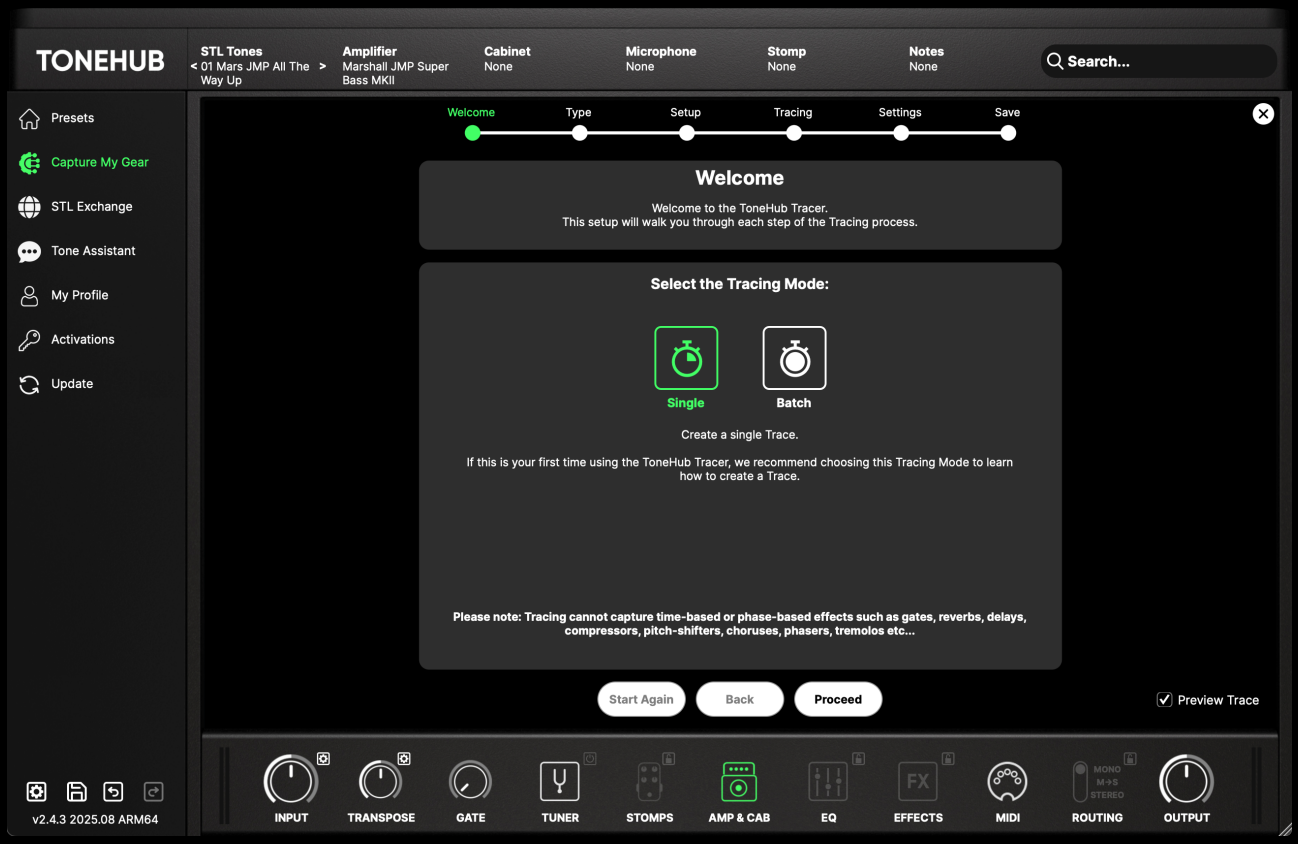
Welcome to the ToneHub Tracer

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.

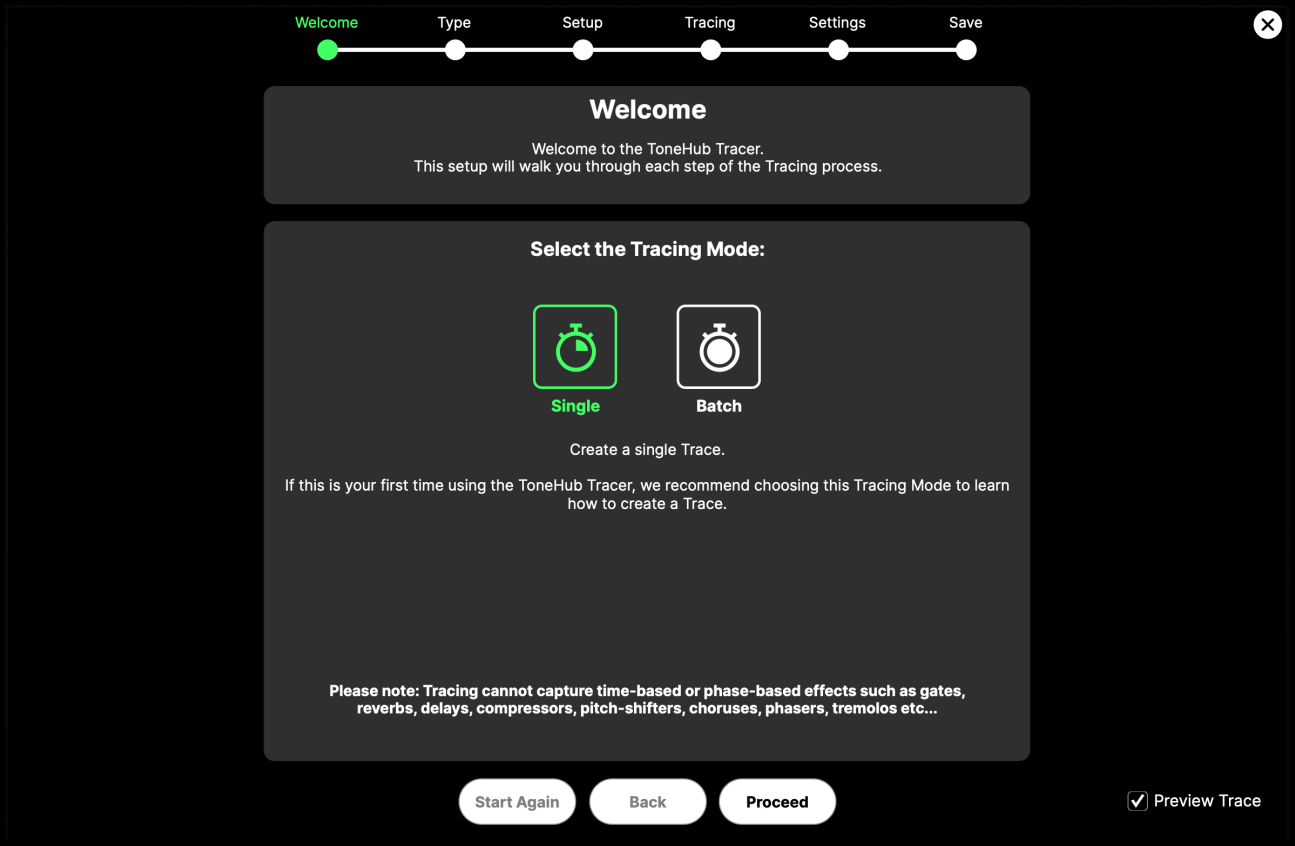
Capture My Gear (ToneHub Tracer)



Getting Started with ToneHub Tracer

Add the ToneHub plugin to your track. You will see the ‘Capture My Gear’ tab in the ToneHub sidebar menu.

Capture My Gear (ToneHub Tracer)



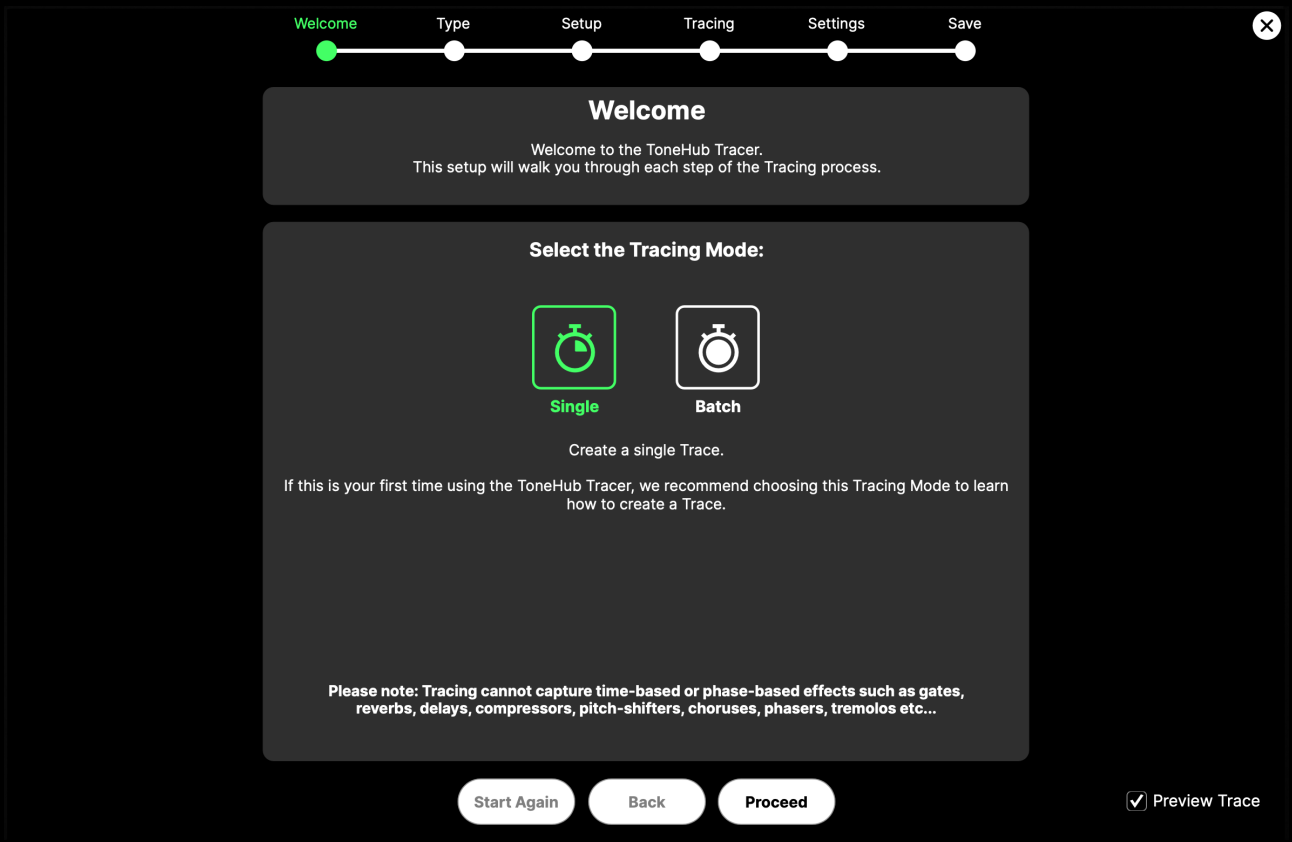
Close: Click on the "X" button to hide the Tracer view. Please note that this does not cancel the current Tracing session – simply reopen the Tracer to continue the Tracing session if the Tracer is closed/hidden at any point.

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.



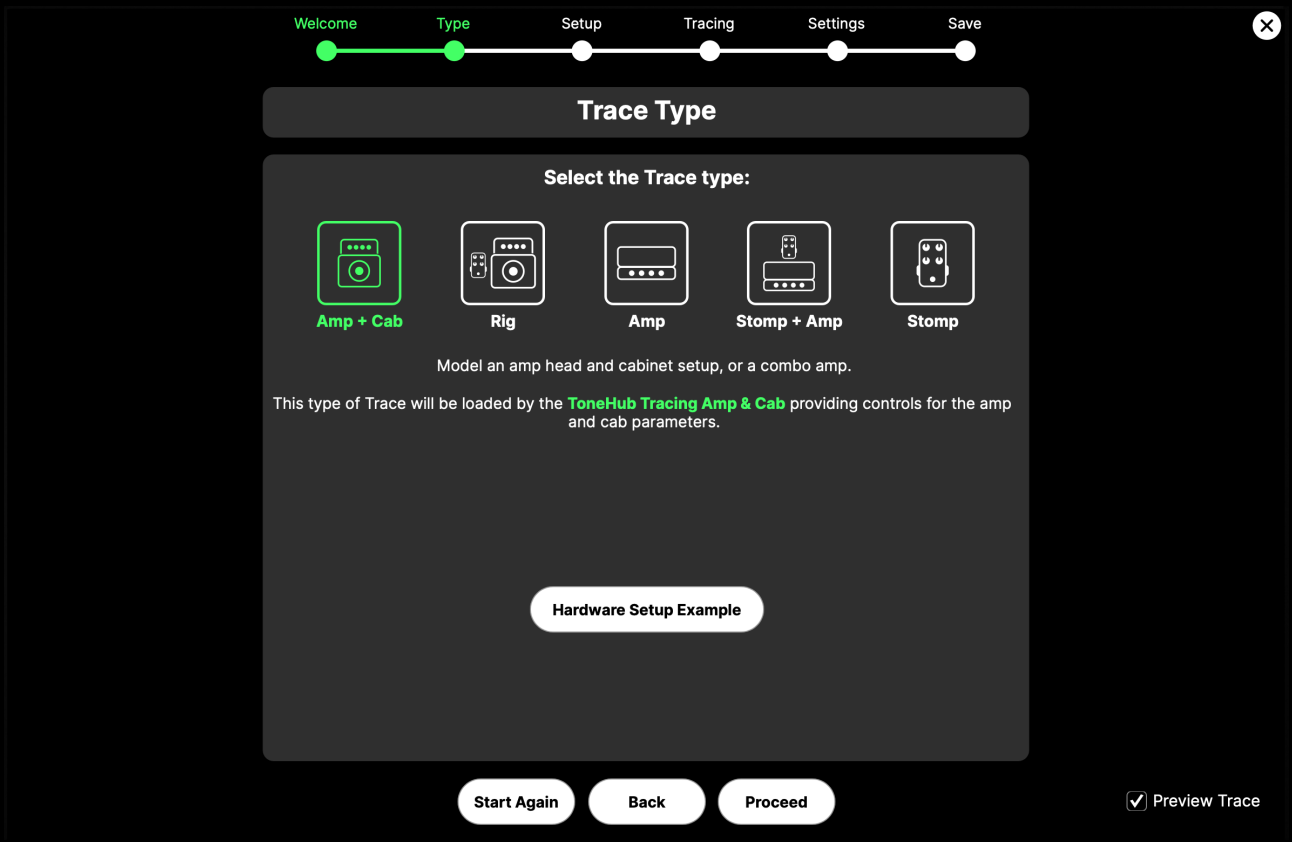
Welcome

Once the Tracer tab is selected, select the Tracing Mode you'd like to use:

Single: Create a single Trace. If this is your first time using the ToneHub Tracer, we recommend choosing this Tracing Mode to fully learn how to create a Trace.

Batch: Create multiple Traces. If you have pre-prepared multiple audio files for Tracing, this Tracing Mode provides a more streamlined process for generating a batch of Traces.

NOTE: Tracing cannot capture time-based or phase-based effects such as gates, reverbs, delays, compressors, pitch shifters, choruses, tremolos, etc...



Type

Select the type of Trace you'd like to create:

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

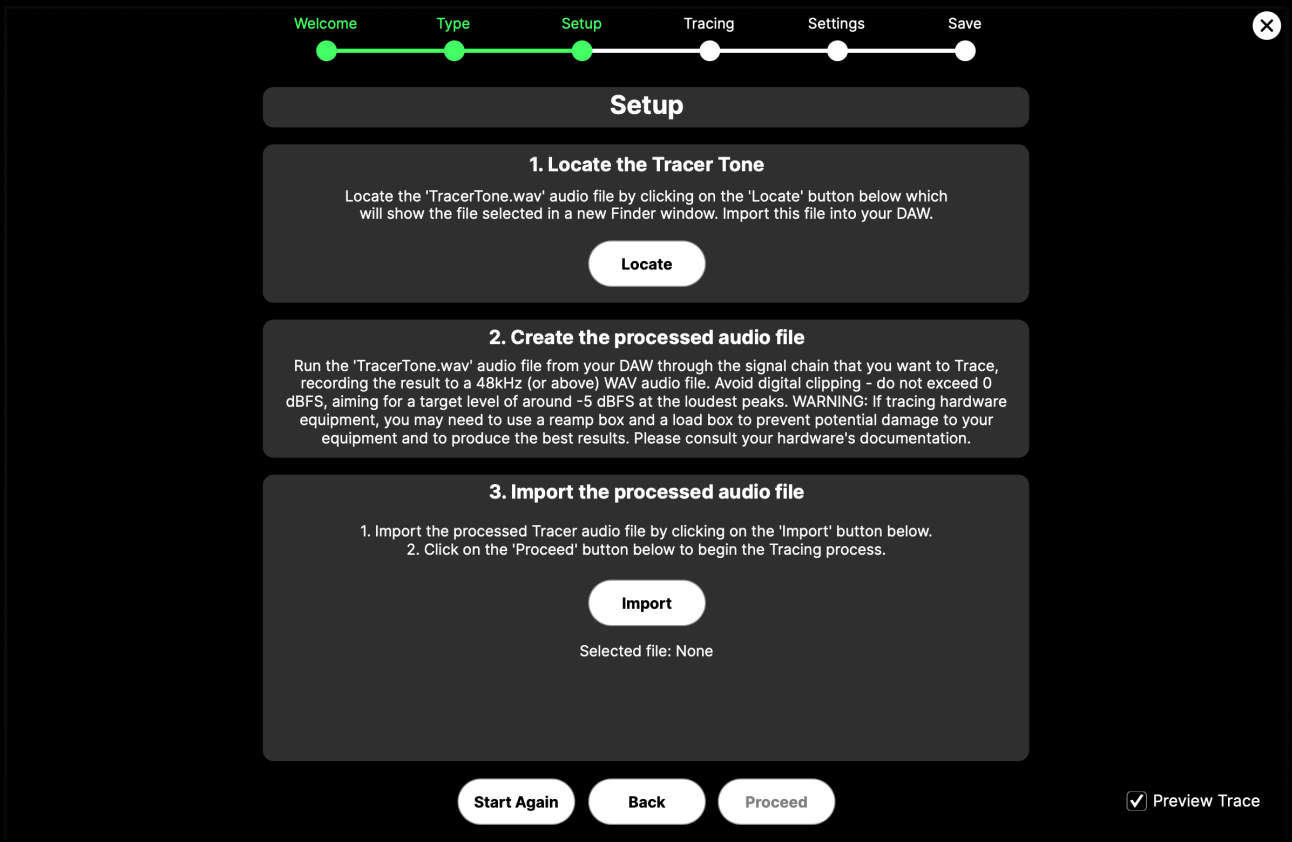
Rig - Model one or more stompboxes connected to an amp head and cabinet set or combo amp.

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 on the 'Hardware Setup Example' button. Also, if you would like to create a Merged Trace (containing settings for the entire ToneHub signal chain) - create an 'Amp + Cab', 'Rig', 'Amp' or 'Stomp + Amp' Trace as required and then use the Traces Manager to save the Trace as a new Merged Trace. See the 'Traces' section for more information.



Setup

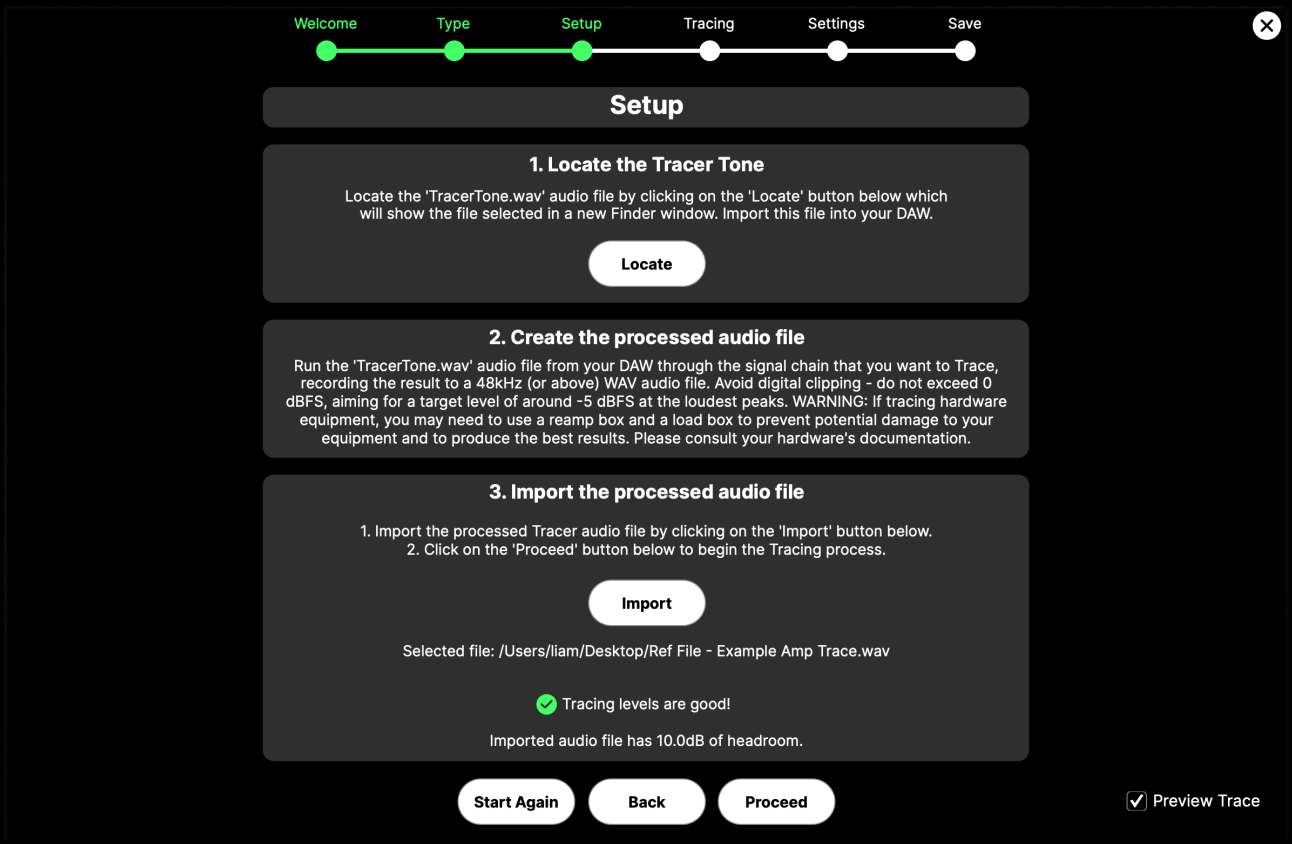
1. Locate the Tracer Tone:

Locate the ‘TracerTone.wav’ audio file by clicking on the ‘Locate’ button, which will show the file selected in a new Finder / Explorer window. Import this file into your DAW - please refer to your DAW’s instructional manual for the best ways to import files.

2. Create the processed audio file

Run the ‘TracerTone.wav’ audio file from your DAW through the signal chain that you want to Trace, recording the result to a 48kHz (or above) WAV audio file.

WARNING: If tracing hardware equipment, exercise caution when operating analog amplifiers. Failure to connect a speaker cabinet, load box, or reamp box before powering the amplifier can result in significant damage to your equipment. Please consult your hardware’s documentation for best practices. NOTE: Please refer to the ‘General Tracing Guidelines’ for additional setup information.



3. Import the processed audio file:

Import the processed Tracer audio file by clicking on the ‘Import’ button.

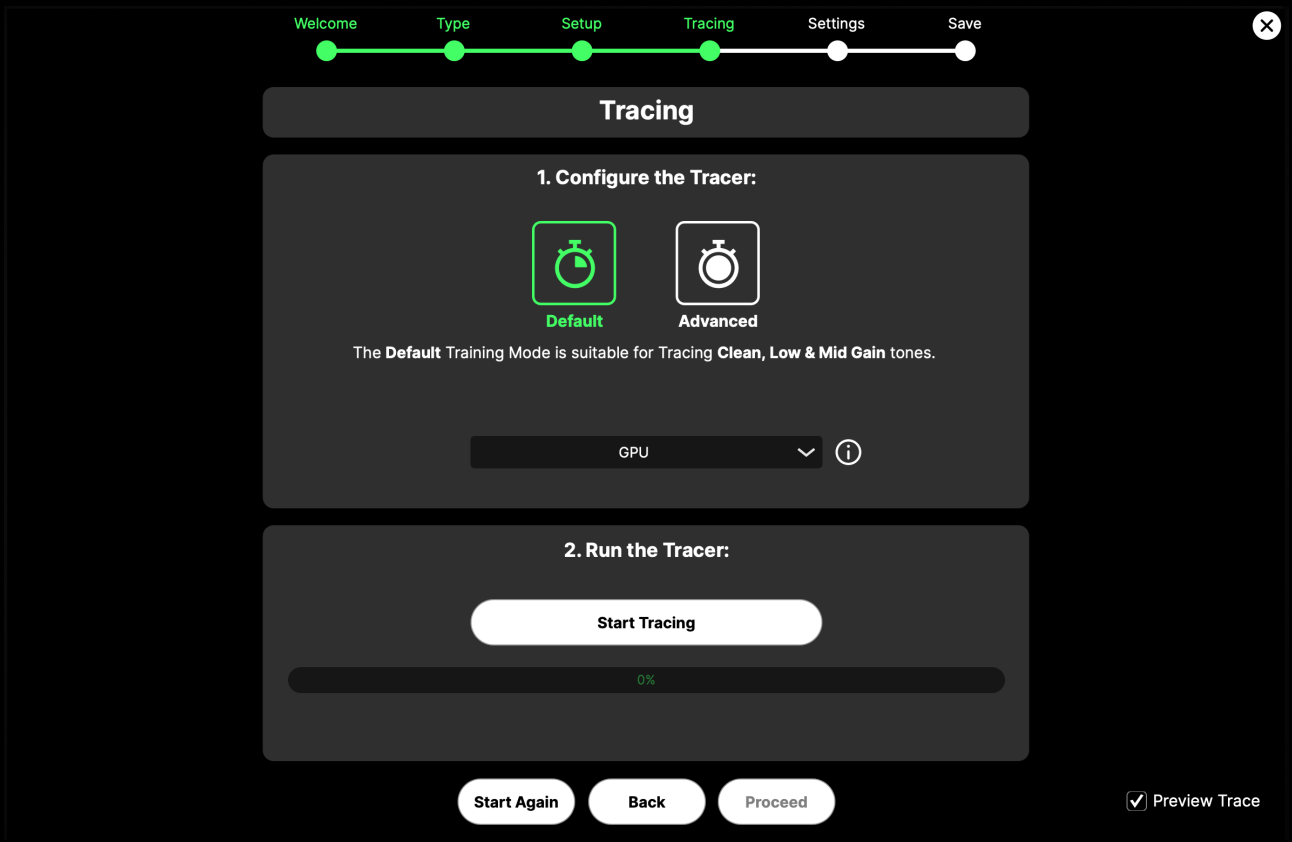
Here are our guidelines for getting the best result from the ToneHub Tracing Technology:

- Avoid digital clipping! Do not exceed 0 dBFS. Aim for a target level of around -5 dBFS at the loudest peaks of the Tracer Tone audio file.
- Extreme deliberate digital clipping may produce unwanted results.
- No wet/dry parallel blends. It must be the 100% processed signal being imported.

NOTE: The ToneHub Tracer analyzes the imported audio file and prepares the file for Tracing. You will be prompted if your selected file contains any errors (preventing you from being able to select the ‘Proceed’ button to continue) or warnings with the Tracer suggesting fixes or improvements.

3. Click on the ‘Proceed’ button to begin the Tracing process.

ToneHub Tracer (Single Tracing Mode)



1. Configure the Tracer:

Default: The Default Training Mode is suitable for Tracing clean, low gain, and mid gain tones.

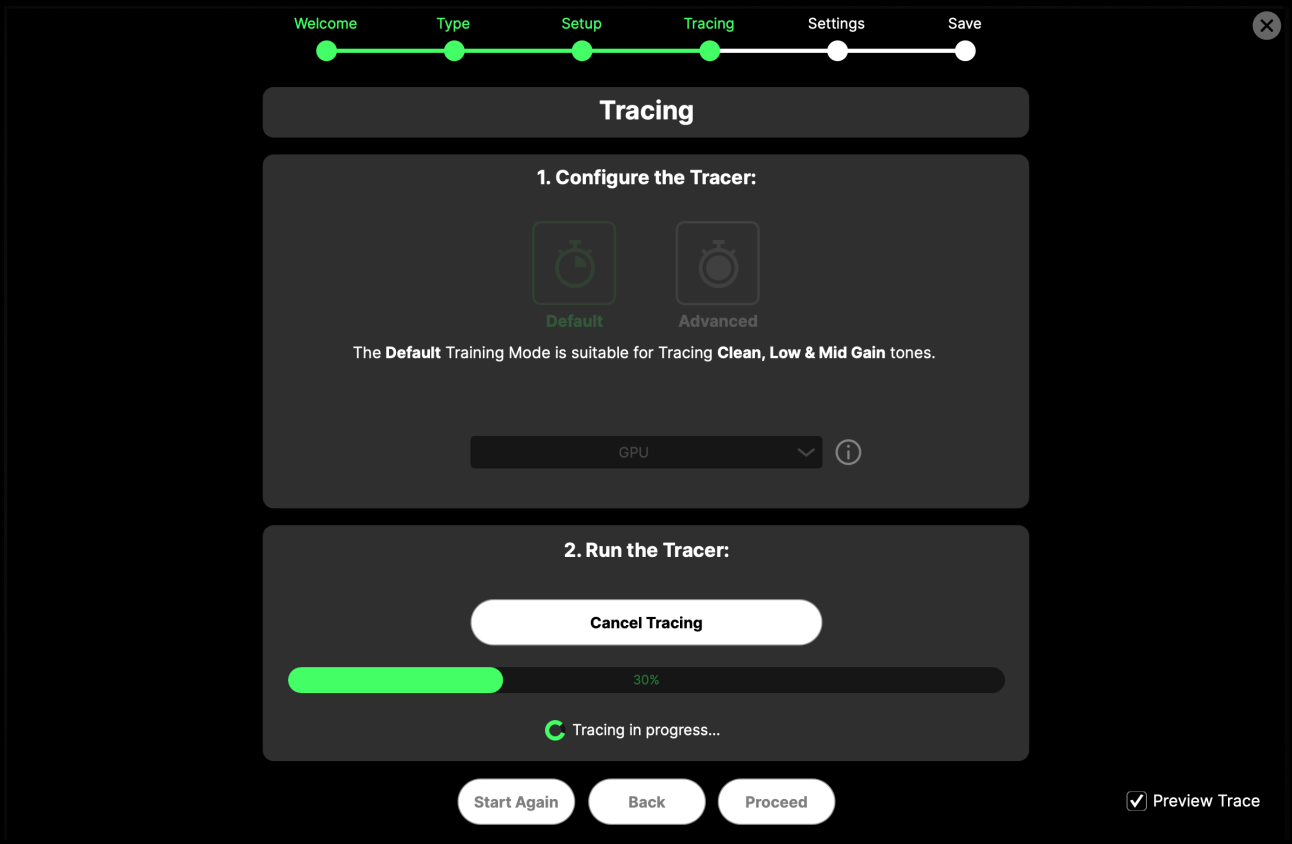
Advanced: The Advanced Training Mode is suitable for Tracing high gain and fuzz tones (but can also be used for clean, low gain, and mid gain tones). This Mode has a longer Training time.

GPU / CPU Selector: Training times will greatly vary depending on your operating system's specifications; therefore, we suggest using the GPU option if you have a good-spec GPU. However, if your computer has a low-spec GPU, using your computer's CPU may be faster. IMPORTANT: The quality of your Trace will not change by this selection.

2. Run the Tracer:

Click on the 'Start Tracing' button to start the Tracing process.

ToneHub Tracer (Single Tracing Mode)



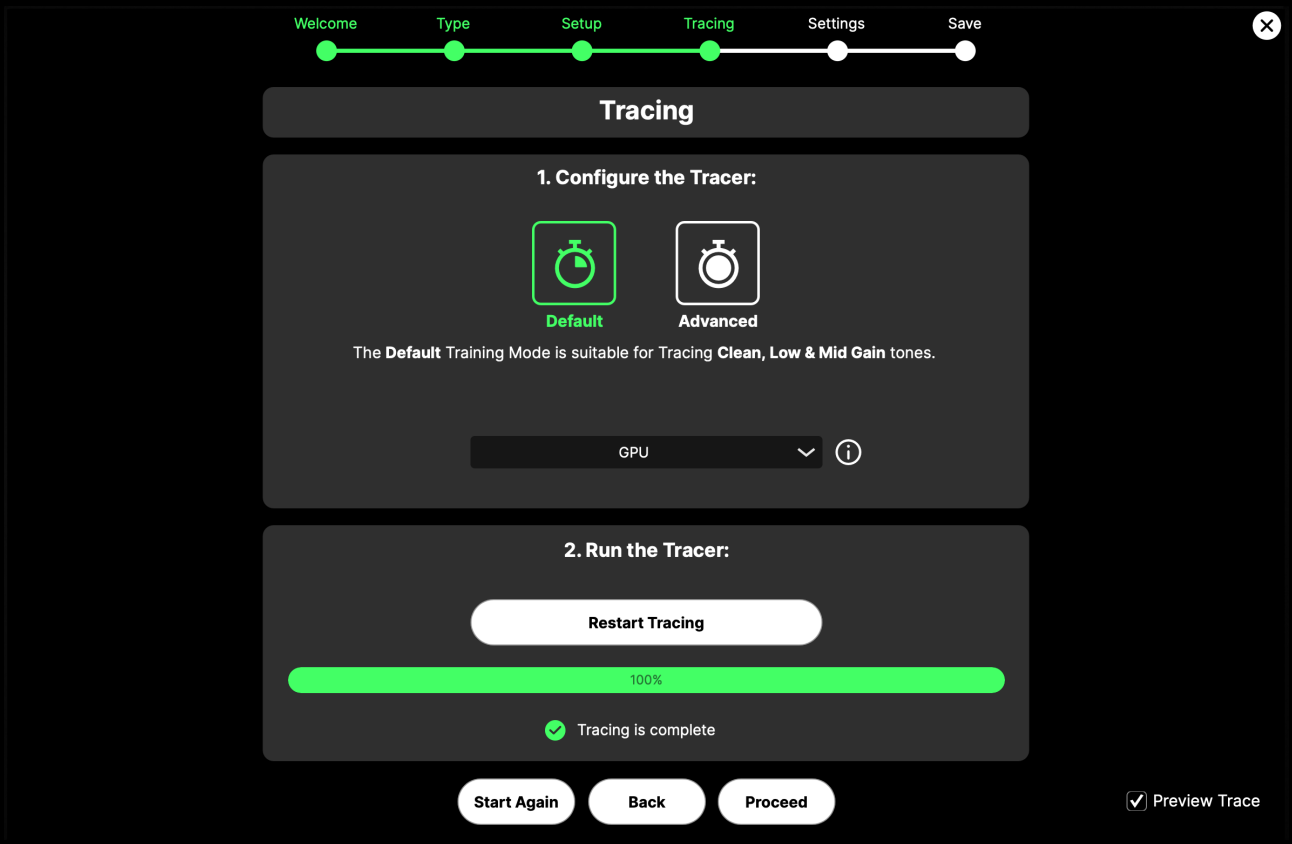
Expected training times (Default):

Operating System	GPU	Training Times
MacOS (eg. M1-M3)	Yes	5-15 minutes
MacOS	No	15-35 minutes
Windows 10 (eg. RTX 3060)	Yes	3-5 minutes
Windows 10	No	18-25 minutes

Expected training times (Advanced):

Operating System	GPU	Training Times
MacOS (eg. M1-M3)	Yes	10-25 minutes
MacOS	No	40-60 minutes
Windows 10 (eg. RTX 3060)	Yes	10-15 minutes
Windows 10	No	60-90 minutes

ToneHub Tracer (Single Tracing Mode)



Once Tracing is complete, click on the ‘Proceed’ button.

NOTE: Amp + Cab / Rig settings options window.

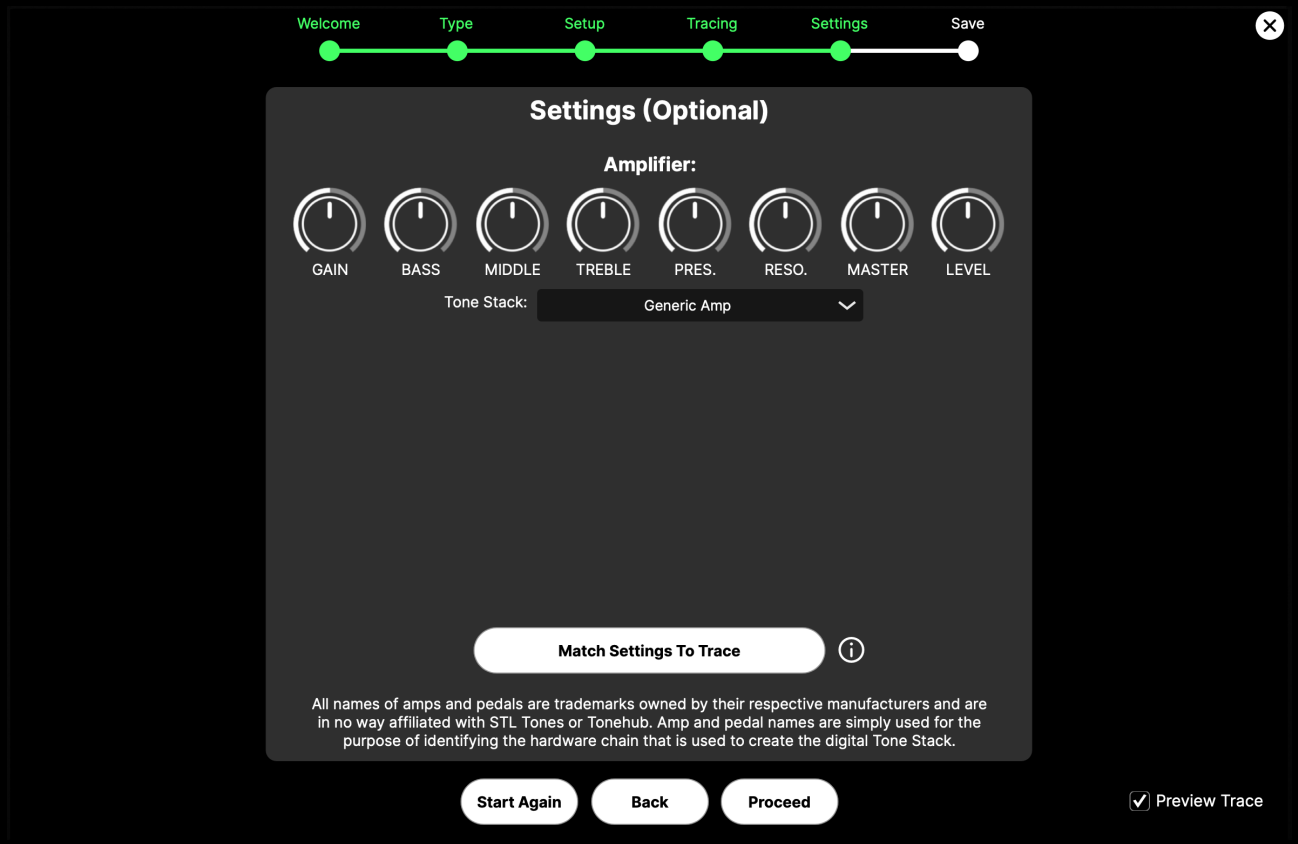
Settings

The Optional Settings section allows you to set the default control and cabinet microphone positions for Amp Traces, including the use of our Adaptive Tracing technology for selecting a matching tone stack for the Traced amp, allowing the saved Trace to respond to control changes like the original gear. It also allows you to tweak the sound of the generated Trace if desired.

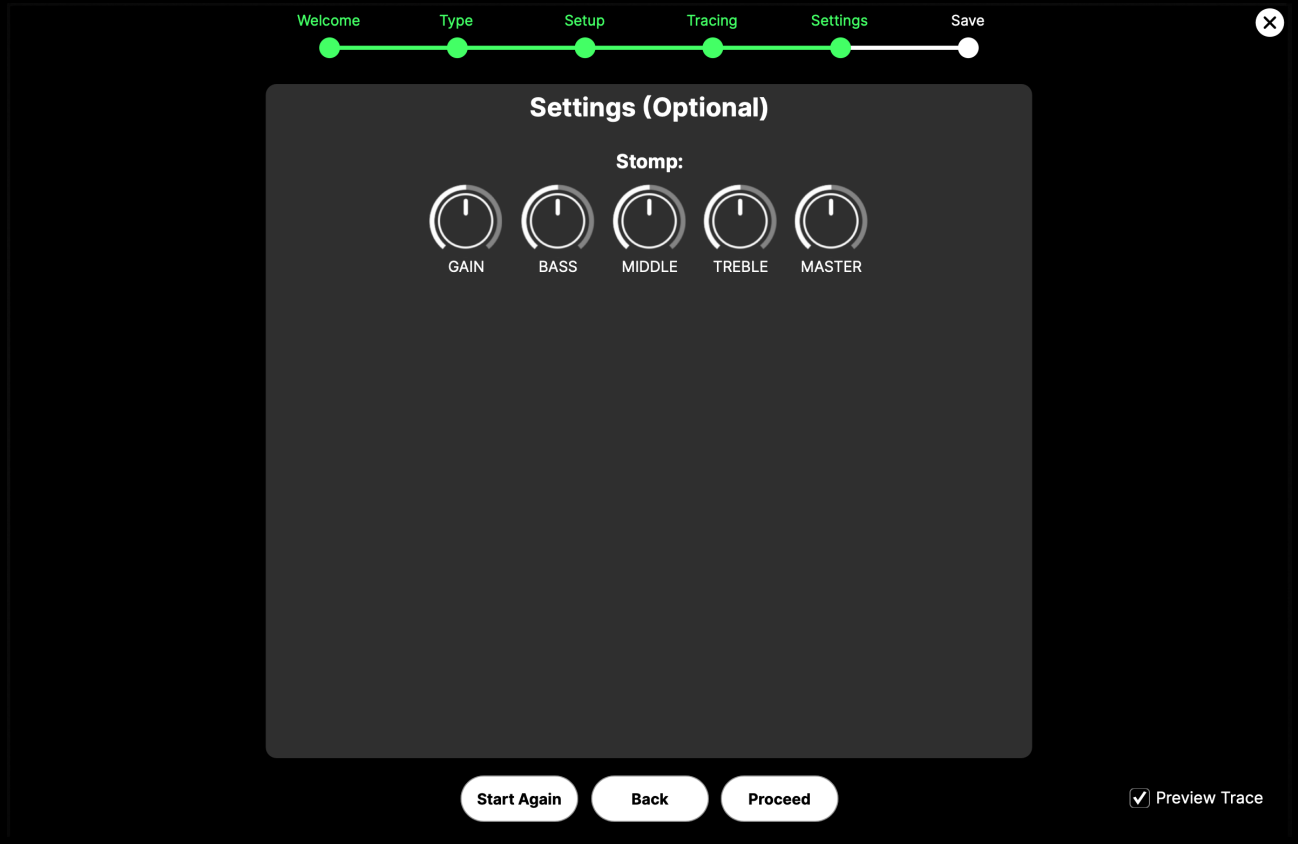
The provided options differ based on the Trace Type:

- Amp + Cab / Rig: Provides settings for all amp and cab controls, as well as the option to select a tone stack that sets the behavior of the Bass / Middle / Treble / Master controls.
- Amp / Stomp + Amp: Provides settings for all amp controls, as well as the option to select a tone stack that sets the behavior of the Bass / Middle / Treble / Master controls.
- Stomp: Provides settings for the Tracer Stomp, which include a 3-band EQ.

ToneHub Tracer (Single Tracing Mode)



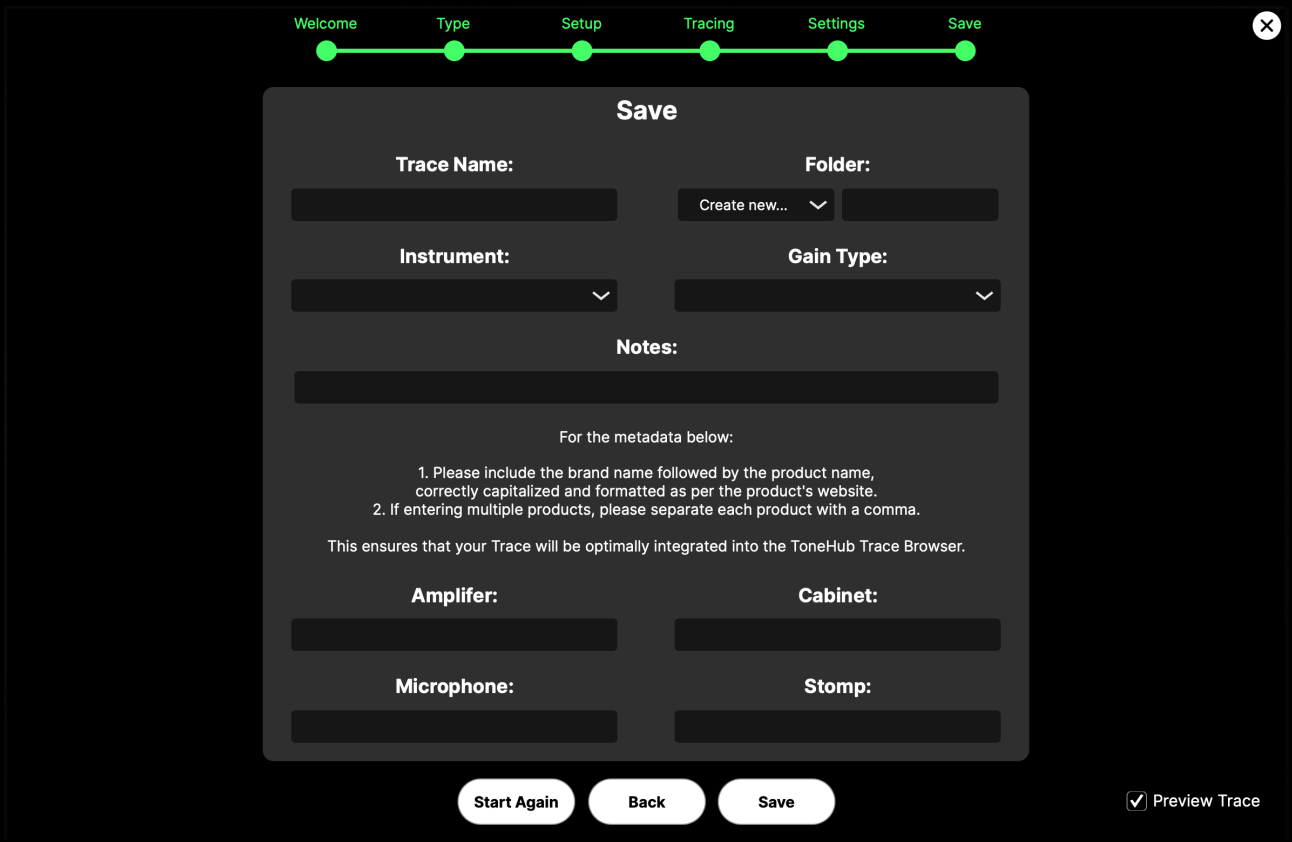
NOTE: Amp / Stomp + Amp (above), Stomp only (below) settings options.



The Amp Trace ‘Match Settings To Trace’ option allows you to set the control positions (and cabinet microphone position) to match that of the original signal chain, allowing the saved Trace to respond to control changes like the original gear. To apply these settings, simply set any of the controls, as well as tone stack selection, to the desired values/ positions and click on ‘Match Settings To Trace’ to revert the sound of the trace and apply the new default control settings.

Click on the ‘Proceed’ button once you’ve finished applying the desired settings.

NOTE: Certain changes to the settings may result in a volume drop or increase after ‘matched’ - please use the Volume, Level, or Master control to adjust the level accordingly. Also, please note that the Amp Gain control cannot be ‘matched’.



Save

Input a name, folder, and metadata for your Trace.

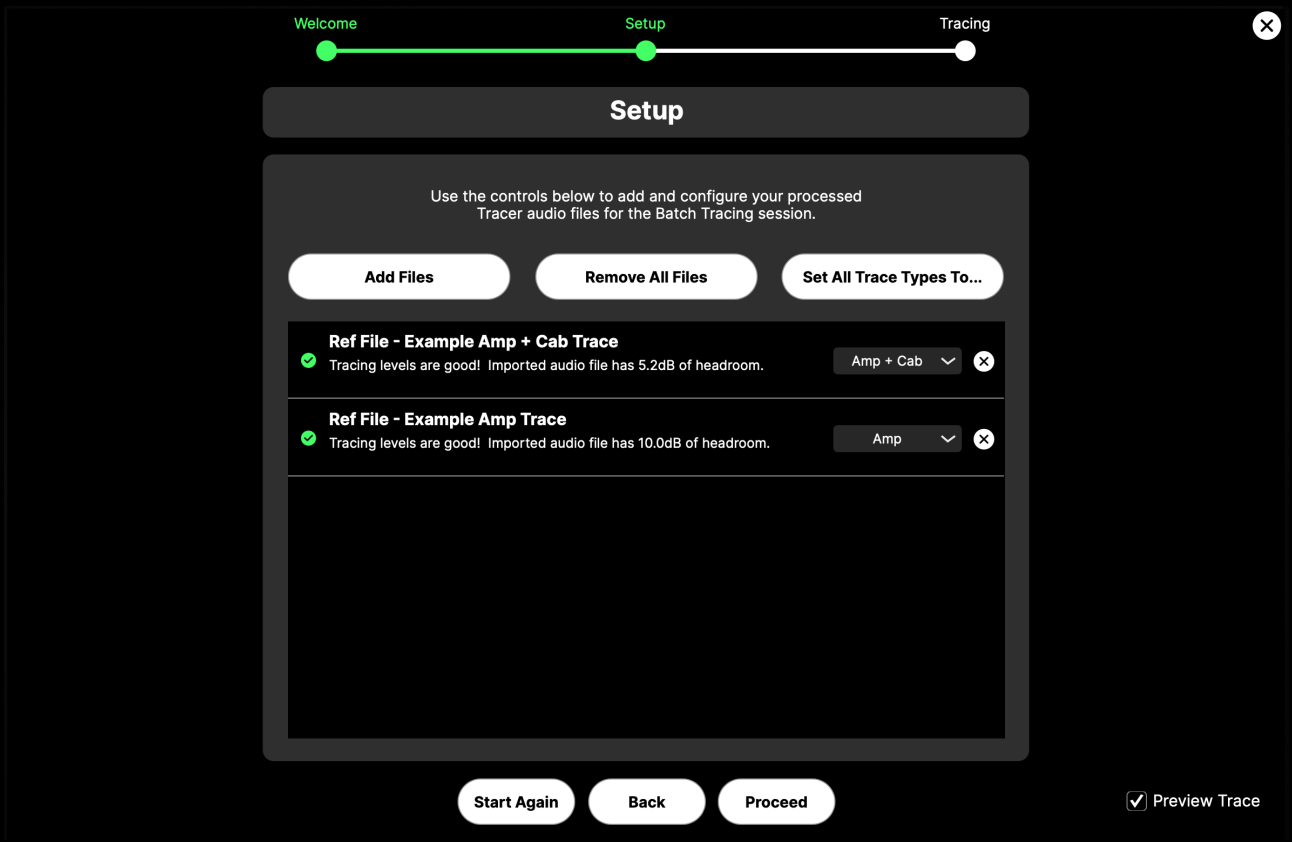
Here are our metadata guidelines to ensure that your Trace is optimally integrated into the ToneHub Trace Browser:

- Please include the brand name followed by the product name, correctly capitalized and formatted as per the product's website.

- If entering multiple products, please separate each product with a comma.

Click on the 'Save' button to save the Trace and exit the Tracer. Saving the Trace will result in the Trace being automatically loaded as well as automatically selected in the Traces Manager.

NOTE: You will only be able to provide relevant metadata based on the Trace type.



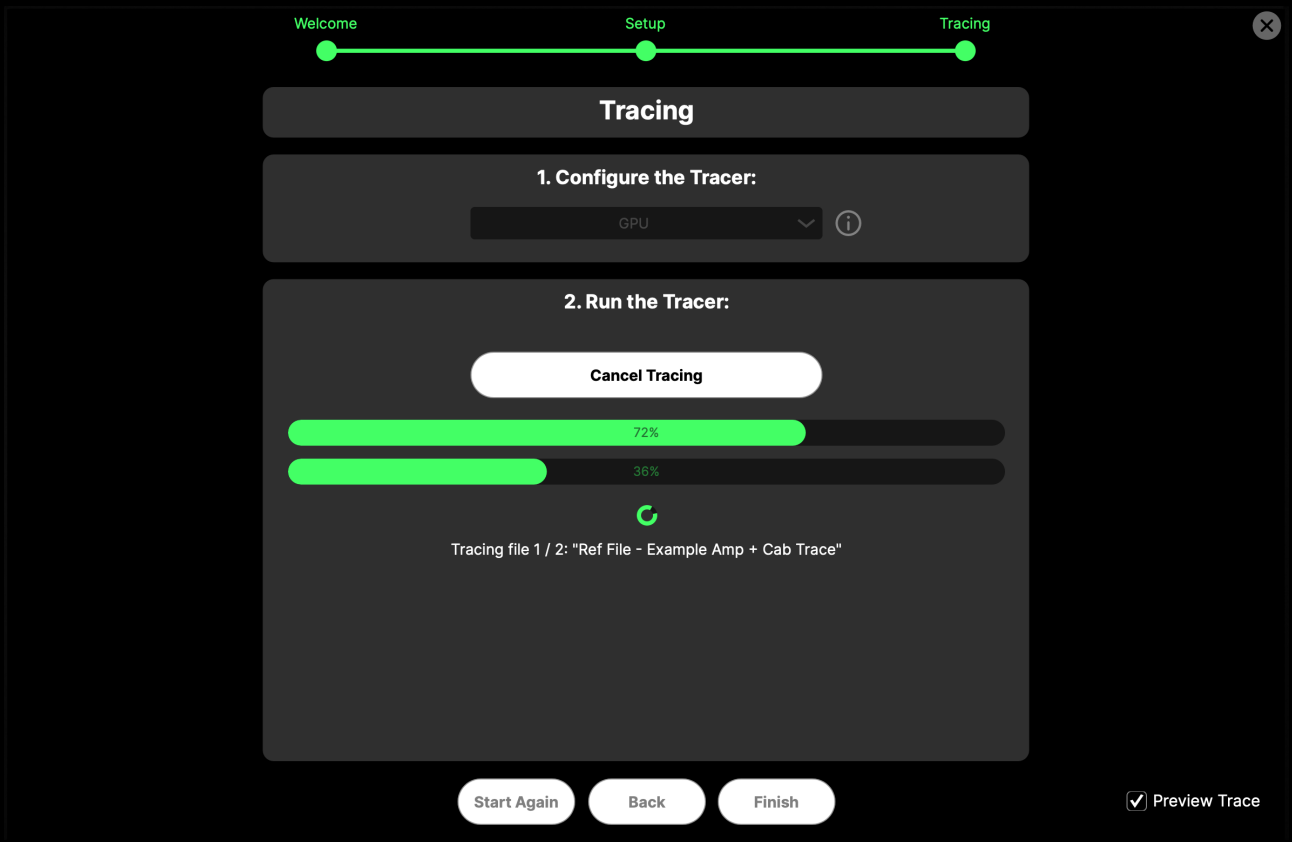
Setup

Use the provided controls to add and configure your processed Tracer audio files for the Batch Tracing session:

- Add Files - allows you to select one or more WAV audio files, or an entire folder, to be added to the Batch Tracing session.
- Remove All Files - removes all added audio files.
- Set All Trace Types To... - provides an option to set an identical Trace Type for all audio files.
- Trace Type selector (per file) - sets the Trace Type for the individual audio file.
- Remove (per-file) - removes a single audio file from the Batch Tracing session.

NOTE: The ToneHub Tracer analyzes all added audio files and prepares the files for Tracing. You will be prompted if any files contain any errors (preventing you from being able to select the 'Proceed' button to continue) or warnings with the Tracer suggesting fixes or improvements.

Click on the 'Proceed' button to begin the Tracing process.



Tracing

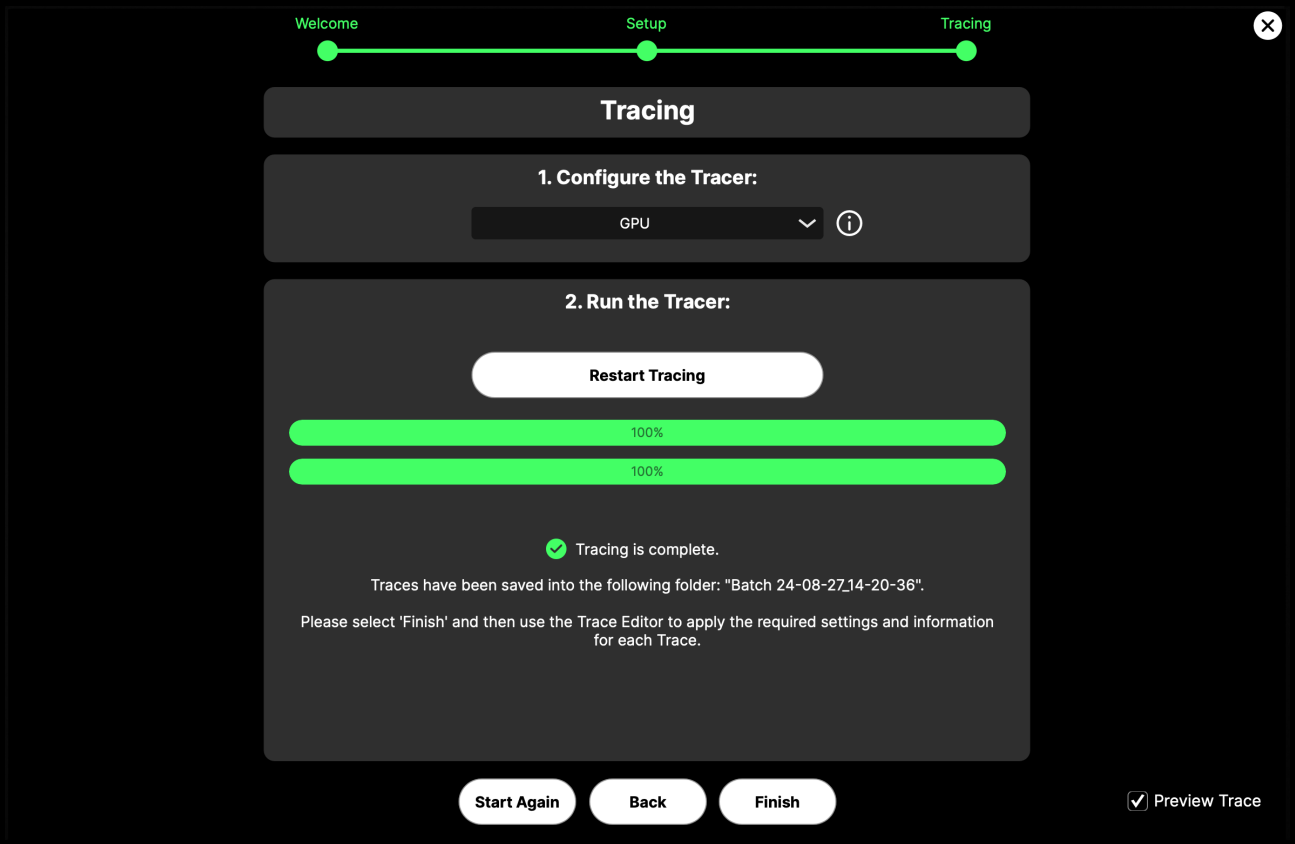
1. Configure the Tracer:

GPU / CPU Selector: Training times will greatly vary depending on your operating system's specifications; therefore, we suggest using the GPU option if you have a good-spec GPU. However, if your computer has a low-spec GPU, using your computer's CPU may be faster. IMPORTANT: The quality of your Trace will not change by this selection.

2. Run the Tracer:

Click on the 'Start Tracing' button to start the Tracing process. You will be provided with real-time information on the Tracing progress of the current file and the overall Batch Tracing session.

NOTE: Batch Tracing always uses the Advanced Training Mode. NOTE: See the 'ToneHub Tracer (Single Tracing Mode) - Tracing' section for expected training times for each file.



Once Tracing is complete, the Tracer will state the name of the folder that contains the Traces and provide instructions on the next steps (use the Trace Editor to apply required settings and information/metadata for each Trace) - see the ‘Traces’ section for more information.

Click on the ‘Finish’ button to exit the Tracer.

Tracer Amplifier User Interface

Trace Browser: The Trace Browser is where you can view all the available information for your Traces created with the Tracer or downloaded from the STL Exchange. You can also manage Traces directly here by right-clicking any Trace row to display the Trace Manager pop-up menu.

The browser has customizable features, including:

- The ‘Search...’ bar allows for targeted browsing through your available Traces.
- Use the ‘Toggle browser filter view’ icon to filter/search Traces by common keywords.
- Use ‘Load random Trace’ as a creative way to spark inspiration.
- Double-click anywhere on the Trace metadata to load that Trace.
- Click and drag to change the column order.
- Arrange each column alphabetically by clicking the column header.

NOTE: See the ‘Preset and Trace Browser’ section for more information.

Tracer Amplifier User Interface

Tracer Amplifier: The Tracer Amplifier contains all of the amp-based Traces you have created with the Tracer or downloaded from the STL Exchange.

1. Access your collection of amp-based Traces by clicking on the Trace Selector button at the top of the Tracer Amplifier - this will open the Trace Browser. Please refer to the 'Trace Browser' section of the manual for navigation information.

NOTE: To access ALL of your Traces (including stomp and Merged Traces), use the 'My Traces' tab in the Presets view.

2. Depending on the loaded Trace type, the cabinet section will load to reflect whether you are using:

   - The ToneHub cabinet simulator. Please refer to the 'Cabinet Section' of the manual.
   - Impulse response loader. Available for 'Amp' and 'Stomp + Amp' Traces only. Please refer to the 'Cabinet Section' of the manual.

Tracer Amplifier User Interface

Tracer Stomps: The Tracer Stomps contain all of the stomp Traces you have created with the Tracer or downloaded from the STL Exchange.

1. Access your collection of stomp Traces by clicking on the Trace Selector button in the middle of a Tracer Stomp - use the specific Tracer Stomp that you want to load a Trace into. This will open the Trace Browser. Please refer to the 'Trace Browser' section of the manual for navigation information.
2. Right-click on the Trace Selector button of a Tracer Stomp for further options (e.g. for removing a Stomp Trace from a Tracer Stomp).

NOTE: To access ALL of your Traces (including amp-based and Merged Traces), use the 'My Traces' tab in the Presets view.

General Tracing Guidelines

Here are some recommendations to get the best out of your ToneHub Tracer:

- ToneHub Tracer is not able to trace time-based effects such as delays, reverbs, compressors, tremolo/phase effects, doubler, and stereo-width enhancing tools.

- ToneHub Tracer cannot trace expanders/gates. We recommend bypassing these processors when tracing as it may affect optimal tracing results.

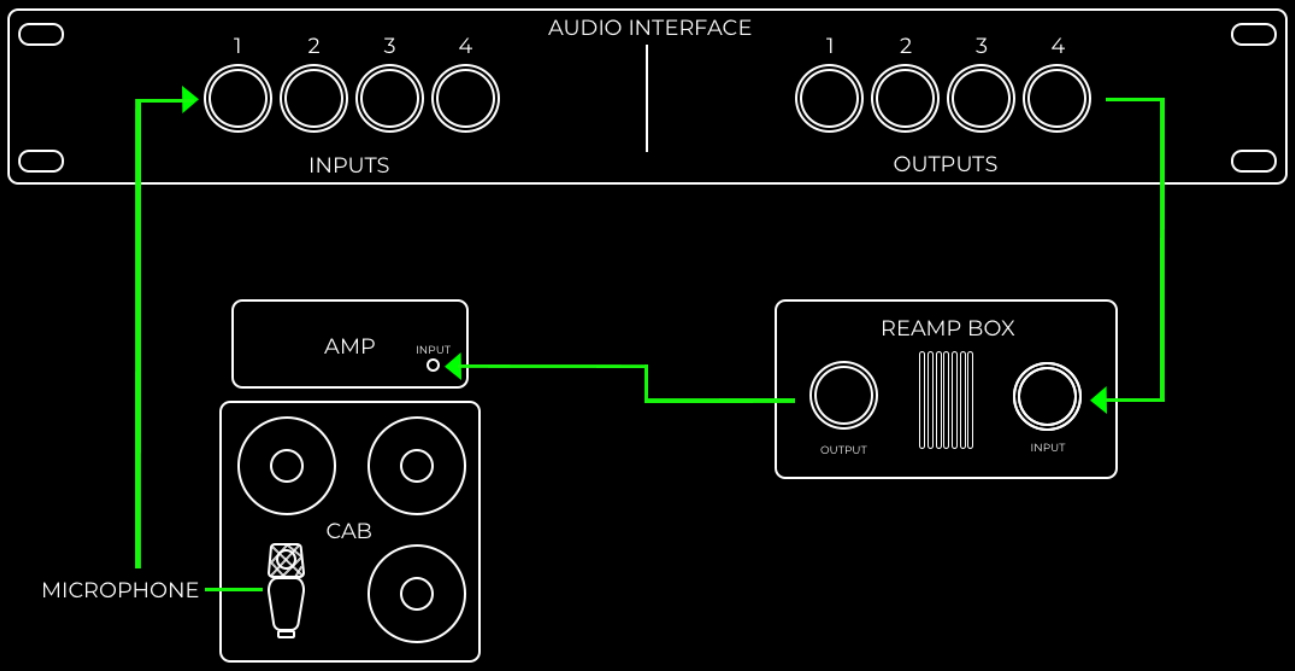
- If the volume of your Tracer Preset or Tracer Stomp doesn't match the original chain, please ensure there are no volume automation/volume changes enabled on the track or bus/aux tracks that could affect the final output level of the Trace.

- Avoid digital clipping! Do not exceed 0 dBFS. Aim for a target level of around -6 dBFS at the loudest peaks of the Tracer Tone audio file.

- If tracing hardware equipment (analog amplifiers, stomp pedals, etc) directly, exercise caution when operating analog amplifiers. Failure to connect either a speaker cabinet or load box before powering the amplifier can result in significant damage to your equipment. Please consult your hardware's documentation for best practices.

- Always use a reamp box for best tracing results.

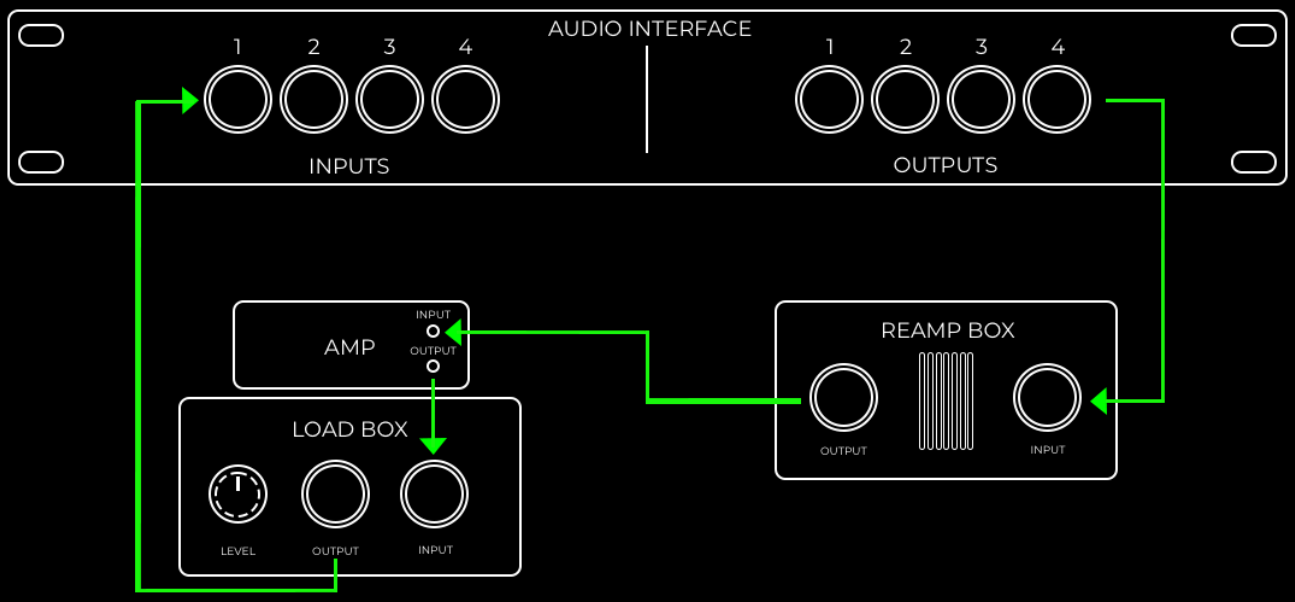
Setup Options



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

By capturing your physical amp and cab through the ToneHub Tracer, you can preserve the exact nuances and character of your own gear. This ensures your signature sound is faithfully reproduced, even in a digital format.

The beauty of ToneHub lies in its ability to integrate virtual microphone placement with other tone-shaping tools seamlessly. You can add overdrives, post-EQ, and various effects after tracing, allowing you to sculpt your sound further.

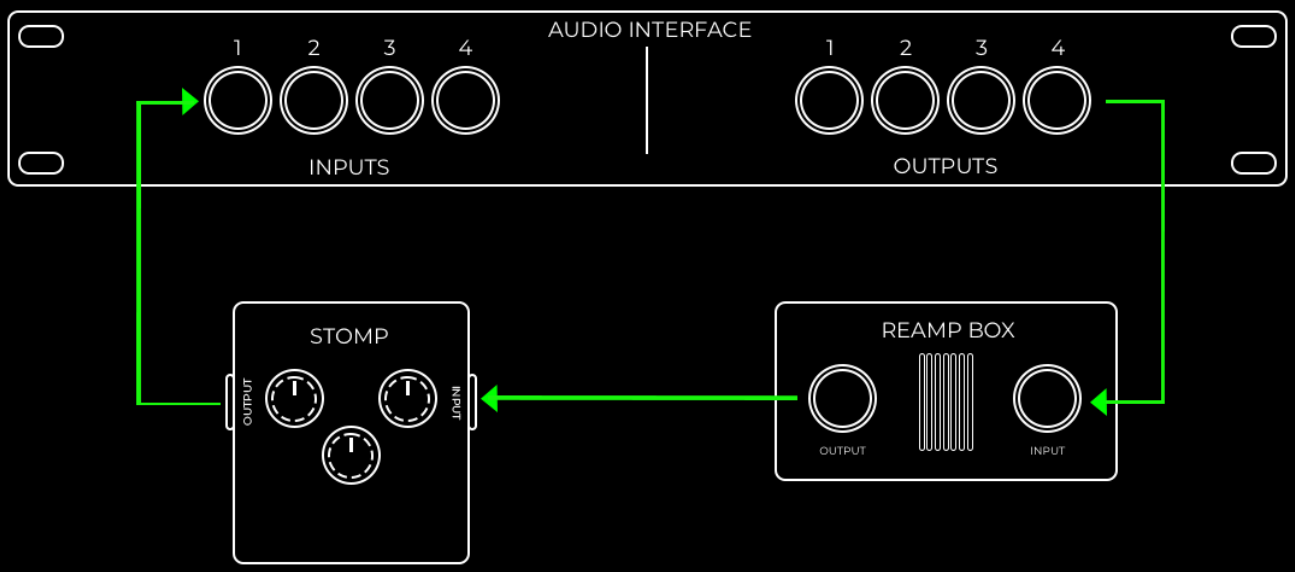


Amp - Model an amp head or the amp section of a combo only

While traditional microphone setups still offer unique sonic possibilities and may be preferred by some guitarists, the convenience and versatility of direct recording with virtual cabinets and IRs (Impulse Responses) make it a valuable option for musicians of all levels.

The advantages of direct tracing means there is no need for microphones or sound isolation, making it ideal for small spaces, on-the-go recording, or situations where traditional recording methods are impractical.

Bring your favorite amp directly into the ToneHub platform and experiment with all the virtual microphone placement with other tone-shaping tools available. You can add overdrives, post-EQ, and various effects after tracing, allowing you to sculpt your sound further.



Stomp - Model one or more stomp boxes.

ToneHub stomp tracing allows you to model the sound of your analog pedals. This essentially creates a digital model of your pedal's unique sonic characteristics, enabling you to use it directly within the ToneHub plugin.

ToneHub Tracer acts as a bridge between your physical and digital worlds, allowing you to seamlessly integrate the sound of your pedals into your digital workflow.

FAQ

What is a Trace?

- ToneHub uses AI Tracing Technology and Adaptive Tracing analog modeling as a powerful way to profile your favorite amplifiers (analog and digital), speaker cabinets and stomp tones into the ToneHub digital platform environment.

What is a Merged Trace?

- A Merged Trace is a Trace preset containing an amp-based Trace as well as settings for the entire ToneHub signal chain (including any loaded Stomp Traces and cab simulator settings).

What do I need to trace my rig?

- For best results tracing hardware, we recommend using an audio interface and a reamp box as a minimum. For direct tracing and more complex rig tracing, please use a load box and consult your load box hardware/amplifier documentation for best practices. Refer to the ‘Getting Started with ToneHub Tracer’ and ‘Setup Options’ in this manual for more information.

How do I connect a MIDI foot controller to control my STL Tones plug-in?

- 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.

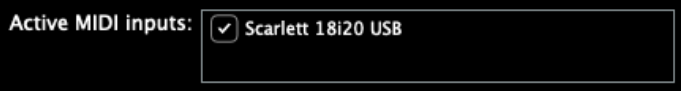
Can I use other USB MIDI devices to control my STL Tones plug-ins?

- 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 Standalone App)

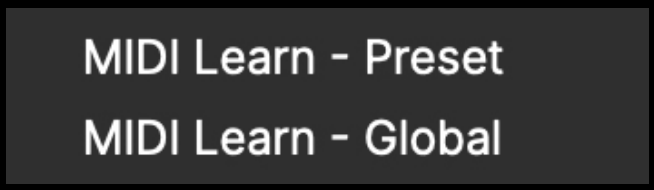
1. Open the standalone version and click on the Audio I/O button.



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:



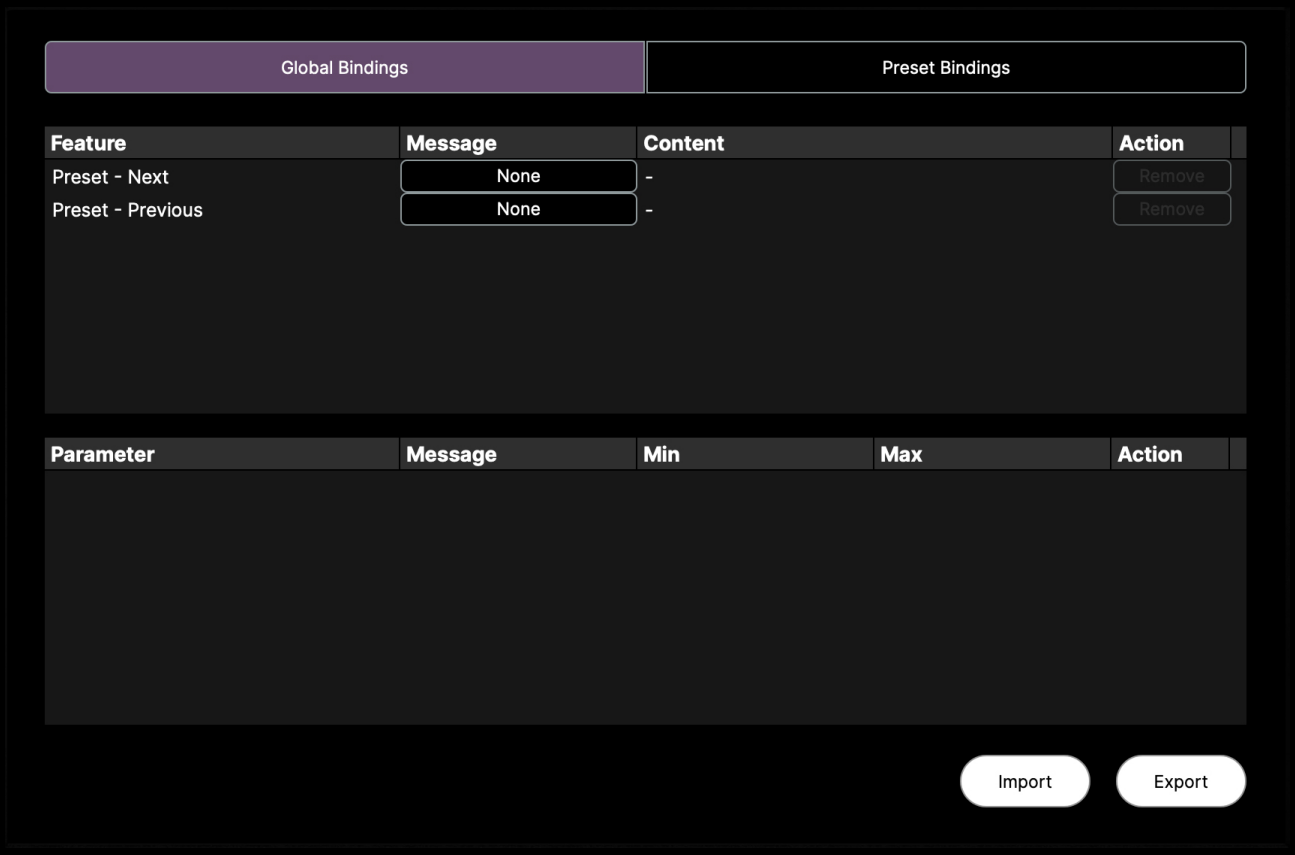
- MIDI Learn - Preset: This feature will store the MIDI bindings at the Preset level. Preset-level bindings have priority over Global Bindings, meaning that assigning a MIDI PC or CC message at the preset level will override bindings of the same messages assigned at the Global level, if any. Preset-level 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/plug-in. 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 plug-in parameter value using the MIDI controller.

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



For technical issues or any problems experienced with our software, contact us via the contact page at 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 - V2.0.0.)
- Version number of your DAW (e.g. ProTools 11.2.2, Logic 10.2.4)
- 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, Logic, Cubase, etc.)
2. Uninstall your plug-in.
3. Open your host software and ensure that the plug-ins no longer show up in the inserts list. If the plug-ins 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 plug-in.
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 Reaper?

If you cannot find your STL ToneHub plugin in Reaper, 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 plug-in.

2. Now, check if the plugin is installed on your computer in the default folder.

File Locations: Mac
VST: Macintosh HD/Library/Audio/Plugins/VST/STL ToneHub

File Locations: Windows
64-bit VST: C:\Program Files\VSTPlugins\STL ToneHub

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

1. In Reaper, press [Ctrl] + P (Windows) / [Cmd] + [,] (Mac) to access Preferences.

2. Go to Plugins > VST

3. Under “VST Plugin Path,” make sure that the following path is listed (if not, add it):

Windows: 64-bit VST: C:\ Program Files \ VSTPlugins \ STL ToneHub

Mac: System HD > Library > Audio > Plugins > VST

Click on Clear Cache/Re-Scan. Create a new session with a supported sample rate, add a track, and load your STL ToneHub plugin. If the pop-up window tells you to activate, please press the “activate” button and insert your Full license serial code.

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 plug-in.

2. Now, check if the plugin is installed on your computer in the default folder.

VST: Macintosh HD / Library / Audio / Plugins / VST / STL ToneHub

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

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

If you don’t find the respective files, please reinstall your STL ToneHub 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 plug-in.

Where do I find the installers?

Visit www.stltones.com/pages/file-downloads where you will find the latest installers for your product.

Where is the STL ToneHub Plugin located on my computer?

Mac

AU: Macintosh HD / Library / Audio / Plugins / Components / STL ToneHub
VST: Macintosh HD / Library / Audio / Plugins / VST / STL ToneHub
AAX: Macintosh HD / Library / Application Support / Avid / Audio / Plugins / STL ToneHub

Windows

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

Legal Disclaimer

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. Product names are simply used for the purpose of identifying the hardware chain that was used to create the digital presets.

Credits

Plugin Development

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

GUI and UI Design

Sonny Truelove, Dan Dankmeyer, and Liam Lacey

Need more help?

Find technical support and instructions here: www.stltones.com/pages/contact-us

Contact our friendly Support Team here: www.stltones.com/pages/submit-a-request

Sincerely,

STL Tones Team