ADALET

DYNAMIC EQ

MODEL DQ-82

OWNER'S MANUAL

macOS and Windows

SUBVERSELAB

WELCOME

START HERE

> ADALET is a dynamic EQ with six bands and zero latency, and three helpers that do the finding, so you can do the deciding.

Any bell or shelf can be made dynamic, so it cuts or lifts only while the sound needs it. On top sit three helpers: **TARGET** cuts a named part of a sound, **COLLIDE** clears the room between two tracks, and **SELF** finds resonances in the track it sits on. Because ADALET has no latency, the dry and processed signals line up at any MIX setting.

INSTALL

SYSTEM	FORMATS	WHERE IT GOES
macOS 11 or later **Apple Silicon and Intel**	VST3 and AU, in one signed installer.	VST3: `/Library/Audio/Plug-Ins/VST3` AU: `/Library/Audio/Plug-Ins/Components`
Windows, 64-bit	VST3.	`C:\Program Files\Common Files\VST3`

Download from **subverselab.com → Account**, signed in with the e-mail you bought with. After installing, let your DAW rescan its plug-ins; ADALET appears as an audio effect.

QUICK START

1. **Put ADALET on a track.** Six bands sit ready at 80 Hz, 200 Hz, 500 Hz, 1.2 kHz, 3 kHz and 8 kHz, flat.
2. **Shape it.** Click a band chip or drag its point on the display: left and right is frequency, up and down is gain. The control row below the display holds the selected band's settings.
3. **Make it dynamic.** Switch DYNAMIC on for a bell or a shelf, set RANGE and THRESHOLD: the band moves only while the sound crosses the threshold.
4. **Let a helper find it.** Pick an instrument and a part in TARGET, or route another track to the sidechain and use COLLIDE.
5. **Check it.** Hold DELTA to hear only what is being cut; press BYPASS to compare at the same loudness.

THE BANDS

SIX, ANY OF THEM DYNAMIC

The LAB face: one screen with numbered band chips, the display and one control row.

CONTROL	RANGE	WHAT IT DOES
ON	on / off	Each band is switched on or off on its own.
TYPE	Bell, low shelf, high shelf, notch, low cut, high cut	The filter shape.
FREQ	20 Hz to 20 kHz	Centre or corner frequency.
GAIN	−18 to +18 dB	Static boost or cut (bell and shelves).
Q	0.1 to 18	Width of a bell or notch; resonance of a cut.
SLOPE	12, 24, 36, 48 or 72 dB/oct	Steepness of the low and high cuts.
DYNAMIC	on / off	Makes a bell or shelf move with the level.
RANGE	−12 to +12 dB	How far the band moves when the level is over the threshold: negative cuts, positive lifts.
THRESHOLD	−60 to 0 dB	The level where the band starts to move.
ATTACK	1 to 100 ms	How fast it moves in.
RELEASE	10 to 1000 ms	How fast it returns.
TRIGGER	SELF or KEY	SELF: the band listens to its own frequency range in this track. KEY: it listens to the same range in the sidechain.

TARGET

NAME THE PART

Tell ADALET the instrument and the part, and it learns where that part sits in this material from the hits, then cuts it by AMOUNT. TARGET is static once it has learned, and needs no sidechain.

INSTRUMENT	PARTS
VOCAL	BOX, NASAL, HARSH, S, REVERB-READY
BASS	SUB, BODY, TOP
DRUMS	KICK BODY, SNARE BODY, HATS SHIMMER
KICK	SUB, BODY, CLICK
SNARE	BODY, CRACK, SNAP/AIR, REVERB-READY
HATS	CHICK, SHIMMER

CONTROL	RANGE	WHAT IT DOES
INSTRUMENT · PART	OFF, or the lists above	OFF leaves TARGET out. A new choice moves the cut at the next hit.
AMOUNT	0 to 60 dB	How much of the part is cut. A bell stops at 18 dB; the top of the range is a real high-pass or low-pass on an edge cut.
WIDTH	0.5 to 2	How wide the cut is around the part.
SLOPE	12, 24, 36, 48 or 72 dB/oct	Steepness of the edge cuts.

WHAT THE DISPLAY SAYS

While it learns, the display tells you where it is: *LISTENING – PLAY THE TRACK*, then *LISTENING – N HITS HEARD, M OF 3 LEARNED*, then *LEARNED FROM N HITS – CUTTING*. When a hit cannot be used it says why: *HITS TOO CLOSE TOGETHER*, *HITS TOO SHORT*, *NO PITCHED BOOM FOUND* or *THE PART WAS NOT FOUND*. Play the part of the song where the instrument is clearest.

COLLIDE AND SELF

MODE

Band 4 made dynamic, with TARGET (KICK · SUB) and COLLIDE (KEY) on above.

MODE chooses the helper that listens all the time: **COLLIDE** or **SELF**. Its lamp turns it off without losing its settings.

COLLIDE: TWO SOUNDS STOP MASKING EACH OTHER

Route a KEY track (the kick, the vocal) to ADALET's sidechain input in your DAW. COLLIDE cuts this track only where the KEY track is loud, and only while it is. KEY LISTEN lets you hear the sidechain to check the routing.

SELF: RESONANCES IN THIS TRACK

SELF needs no sidechain. It finds the resonances that stick out of the track it sits on and cuts them while they ring. In SELF the MARGIN knob becomes SENS: how far a peak must stand out before it is cut.

CONTROL	RANGE	WHAT IT DOES
DEPTH	0 to 12 dB	The largest cut in any band.
MARGIN / SENS	0 to 12 dB	COLLIDE: how far the KEY should lead this track. SELF: how far a peak must stand out.
FOCUS LOW · HIGH	40 Hz to 16 kHz	Bands outside the focus are never cut.
SPEED	FAST, MEDIUM, SLOW	How quickly the cut lets go.
MIX	0 to 100 %	Dry and processed together; with zero latency there is nothing to align.

LISTENING AND FACES

DELTA · BYPASS · ORBIT

CONTROL	WHAT IT DOES
DELTA	Hold to hear only what is being cut.
BYPASS	Level-matched: the dry signal plays at the loudness the processing has, so a comparison is not decided by loudness.
OUTPUT	−12 to +12 dB.
ANALYZER	OFF, PRE, POST (default) or PRE+POST. The curve on screen is the engine's own response.
LAB · ORBIT	Two faces for the same settings; the choice is saved with the project.

The ORBIT face: a round instrument case with rings and pushers. It edits the same settings as LAB.

REFERENCE

SPECIFICATIONS · SUPPORT

ITEM	ADALET
Formats	macOS: VST3 and AU (Apple Silicon and Intel). Windows 64-bit: VST3.
Latency	Zero
Bands	6: bell, low shelf, high shelf, notch, low cut, high cut; cuts 12 to 72 dB/oct
Dynamics	Per bell or shelf: range ±12 dB, threshold, attack, release, self or sidechain trigger
Helpers	TARGET (instrument parts, learned from the hits), COLLIDE (sidechain), SELF (resonances)
Monitoring	DELTA, level-matched BYPASS, analyzer PRE / POST

HELP AND SUPPORT

Downloads and updates: **subverselab.com → Account**. Something wrong? Reply to your receipt e-mail, or use **Report a problem** on the Account page. Tell us your system, your DAW and what you did; we read every report.

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