

Stereo Tool

FLUX:: Immersive

2023-02-06

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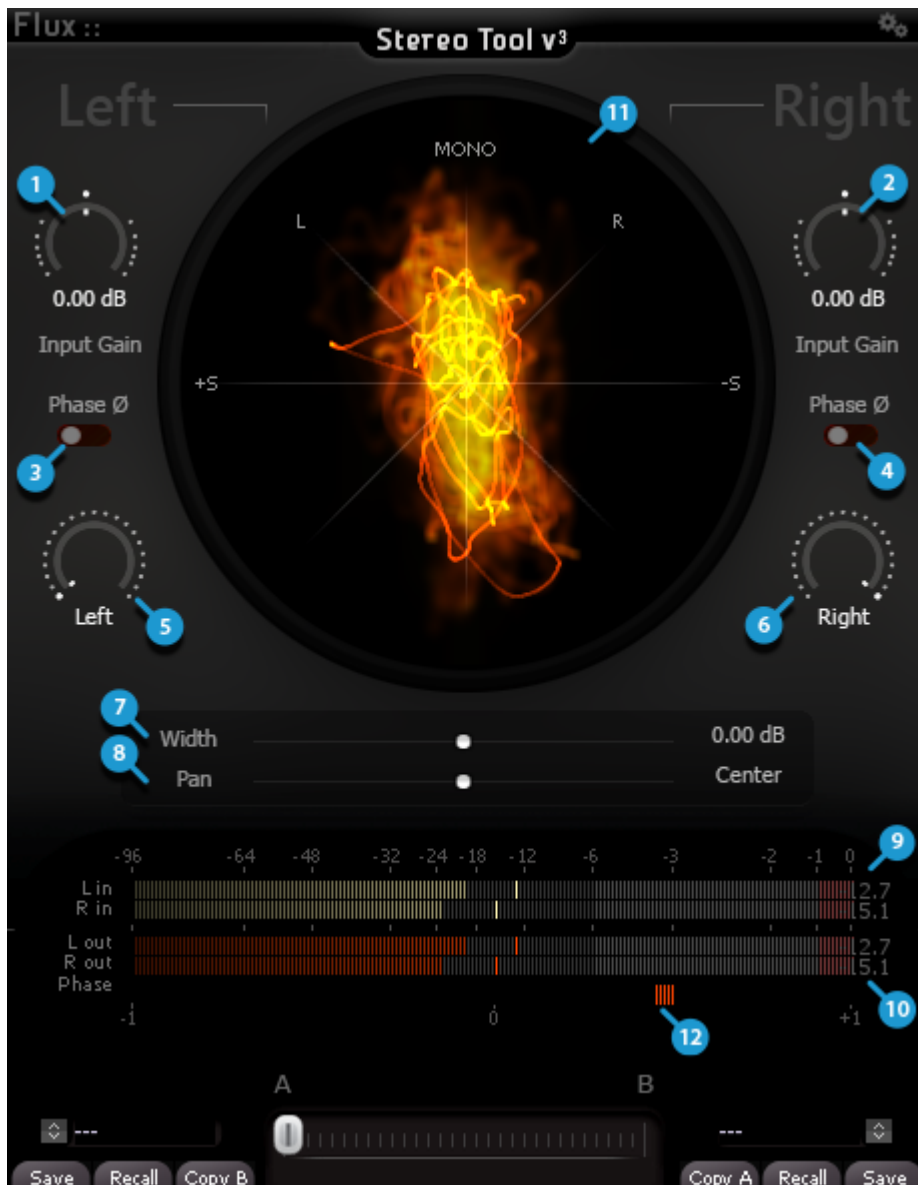
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1 Stereo Tool

Stereo Tool is the perfect tool for correcting the stereophonic image of audio tracks and buses, both for mixing and mastering. The integrated goniometer allows you to easily visualize and identify problems with your stereo signals.



1.1 Channel adjustment parameters

- 1 - Left channel input gain trim
- 2 - Right channel channel input gain trim

- 3 - Left channel phase invert
- 4 - Right channel phase invert
- 5 - Left channel pan pot
- 6 - Right channel pan pot

1.2 Stereo image adjustment parameters

- 7 - Stereo width Moving the slider to the right will enlarge the stereophonic image. To the left the image will be tightened.
- 8 - Stereo pan/rotation
Refocuses the stereo image

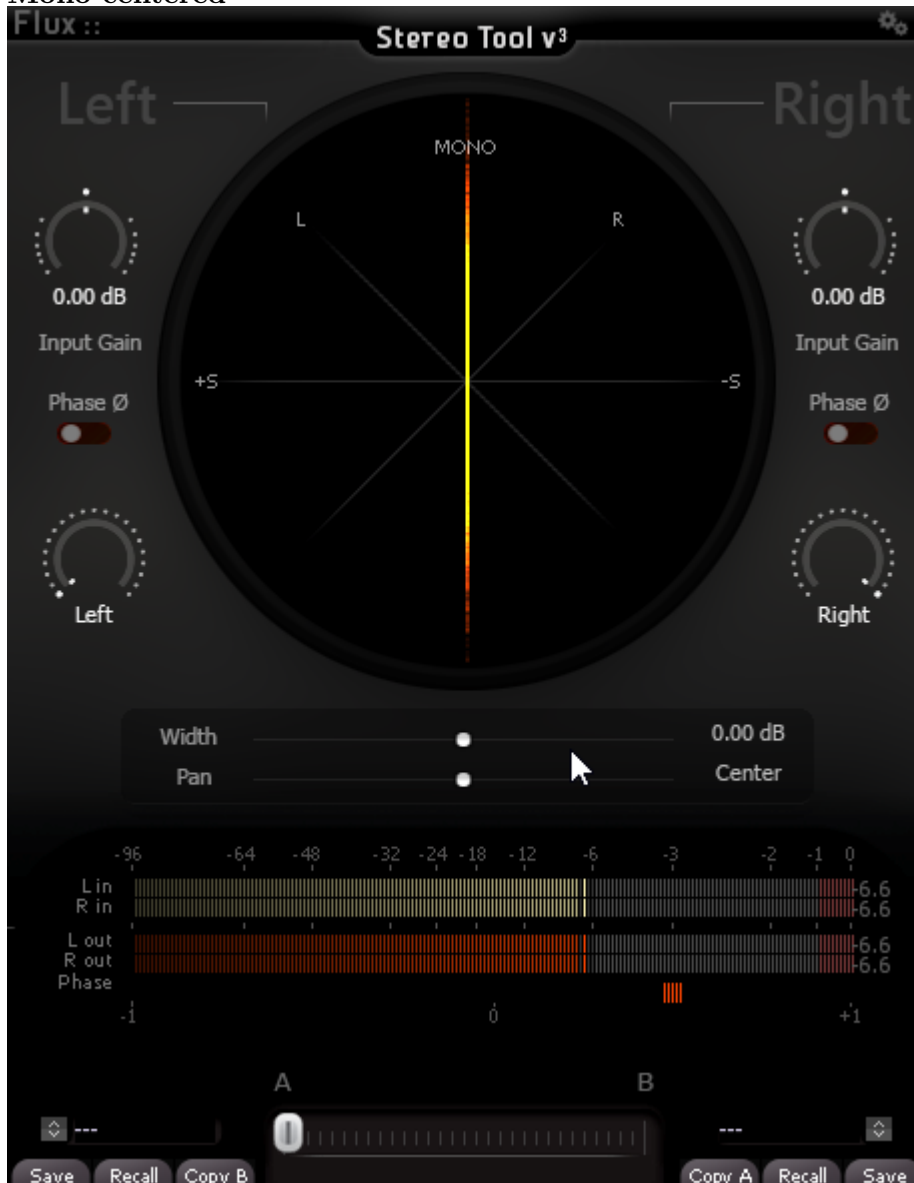
1.3 Visualization and metering

- 9 - Input peak meter
- 10 - Output peak meter
- 11-12 - Goniometer
The goniometer gives informations about the phase between left and right channels. It also gives a visualisation of the stereo image width and panning.

1.4 Goniometer interpretation

1.4.1 Identify mono signals

Mono centered



Mono left panned

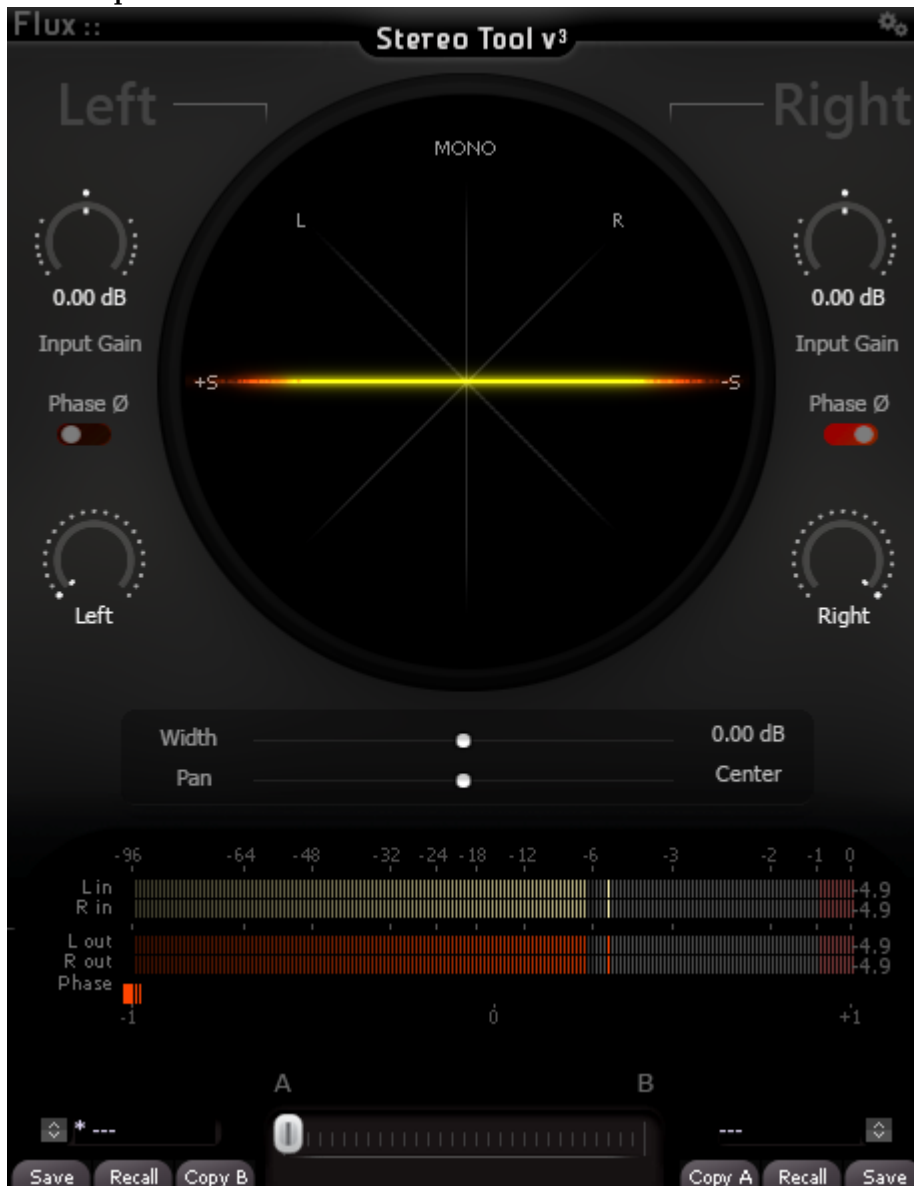


Mono right panned

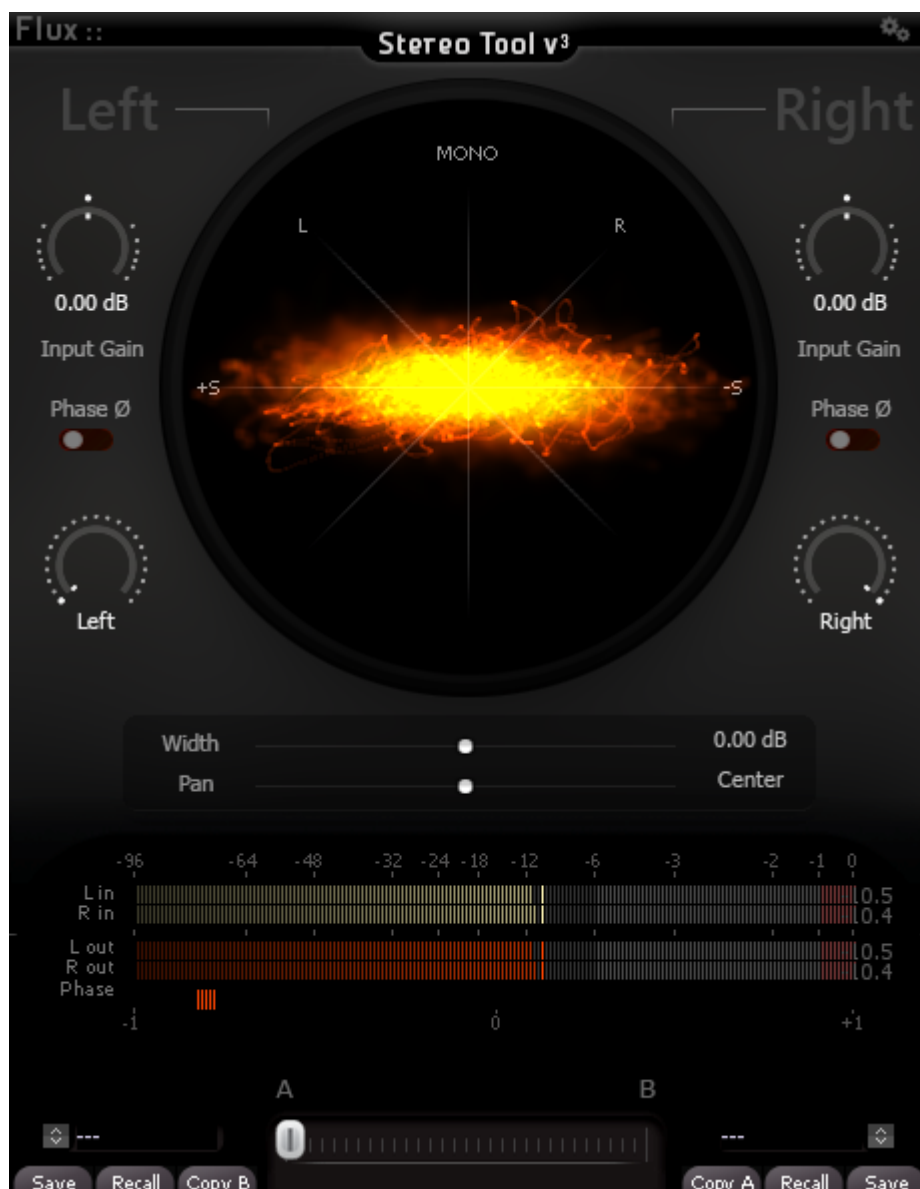


1.4.2 Identify issues in stereo signal

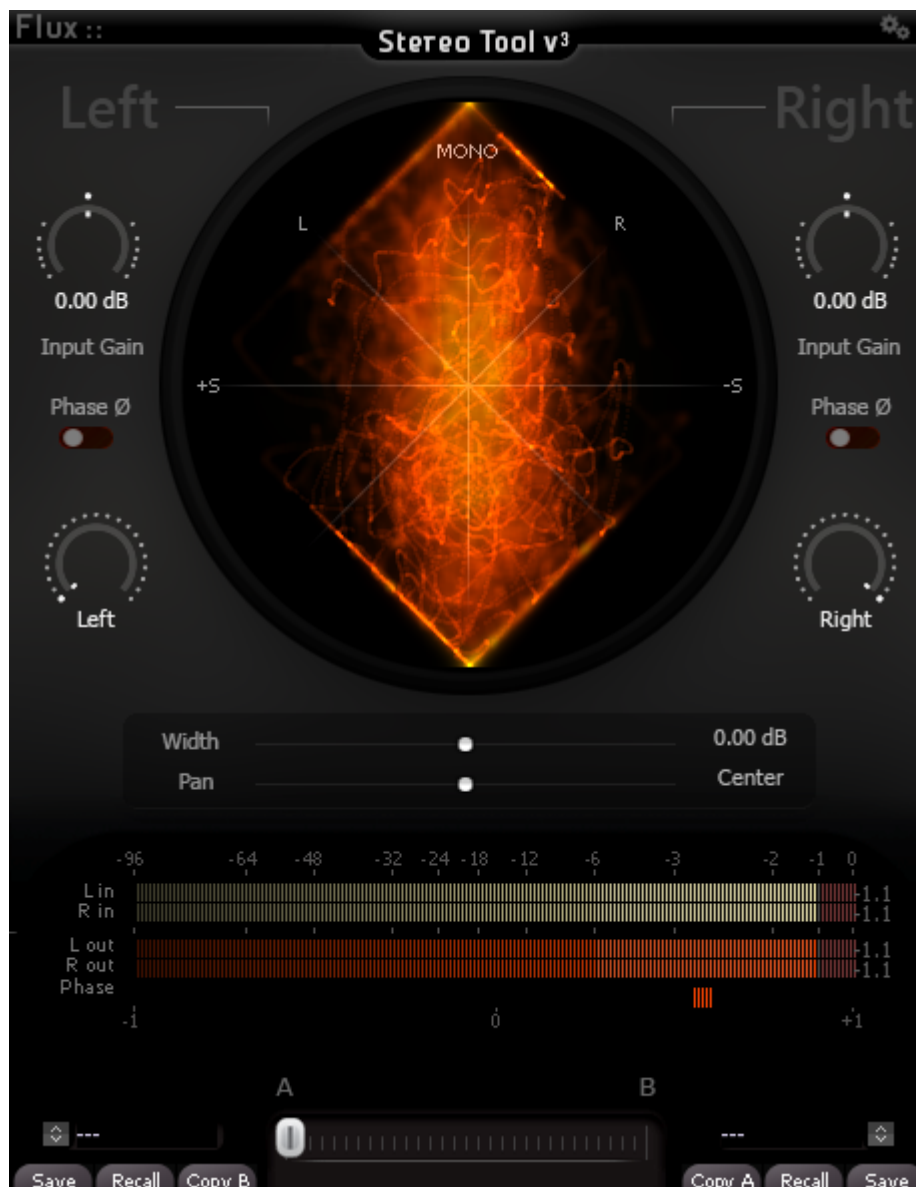
Out of phase



Phase issue/ too wide



Hyper-compressed signal



2 Software development

2.0.1 Project Manager and Designer:

Gaël Martinet

2.0.2 Application Development:

Gaël Martinet, Alexis Gentil, Bastien Prevosto, Anthony Belard, Maxence Grandidier, Siegfried Hand and Antoine Lorence.

2.0.3 FLUX:: DSP Design and Development:

Gaël Martinet, Maxence Grandidier and Lorcan Mc Donagh

2.0.4 Graphic design:

Nicolas Philippot

2.0.5 FLUX:: Framework development:

Gaël Martinet, Florie-Anne Lafaye, Alexis Gentil, Lorcan Mc Donagh, Bastien Prevosto, Anthony Belard, Siegfried Hand and Antoine Lorence

Additional contributions: Vincent Carlier, Jean-Loup Pecquais, Nicolas Erard, Jean Cruypenynck, Pablo Arias, Samuel Tracol

2.0.6 FLUX:: Framework graphic engine:

Emmanuel Julien (GS lib) and Gaël Martinet

2.0.7 And

thanks to all fantastic testers...

2.0.8 FLUX:: Special Thanks to:

Alain, Yves, Bruno and Claude for helping to shape our minds over the years.

2.1 FLUX::

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2.2 Additional libs

- GS lib Emmanuel Julien, Gael Martinet (Copyright 2013 Emmanuel Julien)
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- r8brain free - Copyright (c) 2013-2023 Aleksey Vaneev
- LibJpeg - Copyright (c) 1991-2016, Thomas G. Lane, Guido Vollbeding
- libpng :
 - Copyright (c) 1995-2023 The PNG Reference Library Authors.
 - Copyright (c) 2018-2023 Cosmin Truta.
 - Copyright (c) 2000-2002, 2004, 2006-2018 Glenn Randers-Pehrson.
 - Copyright (c) 1996-1997 Andreas Dilger.
 - Copyright (c) 1995-1996 Guy Eric Schalnat, Group 42, Inc.
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- Zlib - Copyright (c) 1995-2022 Jean-loup Gailly and Mark Adler
- bzip2 - Copyright (c) 1996-2010 Julian Seward jseward@bzip.org
- Boost - BSL-1.0
- ni-media - Copyright (c) 2022 Native Instruments
- pfft:
 - Copyright (c) 2004 the University Corporation for Atmospheric Research (“UCAR”)
 - Copyright (c) 2013 Julien Pommier (pommier@modartt.com)
 - Copyright (c) 2019 Hayati Ayguen (h_ayguen@web.de)
 - Copyright (c) 2020 Dario Mambro (dario.mambro@gmail.com)
- pybind11 - Copyright (c) 2016 Wenzel Jakob wenzel.jakob@epfl.ch
- rtaudio - Copyright (c) 2001-2021 Gary P. Scavone

- rtmidi - Copyright (c) 2003-2021 Gary P. Scavone
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- readerwriterqueue - Copyright (c) 2013-2021, Cameron Desrochers.
- assimp - Copyright (c) 2006-2021, assimp team
- enet - Copyright (c) 2002-2020 Lee Salzman
- fmt - Copyright (c) 2012 - present, Victor Zverovich and {fmt} contributors
- functions (Erik Rigtorp) - Copyright (c) 2015 Erik Rigtorp erik@rigtorp.se
- inplace_function - BSL-1.0
- gtest - Copyright 2008, Google Inc.
- jsoncpp - Copyright (c) 2007-2010 Baptiste Lepilleur and The JsonCpp Authors
- libcurl - Copyright (c) 1996 - 2023, Daniel Stenberg, daniel@haxx.se, and many contributors
- magic_enum - Copyright (c) 2019 - 2023 Daniil Goncharov
- nanobench - Copyright (c) 2019-2023 Martin Leitner-Ankerl
- nlohmann_json - Copyright (c) 2013-2022 Niels Lohmann
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- poly2tri - Copyright (c) 2009-2018, Poly2Tri Contributors
- pugixml - Copyright (c) 2006-2022 Arseny Kapoulkine
- rapidjson - Copyright (c) 2015 THL A29 Limited, a Tencent company, and Milo Yip.
- shared_recursive_mutex - Copyright (c) 2019 konanM
- sentry-native - Copyright (c) 2019 Sentry (<https://sentry.io>) and individual contributors.
- sqlite3 - Public Domain License
- sqlite_orm - Copyright (c) 2012-2023 Eugene Zakharov and others
- stb - Copyright (c) 2017 Sean Barrett
- utfcpp - Copyright 2006 Nemanja Trifunovic
- unqlite - Copyright (c) 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019 Symisc Systems, S.U.A.R.L [M.I.A.G + Mrad Chems Eddine chm@symisc.net].

2.3 Open source libraries

2.3.1 RTTrPM SDK (Blacktraxx)

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2.3.2 ThorVG (replaces crossed-out libraries above) - MIT

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<https://github.com/avaneev/r8brain-free-src/blob/master/LICENSE>

2.3.4 ooura fft from lmdsp - MIT (or MIT-like)

<https://www.kurims.kyoto-u.ac.jp/~ooura/fft.html> Copyright Takuya OOURA, 1996-2001

2.3.5 LibJpeg - Custom (BSD-like)

<https://jpegclub.org/reference/> Copyright (C) 1991-2016, Thomas G. Lane, Guido Vollbeding

2.3.6 libpng - PNG Reference Library License version 2

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2.3.7 Freetype 2 - FreeType License

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2.3.8 Zlib - zlib

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2.3.9 bzip2 - Modified zlib

Copyright (C) 1996-2010 Julian Seward jseward@bzip.org

2.3.10 Boost - BSL-1.0

https://github.com/boostorg/boost/blob/master/LICENSE_1_0.txt

2.3.11 mimalloc - MIT

<https://github.com/microsoft/mimalloc/blob/master/LICENSE>

2.3.12 ni-media - MIT

<https://github.com/NativeInstruments/ni-media/blob/master/LICENSE>

2.3.13 pfft

<https://github.com/marton78/pfft/blob/master/LICENSE.txt>

2.3.14 pybind11

<https://github.com/pybind/pybind11/blob/master/LICENSE>

2.3.15 rtaudio

<https://github.com/thestk/rtaudio/blob/master/LICENSE>

2.3.16 rtmidi

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2.3.17 concurrentqueue - Simplified BSD

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2.3.19 **assimp**

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2.3.21 fmt

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2.3.23 inplace_function - BSL-1.0

2.3.24 gtest - ” BSD 3-Clause “New” or “Revised” ”

<https://github.com/google/googletest/blob/main/LICENSE>

2.3.25 jsoncpp - MIT

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2.3.29 nlohmann_json - MIT

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2.3.33 pugixml - MIT

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2.3.34 rapidjson - MIT

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2.3.35 shared_recursive_mutex - MIT

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2.3.36 sentry-native - MIT

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2.3.37 sqlite3 - Public Domain

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2.3.38 sqlite_orm - MIT

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2.3.39 stb - MIT

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2.3.40 utfcpp - BSL-1.0

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2.3.41 unqlite - BSD 2-clause

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2.3.42 argh (Andrey Mikhaylenko) - LGPLv3

<https://pypi.org/project/argh/>

2.3.43 chardet (Mark Pilgrim, Daniel Blanchard) - LGPL v2.1

<https://github.com/chardet/chardet/blob/main/LICENSE>

2.3.44 charset_normalizer - MIT

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2.3.45 docopt (Vladimir Keleshev) - MIT

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2.3.46 dotenv - “BSD 3-Clause” “New” or “Revised”

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A Release Notes

A.1 Build 23.07.50310 - All plugins

A.1.1 New features

- Support Pro Tools new track formats

A.1.2 Bugs fixes

- All plugins - Nuendo - VST3 - crash when stereo plugins are instantiated on multichannel tracks (StereoTools, ...)
- All plugins - Pace protected plugins fail to scan on Da Vinci Resolve mac
- All plugins - Popups wrong metrics when changing screen
- All plugins - Presets not imported
- All plugins - VST3 - Nuendo - WIN (UHD360) - Wrong window size init
- All plugins - VST3 - WIN (UHD630) - REAPER - GUI refresh issue when in single window mode
- All plugins - GUI issue with AMD graphics on windows - flickering issue
- All plugins - AU - Plugins parameters are reset when bouncing in Reaper
- All plugins - VST2 - no multichannel with the plugins 23.X in Reaper
- All plugins - VST - Resizing the GUI does not update the floating window size in Nuendo on Windows with UHD630 graphics
- Bittersweet - VST3 - crashes on Pyramix on instantiation
- StereoTool / EVO Channel - VST3 - No goniometer / analyzer in Wavelab
- Elixir - Not available as 32 channels in Reaper
- EVO series - AAX - Dark Mode wrong GUI init
- EVO series - remove unused and duplicated presets
- EVO Channel - VST3 - spectrum smoothing slider crashes Studio one
- EVO Channel / EVO Eq - VST3 - Analyzer not working in Ableton Live
- EVO Channel / EVO Eq - scale eq control always reload on auto mode
- EVO Eq - weird release on meter
- EVO In - GUI refresh issue when toggling night/day mode
- EVO Touch - Zero Crossing Threshold label missing in the geek panel

- EVO Touch - frequency band selector does not always recall the good settings on session reload
- EVO Touch/ EVO Channel - Frequency range slider is hard to handle
- Pure Serie - VST3 - Attack value max 80ms
- Pure Comp - Crash when loading “Bass guitar” preset
- Pure Limiter - VST3 - advanced mode does not turn on advanced settings
- StereoTool - VST3 - vector scope not working in Ableton Live on Windows
- StereoTool - Not working in Final Cut Pro
- TRAX - Crash using oversampling with sessions set at 2FS or higher
- TRAX Tr - not usable in Protools anymore (build 50123)

A.1.3 Known issues

- All plugins - VST - GUI issue in Izotope Ozone and RX
- All plugins - AAX - Preset manager - Default preset is not applied to parameters at plugin instantiation
- Elixir - Latency not properly compensated after changing stage parameters value in VST and AudioUnit
- TRAX tr - Learn function returning wrong values
- VerbV3 - HOA 3rd order not working properly

A.2 Build 23.1.0.50251 - All plugins

A.2.1 New features

- New plugins Evo Compressor, Evo Touch and Evo EQ.
- VST3 support
- ARM support for AAX, AU and VST3
- Plugins are now resizable
- Elixir now supports 32 channels
- Alchemist, BitterSweet, Epure, Pure Compressor, Pure DCompressor, Pure Expander, Pure DExpander, PureLimiter, Solera, Syrah now support 16 channels

A.2.2 Bugs fixes

- All plugins - Preset Manager - Update user preset do not work
- All plugins - Preset manager - Crash or freeze when saving a preset
- All plugins - UI may be black on Intel UHD 630 graphical cards

- All plugins - AU/VST3 - Preset manager - Default preset is not applied to parameters at plugin instantiation
- All plugins - AAX - Crash with OSC when changing fx slot in Pro Tools
- All plugins - AU - Logic Pro - Automation of boolean/integer parameters broken
- All plugins - AU - Plugins crash in Da Vinci Resolve
- All plugins - DaVinci Resolve - VST - UI is truncated
- All plugins - Streamlabs - Plugins do not work
- All plugins - Licensing issue in DaVinci Resolve and GarageBand
- Alchemist - The range parameter works only for the 1st band
- BitterSweet - Not possible to tweak the Output gain after unlinking it
- BitterSweet - Output gain not reloaded properly when the link is disabled
- BSPro - some modes are not accessible due to GUI issue
- Epure - macOS - Bad graphic scale initialization at 2&4FS
- Evo Channel - Meter reference is not saved
- Syrah - Crash when selecting preset “Static fast compression”
- TRAX Tr - When the link is activated, the Formant slider does not have the expected audio effect
- TRAX Tr - ProTools - Issue in AudioStudio when the modulation is enabled
- VerbSession/VerbSession Studio Session and BSPro StudioSession - Pyramix - VST crash when instantiated
- Verb/Verb Studio Session - Crash when reloading session having 2 instances

A.2.3 Known issues

- All plugins - VST - GUI issue in Izotope Ozone and RX
- All plugins - AAX - Preset manager - Default preset is not applied to parameters at plugin instantiation
- Elixir - Latency not properly compensated after changing stage parameters value in VST and AudioUnit
- TRAX tr - Learn function returning wrong values
- VerbV3 - HOA 3rd order not working properly

A.3 Build 21.12.0.50123 - All plugins except TRAX and StudioSession

Bug fixes

- All plugins AudioUnit - GUI issue with Hdpi displays on macOS Monterey
- All plugins VST - Plugin scan freeze in Wavelab 11 on Mac M1 machines
- All plugins VST - Crash in Adobe Audition on macOS
- All plugins VST macOS - Fix crashes with Ableton live
- Elixir - Automation is not read for toggle parameters.
- Elixir - Crash when clicking on the settings button on Session version
- Elixir - Several fixes on the UI
- Elixir - Windows AAX - Refresh issue with two instances in ProTools
- HEar - Bypass is working in AAX
- HEar AAX - Crash when doing offline bounce on macOS
- HEar AAX - Crash when editing the matrix on macOS
- HEar AAX - Stereo - Change on Matrix are not applied until we change the preset
- HEar AudioUnit - Ableton crashes when inserting a second instance

A.4 Build 21.11.0.50107 (HEar, IRCAM Verb)

NOTE: CURRENTLY NOT COMPLIANT WITH ABLETON LIVE MACOS

Improvement

- HEar - 5.1.4 & 5.0.4 now available

Bug fixes

- HEar - Fix meters refresh issue
- HEar - No verb on some presets
- HEar - Protools crashes when doing offline bounce on macOS

A.5 FLUX:: Immersive - Plugins (including IRCAM Tools) 21.09

This release includes updates for all FLUX::Immersive plugin processing products with the exception of EVO Channel, Epure, IRCAM Trax, Studio Session.

NOTE: CURRENTLY NOT COMPLIANT WITH ABLETON LIVE MACOS

Major optimizations

- Apple computers Big Sur (new M1 chips) AU validation
- Important updates to the Ircam Verb + Session
- Overall better handling of multichannel track setups such for Atmos. (Ircam Hear, Verb and more)
- Automatic detection of track format / channel order for DAWs when possible.

A.5.1 Build 21.9.0.50083

Bug fixes

- Apple computers Big Sur (new M1 chips) AU validation failing
- Empty GUI when close/reopen plugin - Windows 10 - UHD630 graphics
- AudioUnit in Reaper - do not process audio when offline bounce
- Default preset not loaded correctly on instantiation of Verb + Verb Session
- Evo.Channel on Retina - Input and Output Sliders badly scaled
- Incompatible AudioUnit issue in Apple Final Cut Pro
- Plugins: Recall Preset Flags (e.g. “All but setup”) recall always everything
- Preset Manager - UI issue with small plugins when a preset has been created
- Ircam Verb Session reload in VST with audio interruption
- VST Plugins Session not correctly reloaded if it integrate an IO configuration change
- Verb session - Dry/wet not applied in offline render
- Verb v3 Atmos crash on AAX
- Verb: AU validation failed on Apple M1
- Verb: LFE not disabled by default on ProTools
- Verb: Recall Preset may be not correct with double click inside the preset manager
- Verb: disabled channel is not re-injected according to dry/wet parameter (100 % wet means muted)
- Verb: init issue with Nuendo
- AAX - Some plugins - Crash on Mac / No GUI on Windows
- Overall reliability / stability fixes.
- Plugin size not correct
- Potential plugins crash when opening UI

A.6 FLUX:: Immersive - Plugins (including IRCAM Tools) 20.12

This major release includes updates for all **FLUX::Immersive** products with the exception of IRCAM Spat V3 legacy product. Please refer to Spat V3 - Spat Revolution crossgrade options.

Major optimizations

- HiDPI / Retina support + display enhancements and fixes
- Page Table unification for **Avid Control**, S1, S3, S4, S6 and S6L.
- OSC Control for plugins.
- **IRCAM Verb** support for Dolby Atmos, Multichannel support up to 16 channels
- **IRCAM Hear** - Multichannel stability improvement, Now up to 10 channels. (Dolby Atmos 7.1.2)
- **IRCAM Tools** - Audio I/O Matrix and Multichannel enhancement
- Most plugins support of 8 channel.
- 16 channel support for **Bittersweet Pro**, **Evo In** and **Evo Channel**

A.6.1 Build 20.12.0.49880

Bug fixes

Core:

- BPro - Latency report issue (AAX)
- IRCAM TRAX Tr - Latency report issue
- IRCAM Verb - Wrong initialization value for Reverb density
- IRCAM Verb -Dry signal still goes out in disabled channels when wet is 100%
- All Pure Dynamics PI + Alchemist - Wrong Thresholds initialization values
- AAX “monolithic” are broken like Hear, TRAX etc...
- Almost all AAX plugins don't reload parameters from 47856 version session.
- Pure Limiter - Diff feature bypassed the input gain.
- Pure Limiter - Inverted sidechain filters.
- Any plugin except Evo Channel - Research Presets resets when click on a preset.
- Evo channel - Wrong values when reloading touch section.

UI:

- Current preset name disappear on re-opening GUI or session

A.7 Known Issues

- Wavelab “Sample rate not supported” when a plugin is inserted on a clip, track or output section.
- TRAX Tr - Learn frequencies display wrong values (AAX only).
- Hear - Internal config labels change when modify LFE input config from routing matrix.
- When using OSC on a plugin in Pro Tools, a crash will occur if you change/move FX insert slots