Singtall Engineer

User manual



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Welcome

Singtall Engineer is one of four plugins built on the same EQ. Each one keeps every control of the one below it and adds more, so what you learn here carries straight over if you move up.

Singtall EQ Pro	Free. A clean, precise EQ: 7 bands plus high- and low-pass filters, Mid/Side on every band, three processing modes and up to 8× oversampling.
Singtall Engineer	Adds 8 EQ characters, SPEC and DYN on every band, and factory presets.
Singtall Producer	Adds Pre-EQ and Post-EQ zones (19 bands), compressor characters per band, a gate with a drum mode, and Input Harmonics.
Singtall Master	Adds Industry Target, the full mastering chain, Space, Tape, LUFS metering and the Assistant.

This manual covers Singtall Engineer only. Every control it describes is in your copy.

Install, trial and activation

Install

Run the installer. It places **Singtall Engineer.vst3** in your system VST3 folder. Open your DAW, rescan VST3 plugins, and add Singtall Engineer to a track.

Free trial

Every feature works for 14 days from the first time you open the plugin. No card needed. A small **DEMO** badge shows the days remaining. When the trial ends, the plugin keeps working as a clean EQ: EQ characters, SPEC, DYN and factory presets switch off until you activate.

Activate

Click the badge (or the logo, then **License**) and press **Activate in browser**. Sign in to your Singtall Studio account in the browser window that opens; the plugin activates itself a few seconds later. Each license activates on two computers.

> Moving to a new computer? Open **License** on the old one and press **Deactivate this computer** to free its seat. **Refresh license** picks up anything you have bought since.

The screen



Toolbar

UI scale

Sizes the whole window, 100% to 200%. Remembered between sessions.

Auto Gain

Matches output loudness to input loudness so you judge EQ moves by tone, not volume.

A / B

Two complete settings slots. Left-click to switch. Right-click a slot to copy the other slot into it.

Processing mode

Zero Latency, Natural Phase or Linear Phase. See Processing modes.

OS

Oversampling: Off, 2x, 4x, 8x. Works in Zero Latency mode.

PRESETS

Factory presets. See Factory presets.

IN / OUT

Input trim and output gain, each ±24 dB. Click the number to type a value.

Sidebar

Logo

Click it to open Settings (EQ display range, analyzer range and speed) and your License.

Band list

One row per band with its frequency and gain. Click a row to select the band. Click the coloured dot to switch the band on or off. Double-click a frequency or gain to type a value.

Global EQ Type

The EQ character for every band set to Global. See EQ characters.

+ Band / – Band

Add a band, or remove the last one.

Display, tabs and meters

The display shows the live spectrum of the output with each band's curve and the combined EQ curve. Below it, the tab row reads left to right in signal order: **FILTERS**, then one tab per band, sorted by frequency. The meter column shows input and output level, stereo correlation, and gain reduction for the selected band.

Working with bands

On the display

Add a band

Double-click an empty spot. The new band appears at that frequency.

Move a band

Drag its node: left/right for frequency, up/down for gain. Hold Shift for fine moves.

Change width

Turn the mouse wheel over a node to change its Q.

Reset gain

Double-click a node to return it to 0 dB.

On the knobs

Drag up and down, or use the mouse wheel. Hold Shift for fine control while dragging or scrolling. Double-click a knob to reset it.

Band controls

ON

Bypasses the band.

S (solo)
Hear only what this band covers. On a SPEC band, solo plays what SPEC is removing, which is the quickest way to find a resonance.

SC
Keys this band's DYN detector from the sidechain input (channels 3/4) instead of the band itself.

TYPE
Bell, Hi Shelf, Lo Shelf, Notch or Auto-Q. On a Notch, GAIN sets depth and Q sets width. Auto-Q sets the width from the gain, wider for gentle moves.

M/S
Stereo, Mid or Side. Process only the centre or only the sides of the image.

STYLE
Global follows the Global EQ Type; or pick a character for this band alone.

EQ characters

Every band can take the filter shape of a different character. The same knob position sounds different in each, so a good workflow is to make your moves first, then step through characters and keep the one that sounds right.

Clean
Neutral, precise curves.

Tube
Smooth, broad curves; a favourite for adding air.

British
Classic console shapes: Q tightens as you boost.

American
Punchy proportional curves with firm shelves.

Console E and Console G
Two large-format console voicings; G is tighter on cuts.

Hybrid
Picks a character by frequency: shelves in the lows, proportional mids, airy highs.

Auto-Q
Proportional Q with no type changes: wide when gentle, narrow when deep.

SPEC: spectral dynamics

Press **SPEC** on a band and it becomes a resonance tamer. Within the band's range it looks for peaks that stand above the surrounding spectrum and notches them only while they are there. Your static EQ curve is untouched.

CUT
The most SPEC will cut at any one frequency.

SPEED
Left catches slow, broad build-ups; right catches fast, narrow resonances.

RANGE
How far a frequency must stick out above its surroundings before SPEC cuts it.

WIDTH
Left works across the full range; right stays narrow, around the band's frequency.

VOCAL TARGET
Compares the band with a built-in finished-vocal target instead of its own surroundings, so SPEC shapes a voice toward a finished vocal.

> Use solo on a SPEC band to hear exactly what it is removing.

DYN: dynamic EQ

Press **DYN** and the band's gain follows the level inside the band: it only cuts (or boosts) when that frequency range gets loud. SPEC and DYN are exclusive on a band; turning one on turns the other off.

THRESH
Level where the band starts to act.

RATIO
How hard it acts above the threshold.

ATTACK / RELEASE
How fast it reacts and lets go.

MAKEUP
Lifts the band back up after it compresses.

COMP / BOOST
Cut when loud (de-essing, taming boom) or boost when loud (bringing out attack).

The GR meter at the right shows how much the selected band is cutting or boosting right now.

Filters

The **FILTERS** tab holds a high-pass and a low-pass filter, both off by default. You can also drag their nodes on the display.

ON
Switches the filter in.

FREQ
Corner frequency.

SLOPE
6, 12, 18 or 24 dB per octave.

Q
Resonance at the corner (12 dB and steeper).

Δ
Delta listen: hear only what the filter removes.

Factory presets

Choose from **PRESETS** in the toolbar or your DAW's preset menu. Presets that depend on input level offer a quick calibration: press **START**, play your material, and thresholds adjust to your level.

Processing modes and Settings

Zero Latency
Minimum-phase EQ with no delay. The only mode that uses oversampling, which helps when boosting highs.

Natural Phase
Analog-style curves that hold their shape all the way to the top of the spectrum, with no pre-ringing and no added latency.

Linear Phase
No phase shift at all; adds latency, which your DAW compensates automatically.

Click the logo for Settings: EQ display range, analyzer range and speed.

Troubleshooting

The plugin does not appear in my DAW

Rescan VST3 plugins. Hosts need a full rescan after installing.

The OS menu does nothing

Oversampling works in Zero Latency mode only.

The browser did not open, or activation timed out

Press Activate in browser again. The plugin waits up to ten minutes for you to finish signing in.

Activation limit reached

A license works on two computers. Deactivate the old computer from its License screen, or contact us to move it.

Questions: hello@singtallstudio.com · singtallstudio.com