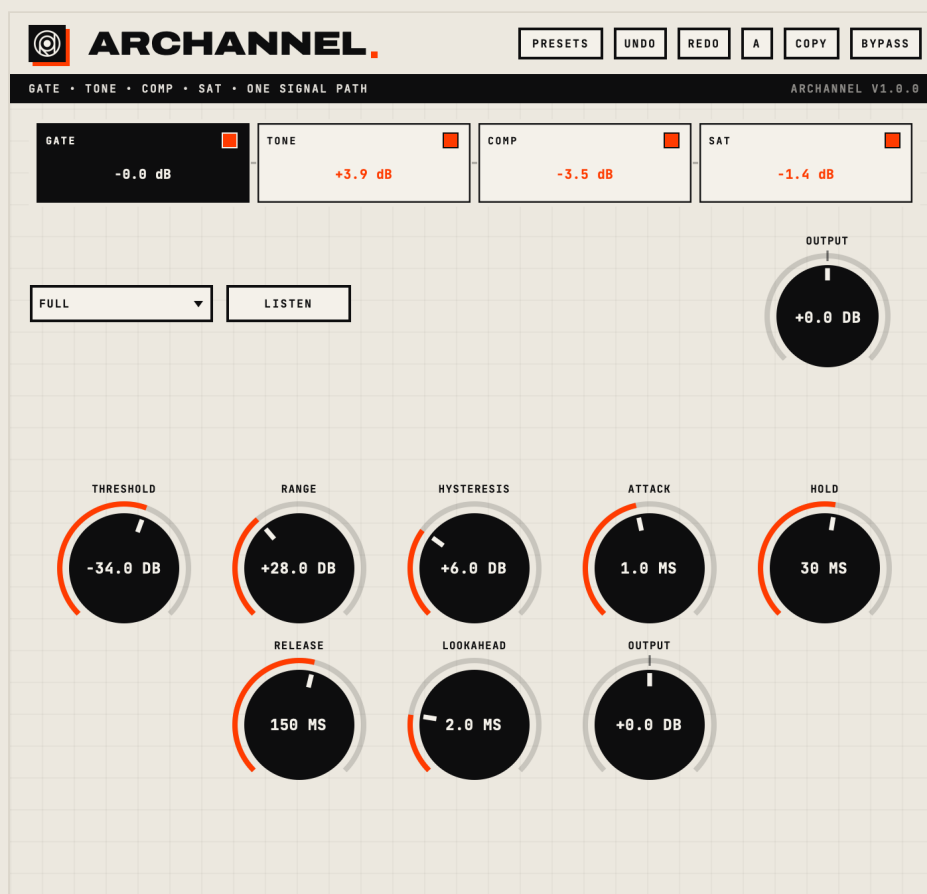


ARCHANNEL

CHANNEL STRIP



01 WHAT IT DOES

Gate, tone, compressor and saturation in one signal path, in the order a channel strip has always used them: remove what you do not want, set the balance, hold the dynamics together, then add character. There is no new DSP here and that is the point - these are the same engines that ship as ARGATE, ARTONE, ARCOMP and ARSAT, each with its own measurements behind it. What is measured here is the chain: the reported latency is 545 samples at 48 kHz and is identical across all sixteen on/off combinations, and with all four modules off the output is bit-identical to the input.

02 INSTALLING

macOS

Run **ARCHANNEL Installer.pkg** and follow the steps. You can choose which formats to install, and whether to install for every user or only for yourself. The package is not notarised by Apple yet, so the first time you open it macOS may refuse: right-click the installer, choose **Open**, then confirm. This is only needed once.

Windows

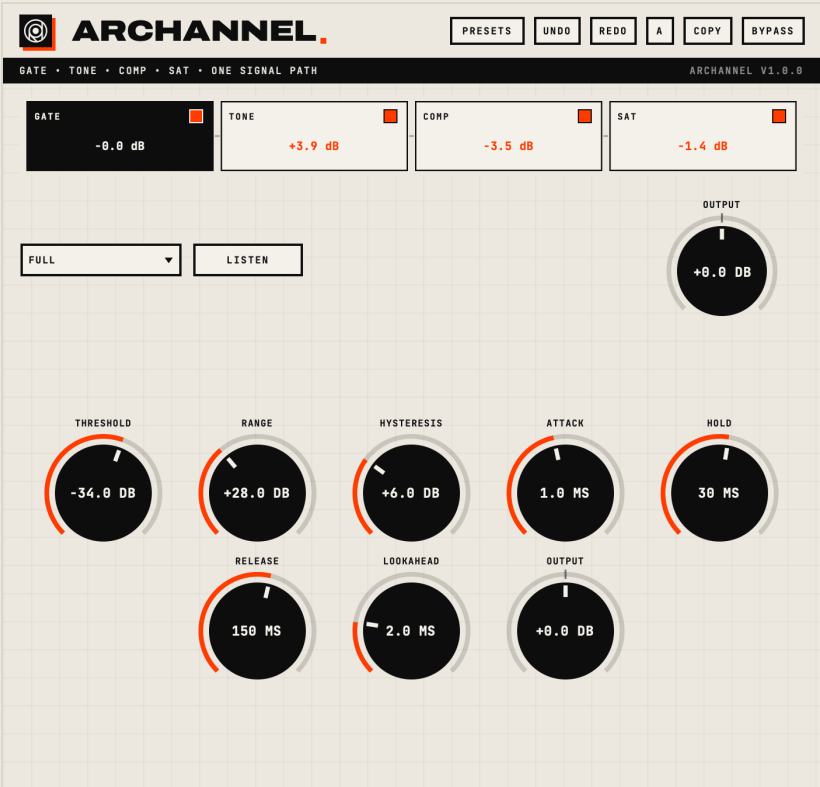
Run **ARCHANNEL Installer.exe** and follow the steps. The plugin is placed in the shared VST3 folder. The installer is not code-signed yet, so SmartScreen may warn you: click **More info**, then **Run anyway**. This is only needed once.

After installing

Rescan the plugin list in your DAW. ARCHANNEL appears under **Ajanss Records > ARCHANNEL**.

Requirements – macOS 10.13 or newer, Intel or Apple Silicon (universal binary). Windows 10 or newer, 64-bit. Formats: Audio Unit and VST3 on macOS, VST3 on Windows.

03 THE INTERFACE



MODULE TILES	Four tiles across the top, in signal order. Each shows what that module is doing to the level right now, measured over a quarter of a second. Click a tile to bring its controls up; click the small square to switch the module off.
CONTROLS	The selected module's controls, exactly as they are in the individual plugin - same ranges, same defaults, same behaviour.
OUTPUT	One trim for the whole strip, after all four modules.

04 PARAMETERS

CONTROL	RANGE	DEFAULT	WHAT IT DOES
GATE	8 controls	off by default in some presets	The full ARGATE engine: threshold, range, hysteresis, attack, hold, release, lookahead and a sidechain band filter. It sits first so the compressor never gets the chance to lift the room tone - measured, the quiet parts of a take rise by 0.3 dB with the gate in front against several decibels without it.
TONE	6 controls	flat	The ARTONE three band engine with movable splits. Before the compressor, so the compressor reacts to the balance you chose rather than the one you started with.
COMP	12 controls + 4 switches	-26 dB, 3.5:1	The full ARCOMP engine, including its character and detection modes, lookahead, hold, range, parallel mix and auto release.
SAT	4 controls + character	35 % drive	The ARSAT engine last, working on a signal that is already even. Saturation before a compressor is a different effect and usually not the one you want on a channel.
MODULE ON / OFF	per module	all on	The small square on each tile. Switching a module off does not shorten the chain: its latency is still applied, so the reported latency never changes and nothing jumps forward in time. Measured across all sixteen combinations - always the same figure, and the reported figure is the real one at 44.1, 48 and 96 kHz alike.
OUTPUT	-24 ... +24 dB	0 dB	Final trim for the whole strip.

05 PRESETS

Open the browser with **PRESETS**. It has two categories: **FACTORY**, which ships with the plugin, and **USER**, which is yours. Click a preset to load it, or browse with the keyboard.

↑ ↓	Move through the list. The highlighted preset loads as you go, so you can audition the whole bank without clicking.
← →	Switch between FACTORY and USER.
ESC	Close the browser.
SAVE	Type a name in the field and press SAVE to store the current settings as a user preset.
RENAME • DELETE	Act on the selected user preset. Factory presets cannot be changed or removed.

Factory bank — 15 presets

VOCAL

VOCAL BRIGHT

VOCAL WARM

DIALOGUE

PODCAST

DRUM BUS

SNARE

KICK

TOMS

BASS DI

ELECTRIC GUITAR

ACOUSTIC GUITAR

KEYS

CLEAN AND OPEN

HARD AND FORWARD

06 STARTING POINTS

Rough settings to work from, not destinations. Every one of them assumes you will move it once you hear the source.

Work left to right

The order is fixed because it is the order that works. Set the gate first so everything after it sees a clean signal, then the tone, then the compressor, and only then reach for saturation.

Switch a module off to hear what it was doing

Nothing shifts in time when you do, so the comparison is honest.

The strip is doing too much

Look at the four numbers on the tiles. If three of them read several decibels, you are correcting the same problem in three places.

It is the same plugin you already know

Every control behaves exactly as it does in the individual plugin - if you learned ARCOMP, you know the compressor here.

Saturation before the compressor

Not possible here, on purpose. If that is the sound you want, put ARSAT on the track ahead of this.

07 SUPPORT

For questions, bug reports and feature requests, please reach us on Instagram at [@ajanssrecords](#). Please include your operating system, your DAW and its version, the plugin format you are using, and the plugin version shown in the top right of the window.

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