

# **STL ControlHub - User Guide**

*Version 1.0.4 For Mac & Windows*

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# INTRODUCTION

STL ControlHub



ControlHub is an all-inclusive mixing plugin that allows you to load entire signal chain-based expansion packs from your favorite mixers and recording studios. This is not another channel strip plugin, but a complete emulation of the original hardware or software signal chain.

You now have the power to mix your individual tracks, mix bus, and master chains using complete signal chain emulations from world-class mixing engineers.

Accelerate your workflow, without compromising your creativity.

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## SYSTEM REQUIREMENTS

STL ControlHub

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ControlHub comes in 64-bit VST / AU / AAX / Standalone and is compatible with the latest OS for Windows & Mac.  
Minimum requirements Mac OS 10.9 or Windows 7 (64-bit).

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## SUPPORTED HOST SOFTWARE

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STL ControlHub

To use STL Tones software you need audio software which can load “plugins”. You can also run STL Tones software as a Standalone application. This plugin officially supports the following software host:

Pro Tools 2021.12.0: Mac & PC: AAX Native

Logic Pro 9 & 10 (X): Mac: Audio Units

Cubase 9 & 10: Mac & PC: VST

Ableton Live 9 & 10: Mac: Audio Units & VST; Windows: VST

Reaper 5.x: Mac: AU & VST; Windows: VST.

## STL Tones User Account

In your STL Tones User Account, you will have access to your product installers, and latest software updates. To login to your user account, go to <http://www.stltones.com> and click the 'Login' button in the upper right-hand corner of the window. If you don't have a user account, please create one by clicking 'Create Account' inside the same login window. Please note, by purchasing a product with STL Tones, you aren't automatically assigned a user account, you need to manually sign up in order to have access to your downloads and logging in.

## License Location

- In your STL Tones account you will have access to your product installers and latest updates. By clicking your product download link, a new window will open that will show your Activation License
- To login into your user account, go to <http://www.stltones.com> and click on the "Login" button in the upper right- hand corner. If you don't have a user account, create one by clicking "Create Account" inside the same login window.

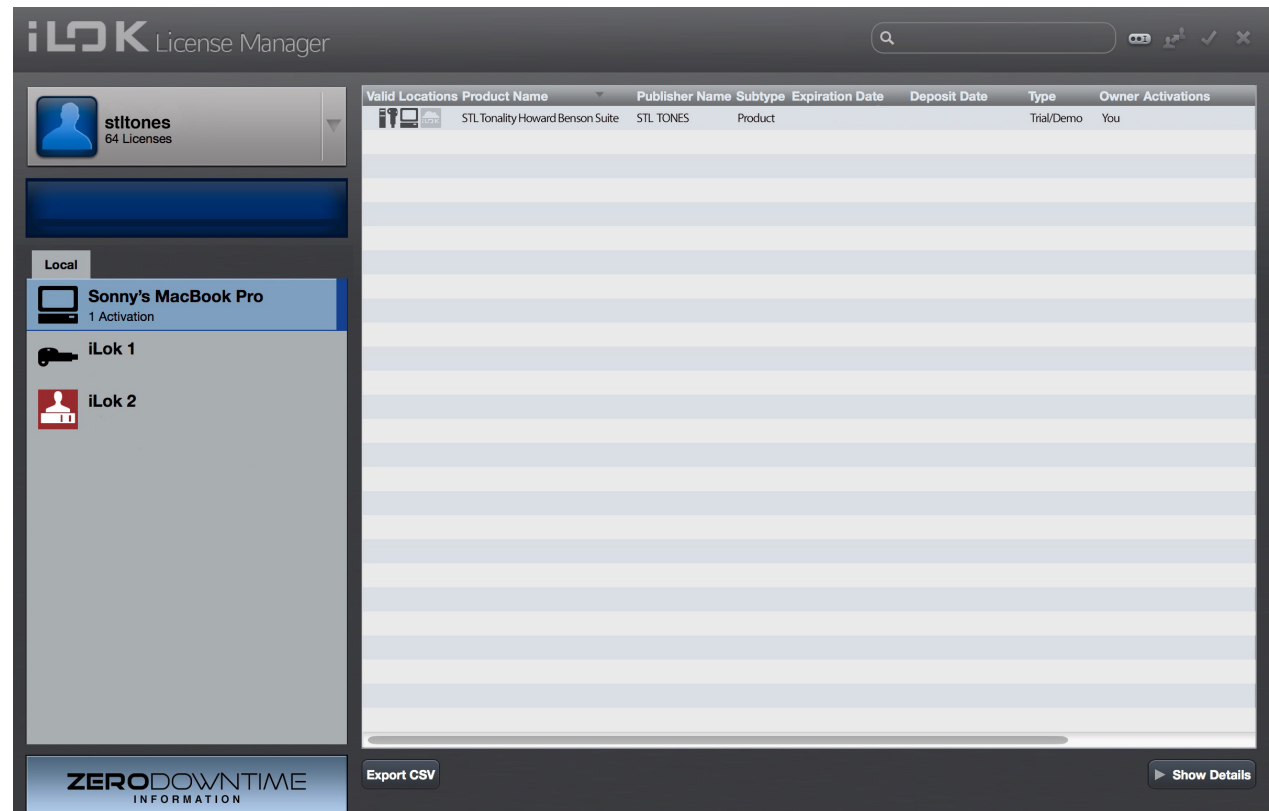


Please create an iLok account by visiting <http://www.ilok.com> and download the latest version of the iLok license manager application. This will allow you to register your serial number and deposit your license to your computer or an iLok USB key. NOTE:- **You DO NOT need an iLok USB Dongle in order to use this plugin. You can simply register your iLok license code to your computer that you intend to use the plugin on.**

Install the **iLok License Manager**, open the program on your computer, and sign in with the iLok User ID information that you created at <http://www.ilok.com>. When logged in, a list of available destinations for license placement will be displayed under your

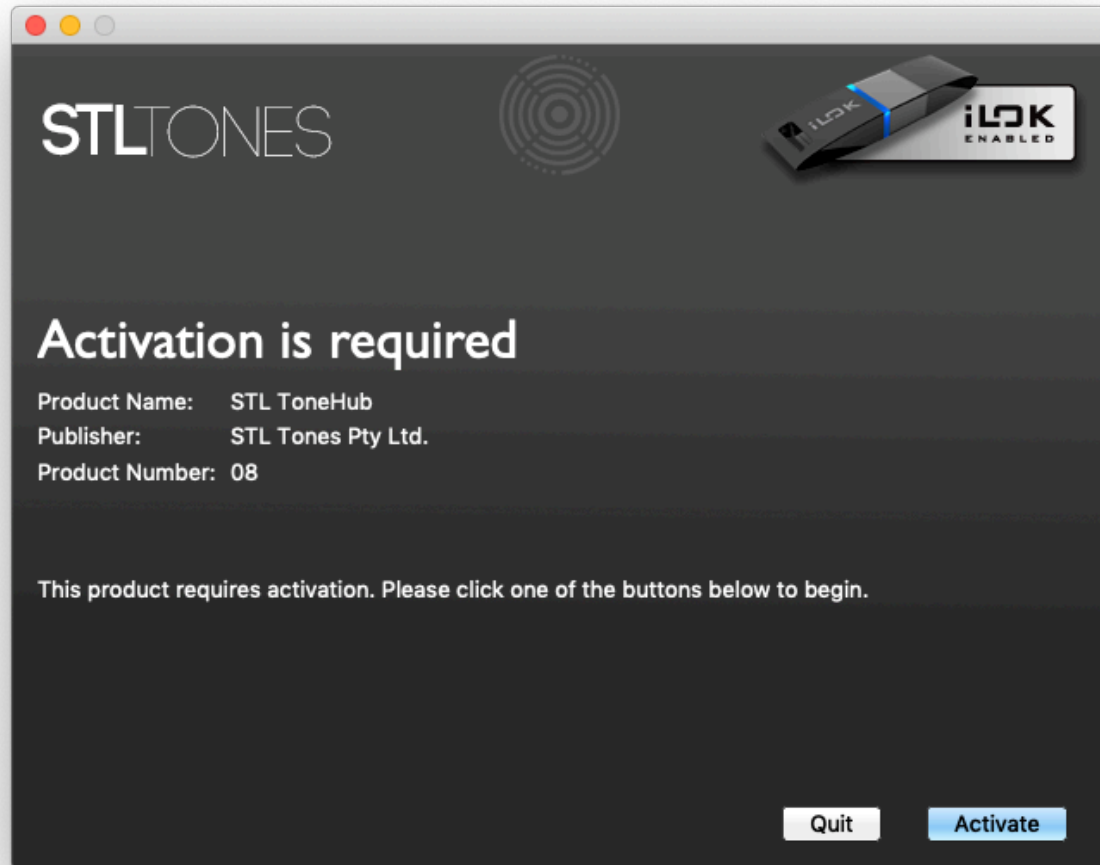
User ID, such as your computer, or your iLok USB Keys. A list of all currently activated products will be shown in the main right list window. Inactive licenses will be shown in the “available” tab on the top.

You can drag and drop licenses to deposit them in your computer or iLok USB Keys.





Run the provided installer which you will receive via email, follow the on-screen instructions given by the installation software. *NOTE: both PC and Mac installers are provided within in the same folder.*



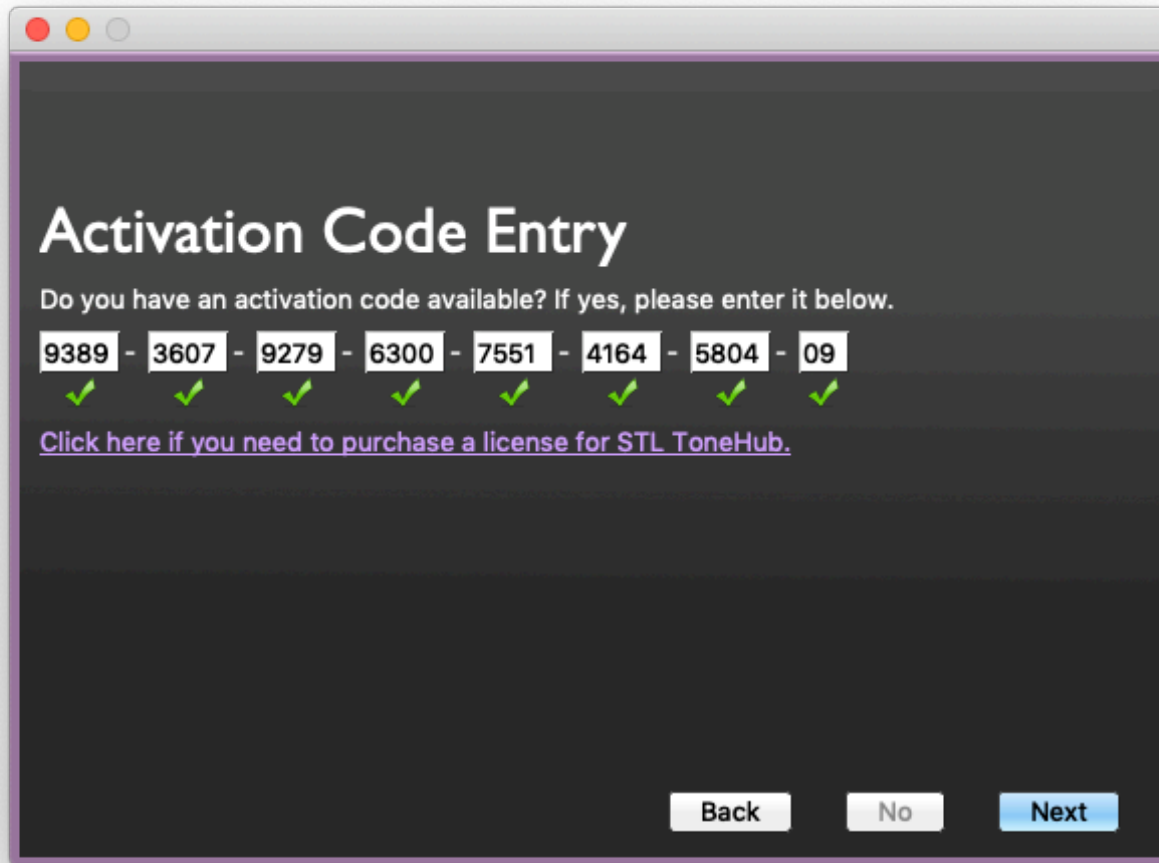
### License Activation

The plugin won't be functional until you activate it with a valid iLok license.

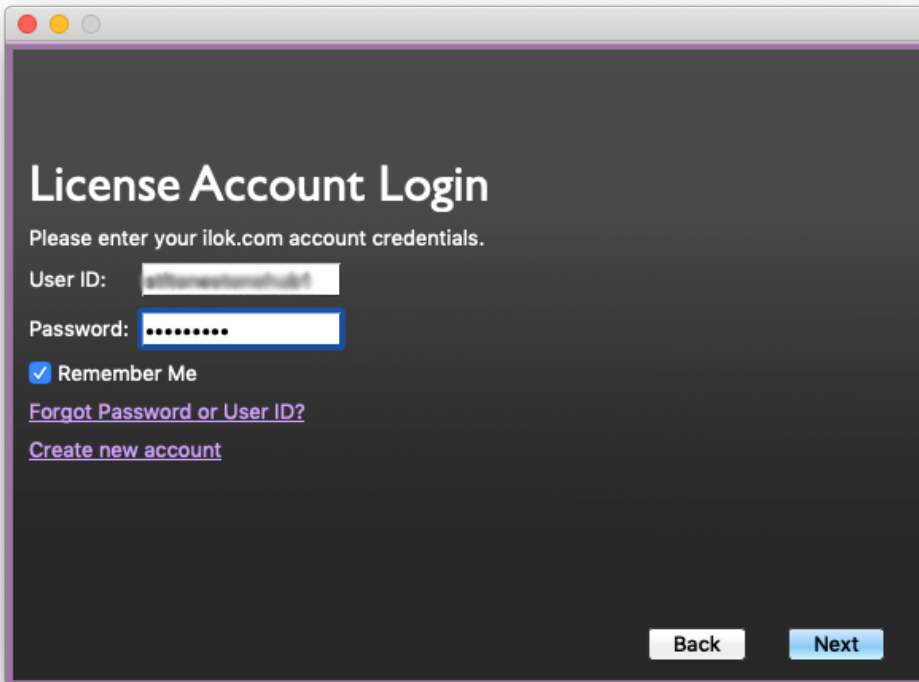
Follow these steps to complete the software activation.

#### STEP 1 -

After logging in to your iLok Account, click on the "Activate" button and go through the process to authorise your software.



**STEP 2** - Enter your activation code and if valid, green ticks will appear, as seen in the image below.



**License Account Login**

Please enter your ilok.com account credentials.

User ID:

Password:

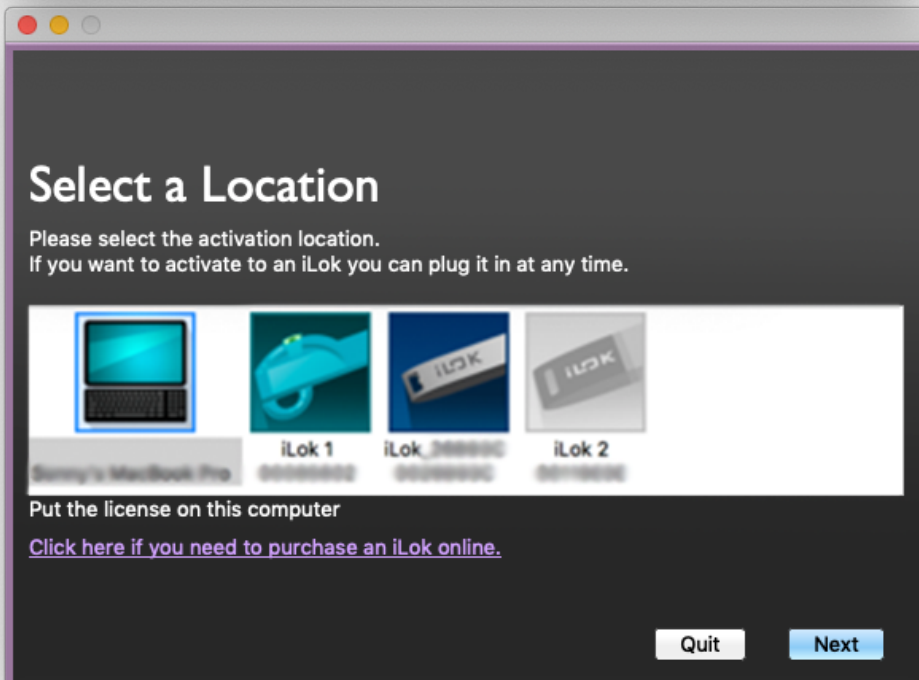
☒ Remember Me

[Forgot Password or User ID?](#)

[Create new account](#)





Back Next

**STEP 3** - Sign in to your iLok user account. If you haven't yet created one, click on the 'Create new account' link, and you will be directed to [ilok.com](http://ilok.com) to create an account, which is free.



**Select a Location**

Please select the activation location.  
If you want to activate to an iLok you can plug it in at any time.

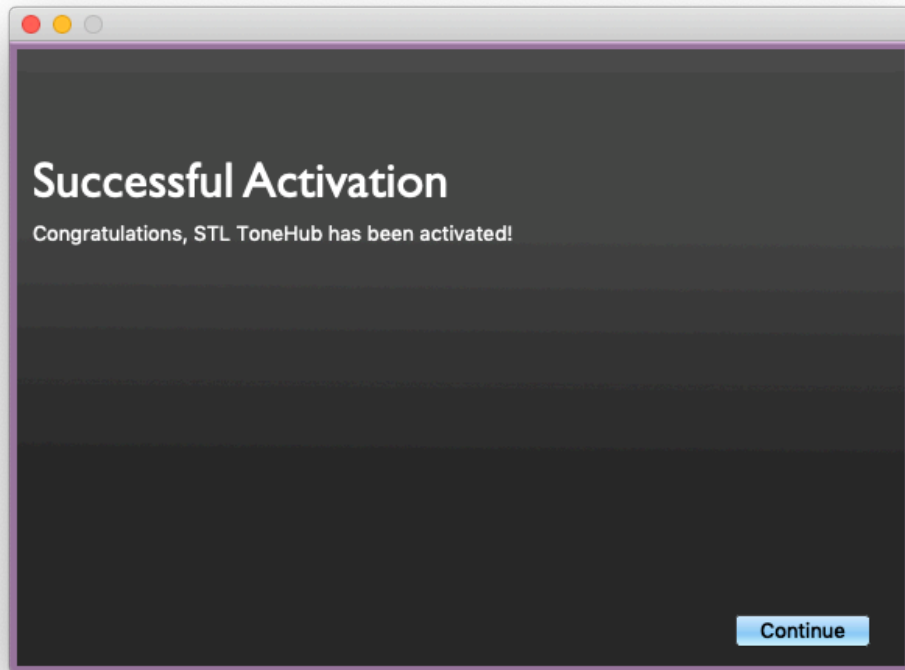
			
Sammy's MacBook Pro	iLok 1	iLok 3	iLok 2

Put the license on this computer

[Click here if you need to purchase an iLok online.](#)

Quit Next

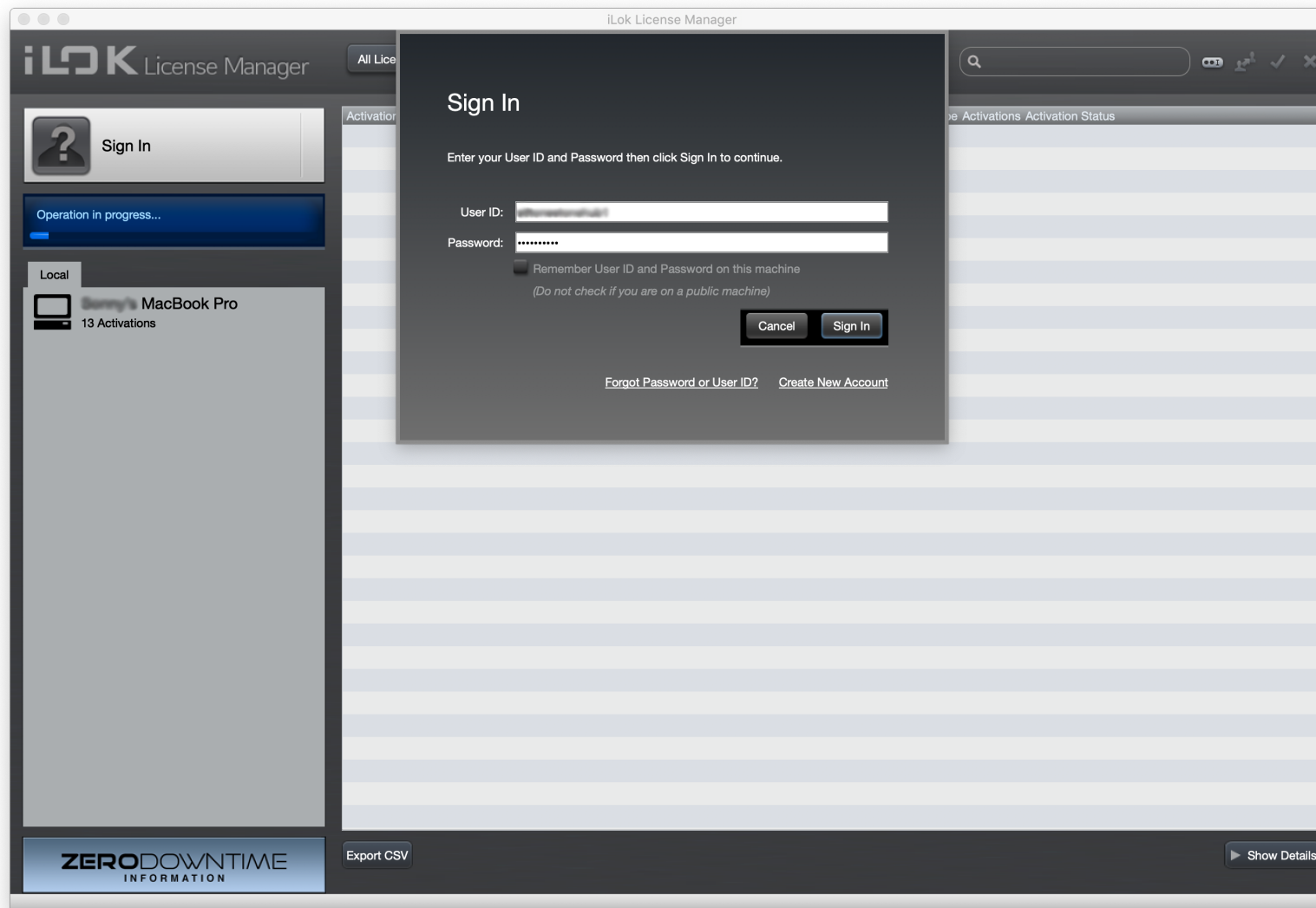
**STEP 4** - Here you will see all available locations to place your license. Select either your computer, iLok Cloud, or iLok USB key.



**STEP 5** - Successful Activation window will appear, confirming you have registered your product correctly.

# EXPANSION PACK INSTALLATION & License Activation

STL ControlHub

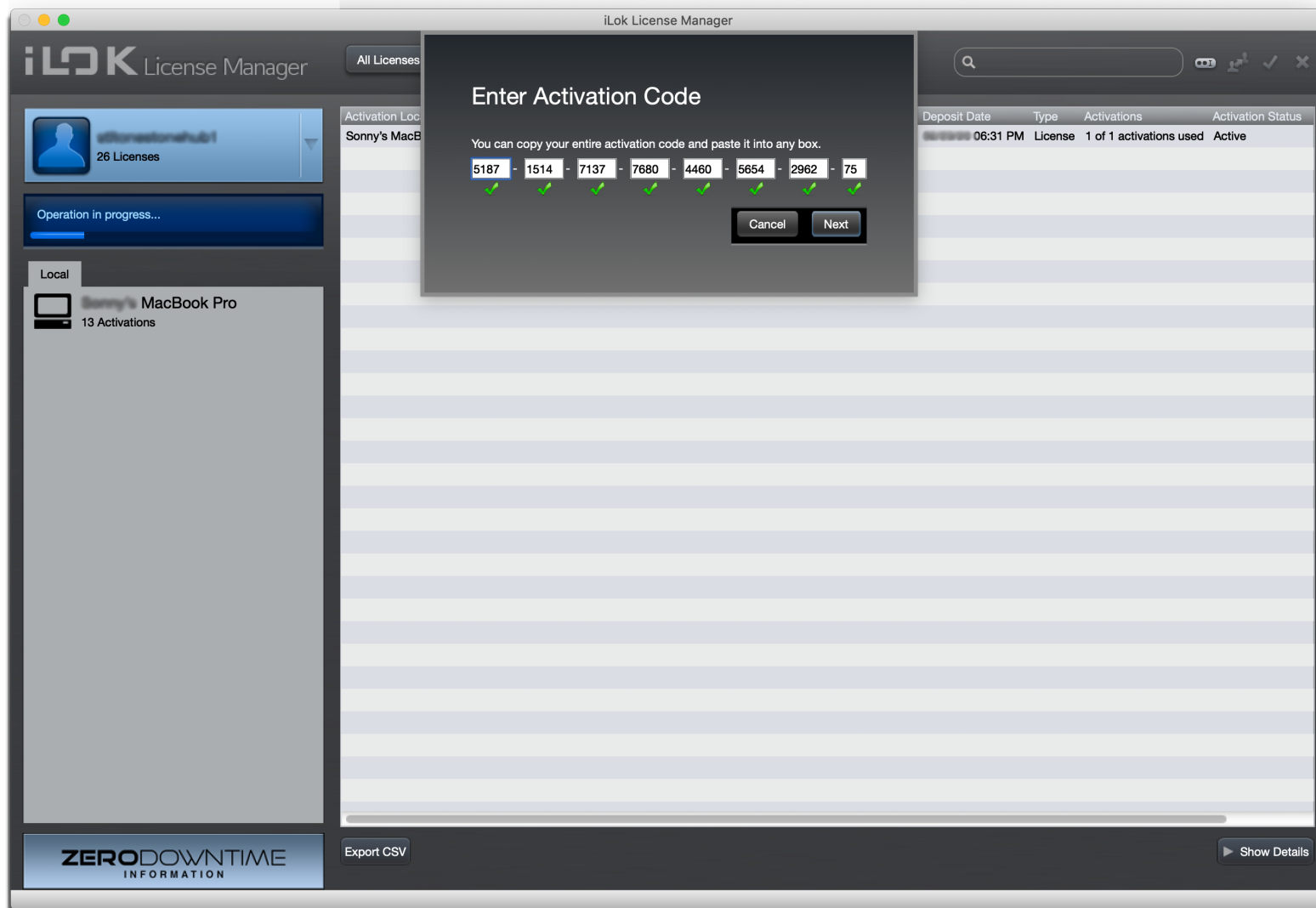


**Step 1:** download your ControlHub Artist Expansion pack installer that is sent to you via email. *Both PC and Mac versions are in the same downloaded folder.*

**Step 2:** run the Expansion Pack installer.

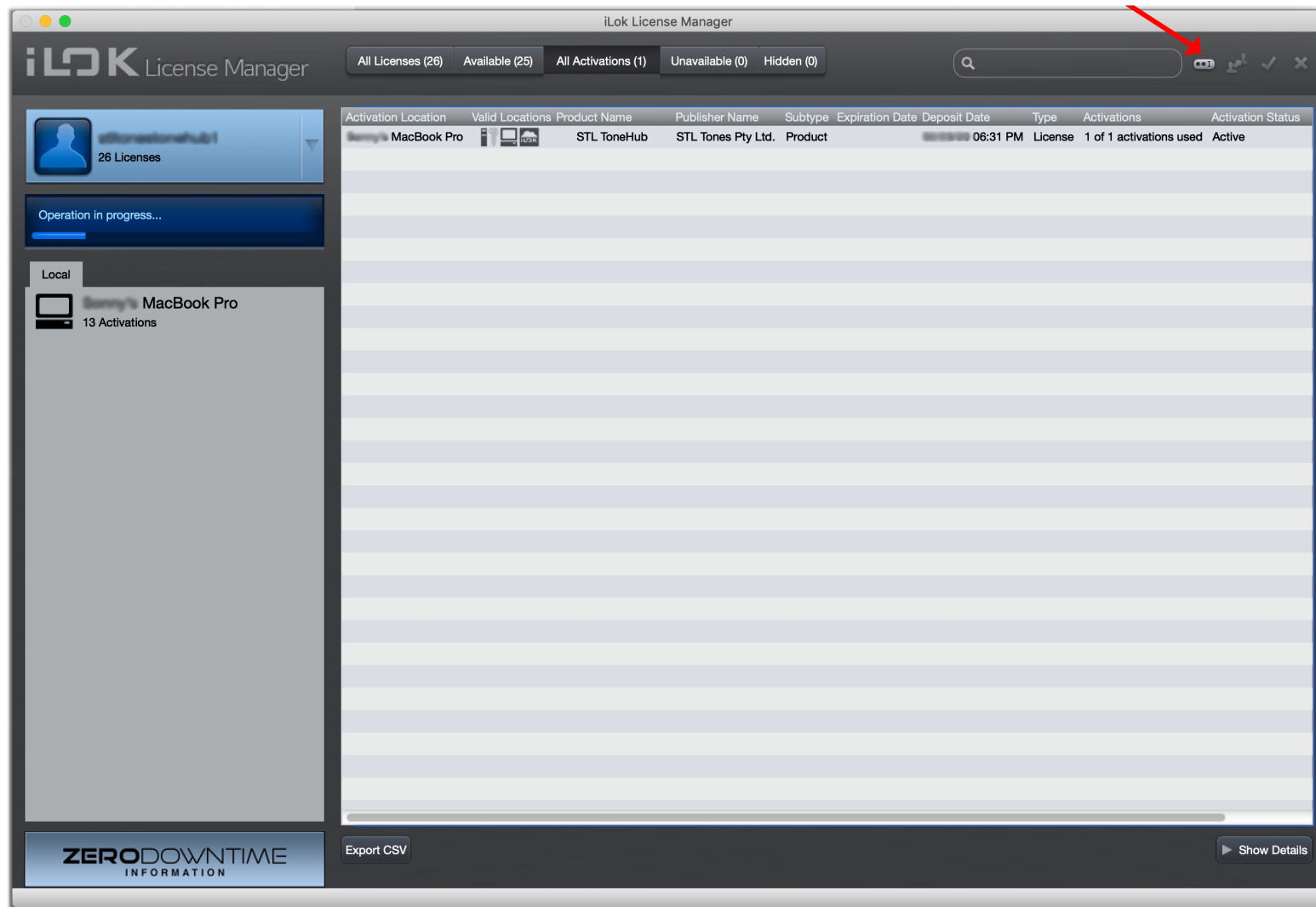
**Step 3:** If your DAW is currently open, close the daw.

**Step 4:** Open iLok License Manager and click the Sign In button on the top left.

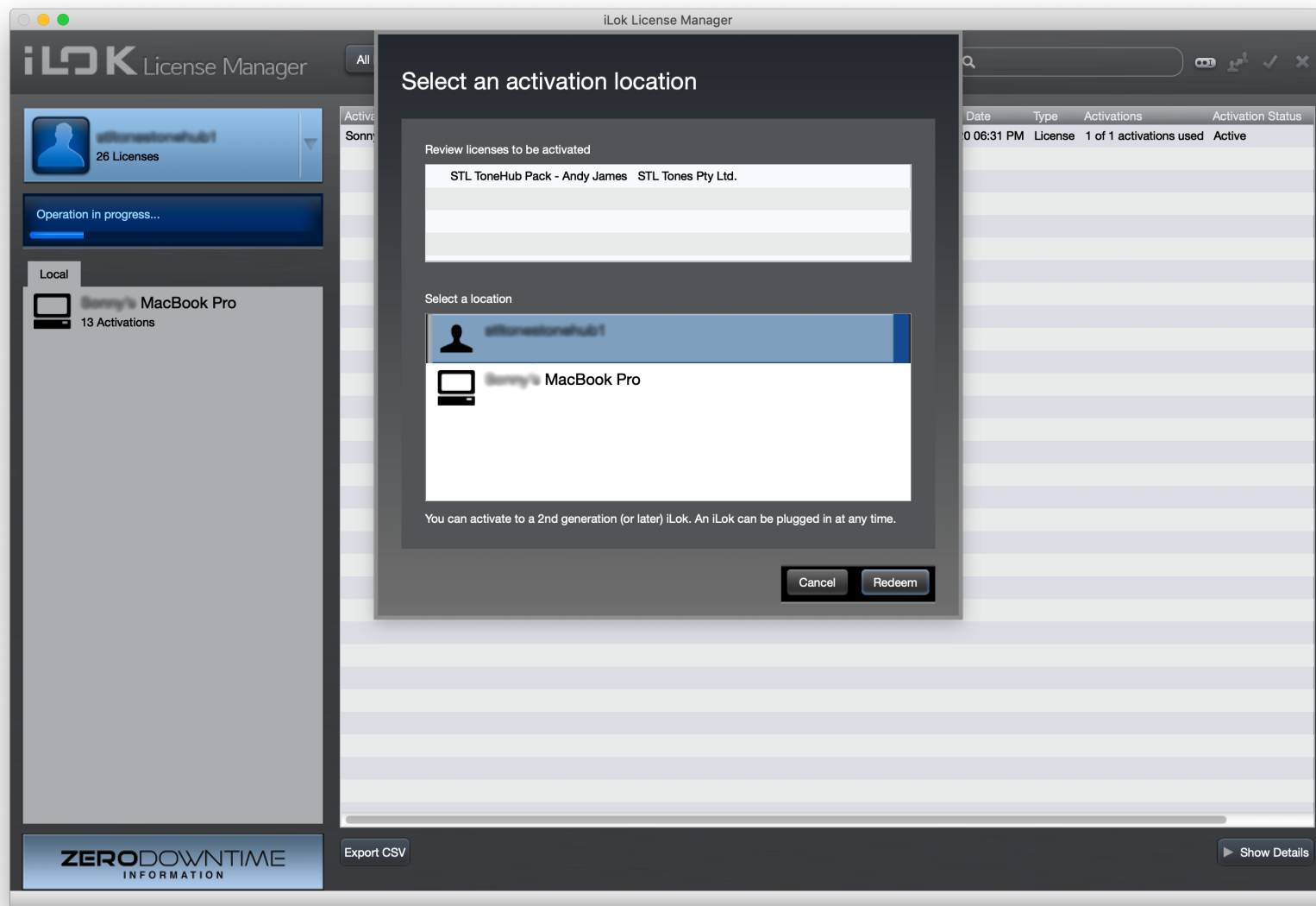


**Step 5:** locate your activation code which is sent to you via email.

**Step 6:** Click the two dots up the top right-hand corner within iLok License Manager.



**Step 7:** Once your code has been entered, click the Next button.



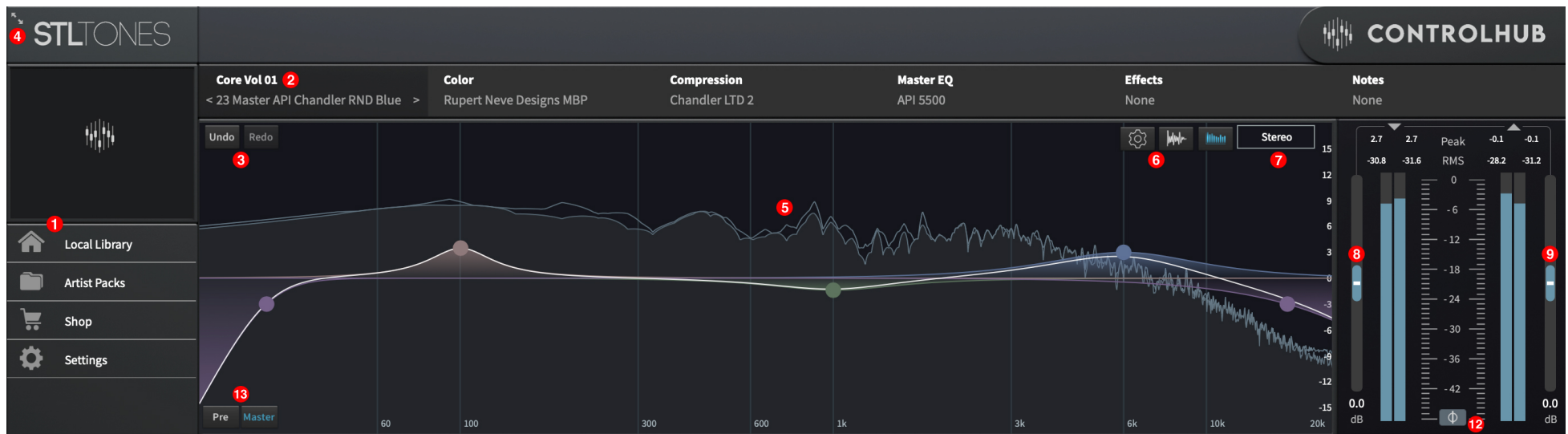
**Step 8:** select where you would like to activate your Expansion Pack to. Here you can select to activate to your computer, iLok Cloud, or your physical iLok USB dongle.

**Step 9:** Open your DAW, and your pack will now be readily available to use within the STL ControlHub plugin.

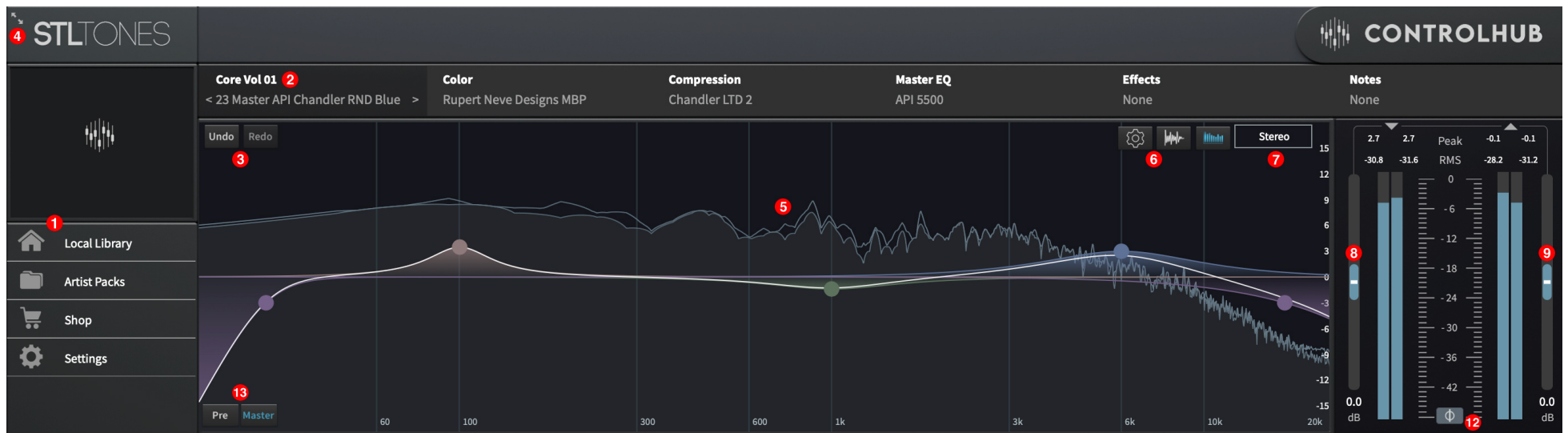


# USER INTERFACE

## STL ControlHub



1. ControlHub menu: Access the Artist Expansion Packs, saved user banks in the Local Library tab, and the STL Shop where you can purchase the latest expansion packs. The Settings tab has customizable user options for the plugin.
2. Preset browser displaying the hardware/software used in the selected preset's signal chain.
3. Undo & Redo: Located in the left corner of the Analyzer window are the Undo/Redo buttons, allowing for quick recall of previous settings or redoing a move.
4. Resize: Located in the top left corner are the resize arrows for the plugin interface. This lets you quickly change the size to three possible values: 50%, 75% and 100%. In addition to these 3 modes, you can fine-tune the size using the resize function in the bottom right corner of the plugin by clicking and dragging.



5. Graphical EQ/Spectrum Mode & Waveform/Gain Reduction Window: Spectrum mode displays the spectral content of the audio being processed by ControlHub, allowing you to visually analyze what's happening in your mix whilst in EQ mode, you have both precise feedback on the processing and control of the EQ modules. The waveform view represents the processed audio in a more familiar DAW style waveform with the gain reduction applied by the Limiter module within ControlHub shown with a blue gain reduction line.

6. Analyzer Settings: The gear button allows you to manage options related to the linear spectrum analyzer. The two buttons to the right allow you to toggle between the spectrum and waveform views.

7. Routing: Selects the processing mode of the plugin (Mono, Mono/Stereo, or Stereo). Stereo Mode will double the CPU load of the plugin, as the two audio channels are being processed by two separate instances of the plugin.

8. Input Slider: Adjusts the input level of the plugin. Changing the input will affect the gain staging of the individual modules, so you may have to readjust the Compressor threshold settings for example based on the audio you are processing.

9. Output Slider: Adjusts the output level of the plugin. This slider is placed after the Limiter allowing it to be used for level matching or make-up gain.



10. Global Stereo Controls: This allows the user to switch between Stereo (L/R) processing or Mid/Side (M/S) processing.

The *Balance* control function changes depending on the mode selected, with L/R adjusting the basic stereo balance and M/S allowing to you adjust the mono/stereo information on your track.

The *Link* parameter controls the amount of gain reduction being applied to the compressor and limiter, with 100% = equal compression on both channels. 0% = L/R channels compression is independent of one another.

11. Mix: Controls the amount of unprocessed signal being blended with the processed signal, giving you the option of parallel processing. 100% = you're hearing the entire processed signal. 0% = you're hearing only the raw signal.

12. Phase Invert button inverts the polarity of the audio signal.

13. Pre & Master: Located in the bottom left corner of the Analyzer window are the Pre/Master EQ buttons, allowing for quick switching control between the Pre & Master EQ modules in graphical EQ mode.



1. High-Pass Filter: Turn on/off with a single click on the LED. Clicking the selectable slope button (dB/oct) shows the filter options in the dropdown menu.
2. Low-Pass Filter: Turn on with a single click on the LED. Clicking the selectable slope button (dB/oct) shows the filter options in the dropdown menu.
3. Both *Pre* and *Master EQ* modules have 3 full sweepable bands that range from 20Hz - 22kHz. The Q bandwidth is selectable, ranging from a low shelf (far left) through to a high shelf (far right) allowing subtle tone shaping or surgical equalization. Tip: Double-click to reset the parameter. Right-click to manually enter a specific Hz value. Holding Command ⌘ whilst scrolling allows for precise tuning of the Hz control.
4. Power On/Off button for the Pre EQ module.

*NOTE: All modules have a dedicated power on/off button in ControlHub. Engage the modules by clicking the on/off button (illuminated when engaged) and simply re-click to bypass the module entirely.*

# Graphical EQ Mode

STL ControlHub

*NOTE: Engaging the power On/Off button on either Pre or Master EQ will enable the EQ mode functions. The EQ mode's graphical display is tied to the module that is being adjusted, instantly switching so you always know what module is being changed.*



1. High-Pass Filter: Turn on/off with a double-click on the filter's circle. Right-click and holding whilst dragging up/down will change the selectable slope (dB/oct) filter.

2. Low-Pass Filter: Turn on/off with a double-click on the filter's circle. Right-click + hold whilst dragging up/down will change the selectable slope (dB/oct) filter.

3. Frequency Bands: Both *Pre* and *Master EQ* modules have 3 full sweepable bands that range from 20Hz - 22kHz. Turn each band on/off with a double-click on the frequency curve circle. Right-click + hold whilst dragging up/down will cycle through the selectable Q bandwidth for broad tone shaping or surgical precision. The Frequency being adjusted and the amount of boost/cut (dB) is displayed above the curve circle for a faster workflow.

4. Pre & Master: Selectable buttons for quick switching between the Pre & Master EQ modules from the spectrum view window. *Note: When an EQ module is bypassed, the text will be white. When engaged, the text is blue which also indicates which module is currently displayed.*

5. EQ dB meter: Displays the frequency bands dB value (+/- 15dB).





1. VOLUME control for the preamp section of the color module. This will affect the amount of saturation the color section is providing as you will be driving more or less level into the *Drive*, *Tape* and *Tube* circuits.

2. BASS shelving filter EQ with a center frequency at 100Hz allowing for subtle low-end control.

3. TREBLE shelving filter EQ with a center frequency starting at 5kHz to help shape a tracks high-end.

*Note: The preamp EQ works before the Color saturation circuits. The signal is split and goes through the Tube and the Tape effect in parallel allowing a mix of both saturation colors.*

4. The DRIVE circuit is modelling preamp-style distortion.

5. The TAPE control features a sub to lower midrange EQ bump and is more aggressive in its distortion character when driven hard.

6. The TUBE control uses two cascaded stages, making for a very transparent saturation texture. Increase the Drive control to push more level into the Tube circuit for more deliberate creative distortion effects.

7. Power On/Off button for the Color module.



1. FET or VCA style compression selection buttons.

2. THRESHOLD control sets the level at which the compressor begins to attenuate the signal. This level is related to the ratio setting.

3. MAKEUP gain allows you to manually match of the input levels to the output levels once the signal is being attenuated.

4. AUTO MAKEUP GAIN LED will automatically compensate for the level reduction caused by the compressor. *NOTE: MAKEUP control greys out to indicate AUTO MAKEUP mode is engaged.*

5. ATTACK controls how fast the compressor reacts to the incoming signal.

6. RELEASE controls how long the compressor holds the signal before returning to an uncompressed state.

7. RATIO determines how much gain reduction the signal above the given Threshold will be compressed. *NOTE: The VCA style module ratio is displayed as a percentage.*

8. SIDECHAIN controls a high-pass filter for the Compressors input detection circuit.

9. INPUT controls the signal level going into the compressor.





10. MIX controls the amount of uncompressed signal being blended with the compressed signal, allowing the option of parallel processing. 100% = you're hearing the entire compressed signal. 0% = you're hearing only the uncompressed signal.

11. KNEE (VCA mode only) controls how the compressor transitions between the uncompressed and compressed audio signal. 0dB = soft knee style. 30dB = hard knee style.

12. AUTO (FET mode) changes the release time to be dependent upon the duration of the program peak.

13. Click to select automated release operations (VCA mode only).

14. Gain reduction meters show the amount of attenuation (measured in dB) being applied by the compressor.

15. Power On/Off button for the Compressor module.



## DELAY

Two delay units have been modelled for ControlHub covering time-based effects used in every mix to create movement and depth all the way to vintage style analog echos with textured lofi options. Currently, there are 17 different Delay Types.

1. ON/OFF symbol (top right corner) of the LCD screen engages the delay effect. You can also engage the effect by double-clicking the DELAY text on the LCD screen. The arrows allow you to cycle to the REVERB effects (see REVERB below for more information)
2. UNIT displays the delay model currently being used. Click on the UNIT text to bring up the menu displaying the delay units available. You can use the arrows left/right to scroll through the different types for quick auditioning.
3. TYPE displays the current style of delay being used. Click on the TYPE text to bring up the menu displaying the delay variations available. You can use the arrows left/right to scroll through the different types for that selected UNIT for quick auditioning.
4. TIME shows the delay time value in milliseconds (ms) by default. When the BPM SYNC LED is engaged the delay time is displayed in note values synced to the DAW. Clicking on the note values in the LCD effects screen cycles through these musical note values or you can use the TIME control knob to quickly dial in the amount of delay is needed.



5. MIX controls the amount of delay effect being blended with the original signal. 100% = you're hearing only the processed signal. 0% = you're hearing only the original signal.

6. F.BACK controls the amount of delay feedback repeats.

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 5Hz.

9. HIPASS EQ filter controls the EQ of the delay repeats from 10Hz to 5000Hz.

10. LOPASS EQ filter controls the EQ of the delay repeats from 22kHz to 5000Hz.

11. BPM SYNC allows the delay to tempo synchronize with the host DAW.

12. PING PONG creates a stereo effect (mono/stereo routing required) of the delay signal bouncing between the left and right channels.

13. Power On/Off button for the EFFECTS module.





## REVERB

Seven reverb units have been modelled for ControlHub with 55 different types at your fingertips, giving you access to everything from tight short room sounds to ethereal chambers.

1. ON/OFF symbol (top right corner) of the LCD screen engages the reverb effect. You can also engage the effect by double-clicking the REVERB text on the LCD screen. The arrows allow you to cycle to the DELAY effects (see DELAY above for more information).
2. UNIT displays the reverb model currently being used. Click on the UNIT text to bring up the menu displaying the reverb units available. You can use the arrows left/right to scroll through the different types for quick auditioning.
3. TYPE displays the current style of reverb being used. Click on the TYPE text to bring up the menu displaying the reverb variations available. You can use the arrows left/right to scroll through the different types for that selected UNIT for quick auditioning.
4. TIME sets the size of the reverb selected. You can use the arrows left/right to scroll through the different sizes (SHORT, MEDIUM & LONG) for that selected UNIT for quick auditioning.
5. MIX controls the amount of reverb effect being blended with the original signal. 100% = you're hearing only the processed signal. 0% = you're hearing only the original signal.



6. PRE DELAY determines the amount of time before the reverb begins.

7. LENGTH allows you to change the length range of the selected reverb time to further shape the reverb decay.

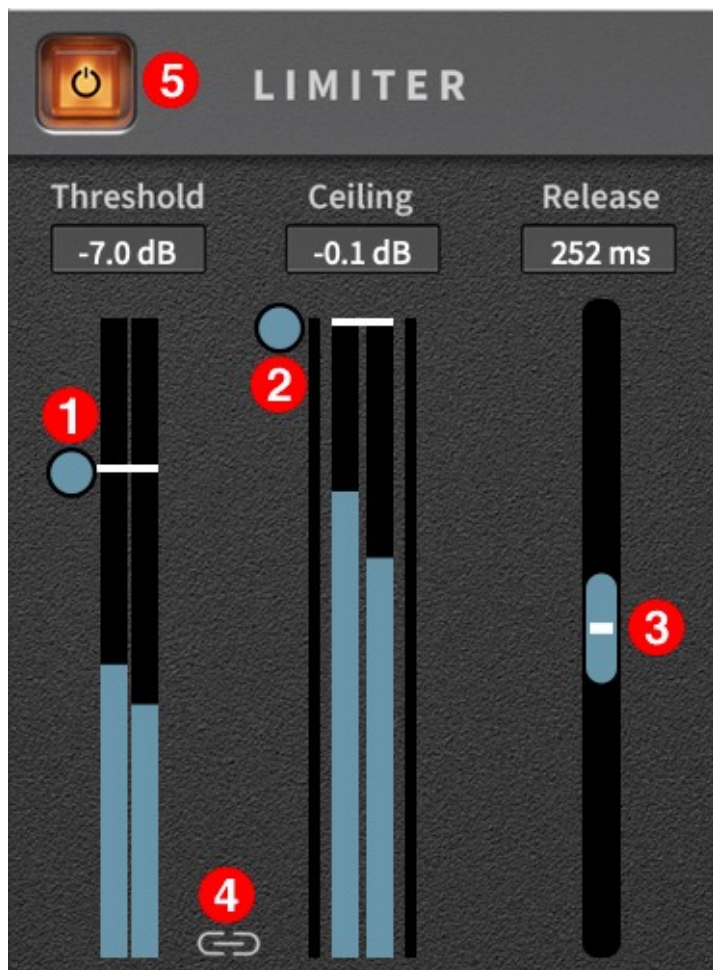
8. DEPTH controls the modulation depth of the delay repeats from 0-100%.

9. RATE controls the modulation rate of the delay repeats from 0Hz to 5Hz.

10. HIPASS EQ filter controls the EQ of the delay repeats from 10Hz to 5000Hz.

11. LOPASS EQ filter controls the EQ of the delay repeats from 22kHz to 5000Hz.

12. Power On/Off button for the EFFECTS module.



1. THRESHOLD control sets the level at which the Limiter begins to attenuate the signal. Set the threshold of the limiter by dragging the slider down. When the threshold is exceeded by the signal, you will see the gain reduction indicated in the stereo attenuation meters to the left and right of the Ceiling slider.

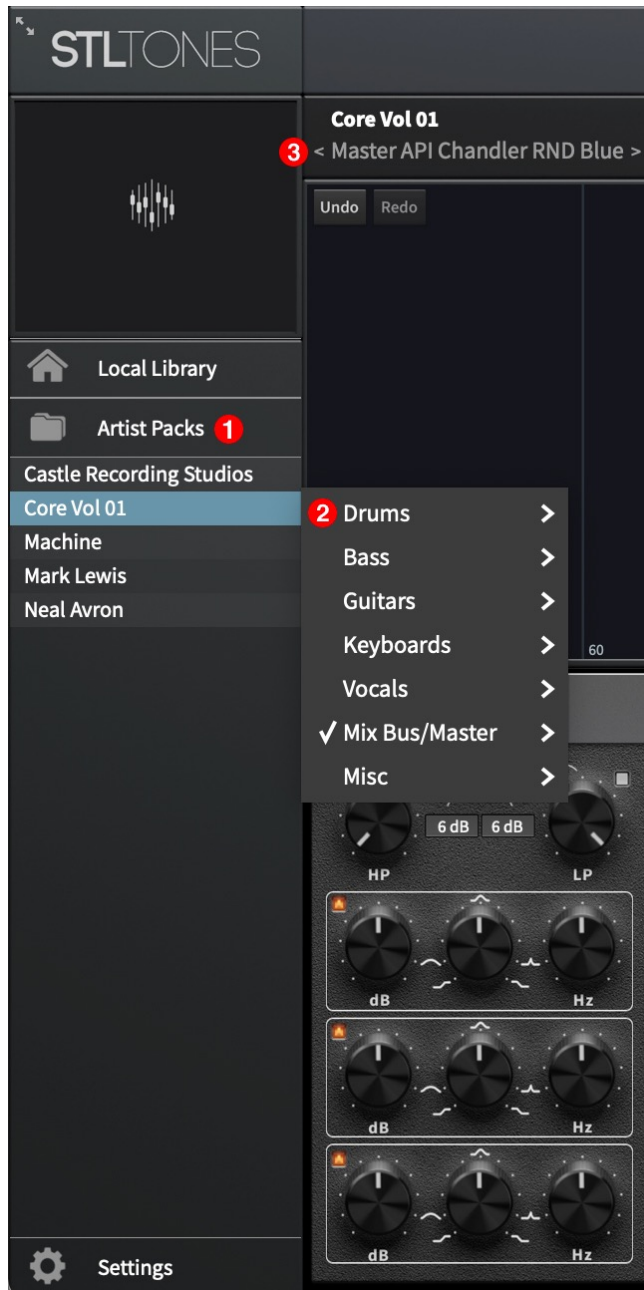
2. CEILING sets the output level of the Limiter. The default 0.0 dB is your maximum peak output.

3. RELEASE controls how long the Limiter holds the signal before returning to an uncompressed state.

4. The LINK button couples the Threshold and the Ceiling sliders in their current position. Helpful when wanting to control the dynamic of a signal without increasing the volume.

5. Power On/Off button for the LIMITER module.

*NOTE: The Limiter has a fixed attack time of 1ms with a 1.2ms look-ahead detection time.*



1. ControlHub Artist Expansion packs are located in the Artist Packs folder of the menu. Once a preset is selected from the dropdown menu, it will load each module and display the signal chain used in the preset browser. You can change presets from both the Artist Packs folder & the browser.

2. Presets are organized in the following categories:

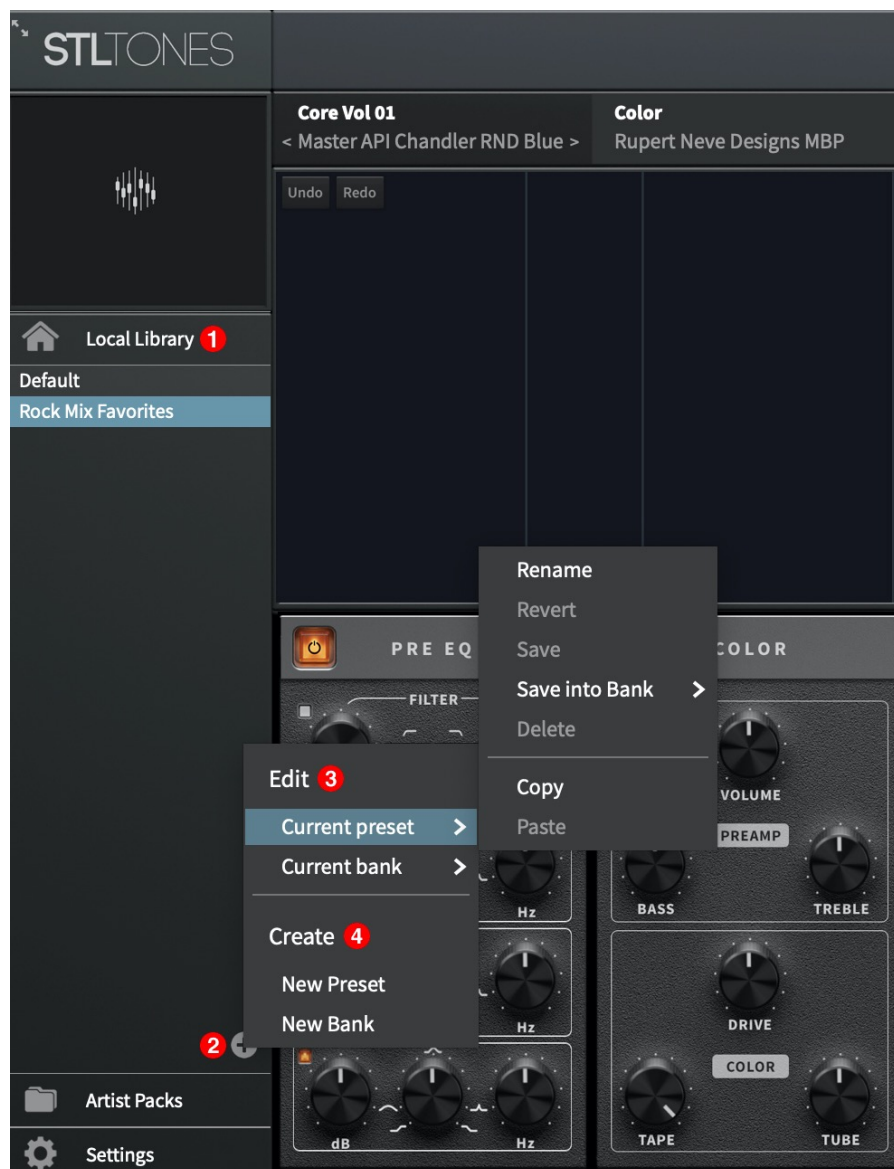
- Drums
- Bass
- Guitars
- Vocals
- Keyboards/Synths
- Orchestral
- Mix Bus/Master
- Effects
- Individual Models
- Misc



3. Toggle through different presets within a category by using the left/right arrows for quick auditioning.

NOTE: All presets within an official ControlHub Expansion pack are editable, however they will default back to the artist's original settings if not saved to your own bank. For example, if you edit a preset, and click on another preset, the settings will not be saved automatically. Please see the 'Preset Manager' section below for more information on how to save and edit presets.





Manage the ControlHub default and user settings by clicking on the Local Library dropdown menu. The Preset manager is divided into 3 sections: Local Library, Edit and Create.

1. Under the Local Library section you'll find all the available banks where each bank entry has a submenu featuring all the presets it contains.
2. Use the + icon to bring up the Edit and Create options.
3. Under the Edit section you can tweak the currently loaded preset or bank. *NOTE: A bank is a group of presets that can be imported or exported as files, in order to save or recall settings or to move them from one DAW to another.*
4. Under the Create section you can add a preset to the current bank or create a new bank entirely. When creating a new bank, the currently loaded preset will be copied into it however you can adjust/delete this using the Edit options after the fact.

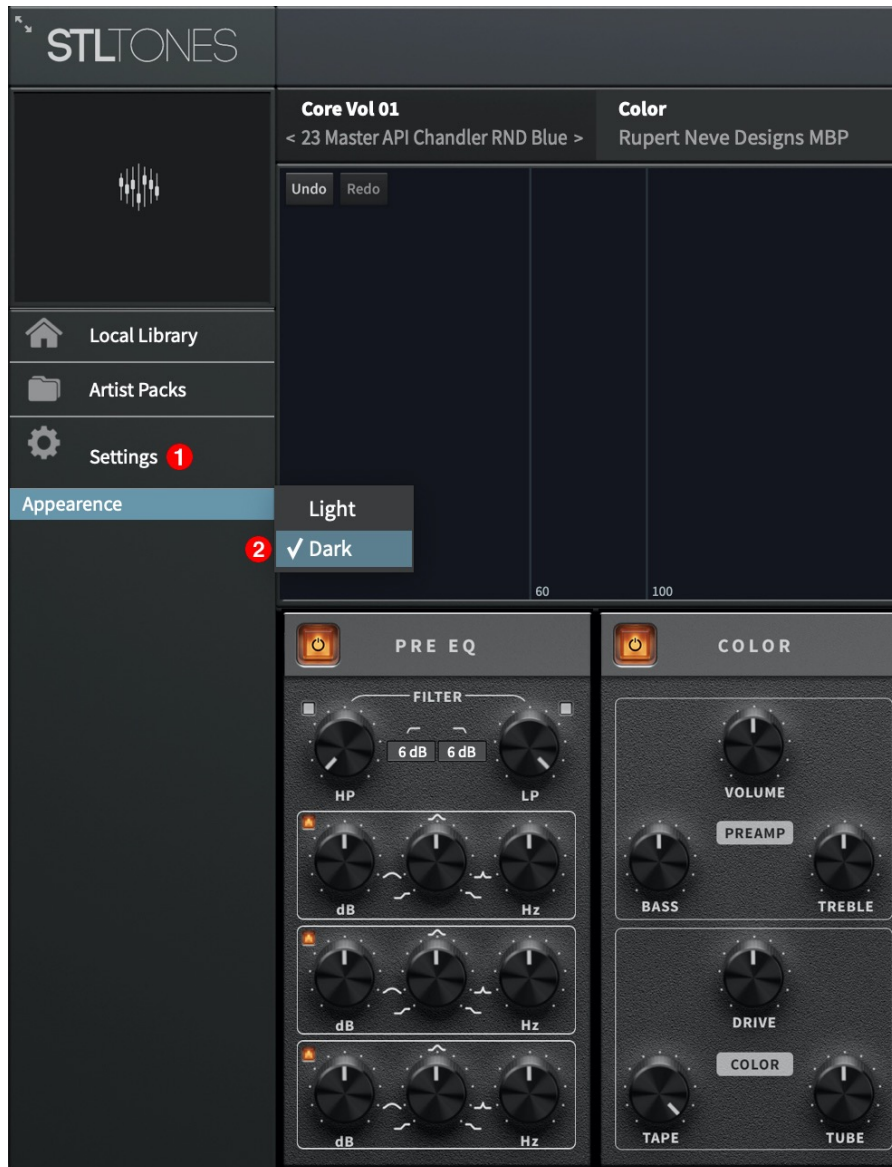
*Tip: If you want to rapidly copy some settings from one instance to another inside a DAW project, you can use the Edit > Current Preset > Copy function. This will store the settings in the clipboard, so you can move into your second instance and select Edit > Current Preset > Paste to paste the stored settings.*

*Keep in mind that settings in the clipboard are preserved until there is at least 1 instance of ControlHub available. If you close all the instances and open a new one later, the clipboard will be cleared out and you won't be able to paste. It is also worth noting that Copy/Paste only works between plugins of the same format*

**NOTE:** Banks and Preset files are located on your local drive. See below for locations. **Mac** - Users/Documents/STL/ControlHub/Banks **PC** - C:\Users\Documents\STL\ControlHub\Banks

# SETTINGS

## STL ControlHub



1. Manage the SETTINGS for ControlHub.
2. The APPEARANCE tab lets you change the color scheme for the plugin. Chose between Dark & Light modes.

For technical issues or any problems experienced with our software contact us via the contact page at [www.stltones.com](http://www.stltones.com). Before doing so, follow our Troubleshooting questions below to see if these fix your issue.

### **Support Information to be provided**

In order 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 ControlHub - V1.0.0.)
- 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.

### Having issues with our software?

#### 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 plugin.
- 3) Open your host software and ensure that the plugins no longer showing up in the inserts list. If the plugins are still present, locate the files on your computer and remove them manually. Once they no longer show up in your DAW (after restarting it), move on to step 4.
- 4) Close out of all host software.
- 5) Download the latest iLok License Manager application from [iLok.com](https://www.ilok.com), install it, run the program and login with your iLok credentials.
- 6) Log into your STL Tones User Account and download the latest installers for the plugin.
- 7) Run the latest installers and start your host program.
- 8) To confirm, ensure that your host program is reading the latest version of our software.

#### iLok synchronisation:

If you receive a message telling you to activate your licenses again, follow these steps.

#### Fix iLok connectivity:

If your iLok cannot connect to your computer, try plugging it in through a powered USB 2.0 hub – this will increase the likelihood that the iLok will connect to the computer. Once it is synched, it should be able to be plugged back into the computer's USB port for use.

**Repair your computer's hard-drive:**

Repair permissions on your computer.

Instructions: Mac & Windows

**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.

**Steps:**

- 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 cannot find your STL ToneHub plugin in Reaper, follow these steps in order to make the plugin available.

**Step1:**

Download and install the latest version of iLok License Manager from iLok.com. After you install, open it and login with your iLok credentials. If you don't have an iLok account, please create an account for free at [iLok.com](https://www.ilok.com).

**Step2:**

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 ControlHub

**File Locations: Windows**

64-bit VST: C:\Program Files\VSTPlugins\STL ControlHub

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

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

Go to Plugins > VST.

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 ControlHub

### **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 ControlHub plugin. If the pop-up window tells you to activate please press "activate" button and insert your Full license serial code.

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

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

**Step1:** download and install the latest version of iLok License Manager from iLok.com. After install, open it and login with your iLok credentials. If you don't have an iLok account, please create an account for free at [iLok.com](https://www.ilok.com).

**Step2:** check if the plugin is installed on your computer in the default folder.

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

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

### **File Locations: Windows**

64-bit VST: C:\Program Files\VSTPlugins\STL ControlHub

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

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

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

### **Authorization Exception Error Message:**

If this error message pops up, follow these steps:

Close your DAW (Pro Tools, Logic, etc.)

Go to [iLok.com](https://iLok.com) and download the latest version of the iLok License Manager application.

Run the iLok License Manager installer on your computer.

Restart your computer.

This issue only affects users who have not installed iLok License Manager 4.0.3 or later.

### **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. Please check the license activation window and double check that it still says you are registered. If not, simply redo the steps mentioned in the License Activation chapter.

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

You can download your plugins from your STL Tones account. Your account will display the installers and serial numbers for all of the STL Tones products you have purchased.

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

#### **Mac:**

AudioUnits: Macintosh HD / Library / Audio / Plugins / Components / STL ControlHub



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

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

**Windows:**

64-bit VST: C:\ Program Files \ VSTPlugins \ STL ControlHub

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

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## CREDITS

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STL Controlhub

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Sincerely  
STL Tones Team!