NEMBRINI AUDIO

TONE CRAFT

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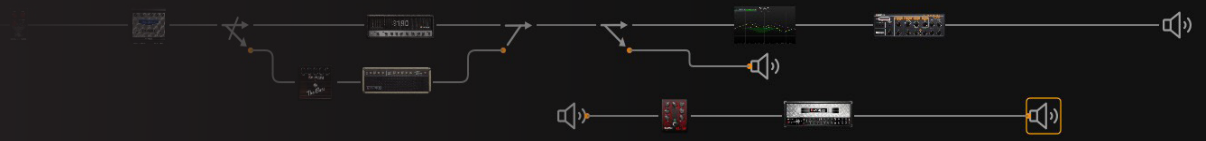
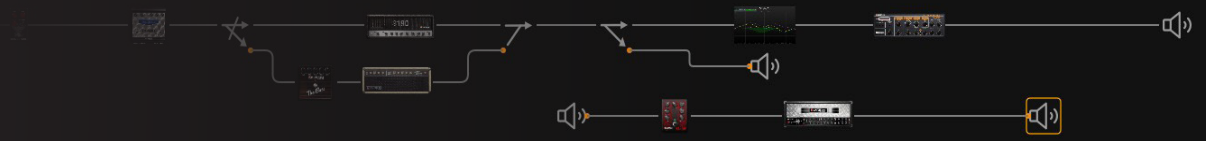


Congratulations on choosing **Tone Craft**.

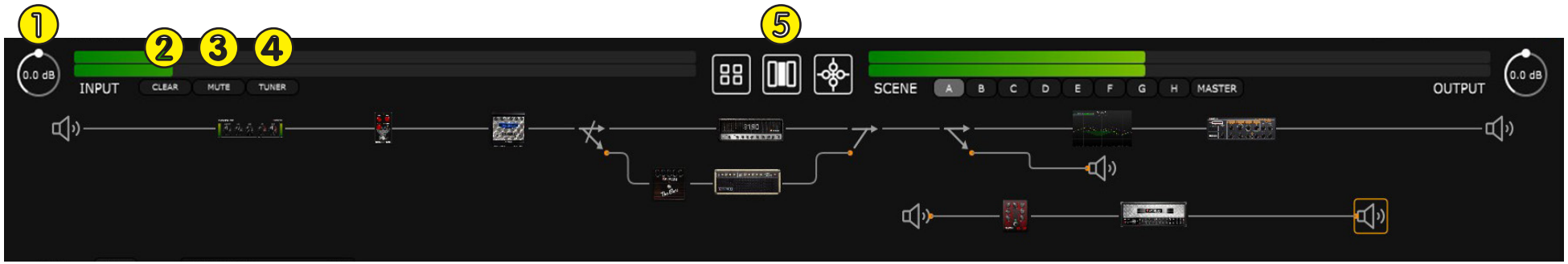
Welcome to *Nembrini Audio Tone Craft*, a versatile audio processing environment that delivers high-quality sound manipulation in both standalone and plugin formats. Tone Craft gives you the freedom to combine modules—such as effects, inputs, and outputs—in an intuitive and efficient way, allowing you to customize your audio workflow without unnecessary complexity.

TONE CRAFT



Key Features:

- **Standalone Application:** Operates both as a plugin within a DAW and as a standalone application, making it suitable for studio production and live performance.
- **MIDI Program Change:** Switch presets or scenes instantly using MIDI Program Change messages..
- **Built-In Modules** Includes a comprehensive set of integrated modules, providing a powerful, ready-to-use toolkit for audio processing without the need for third-party plugins.
- **Full Parameter Control:** All parameters of loaded modules are fully automatable within your DAW and can also be controlled via MIDI control surfaces.
- **Scenes:** Each preset can contain up to 8 different scenes, each with its own module states and routing. Scenes can be changed manually or via MIDI, enabling fast adaptation during live performances or studio sessions.
- **Master Section:** A global Master section shared across all scenes, ideal for applying common processing such as global effects or overall EQ adjustments.
- **Free Version:** Basic features and modules are available at no additional cost for users who already own compatible Nembrini Audio plugins



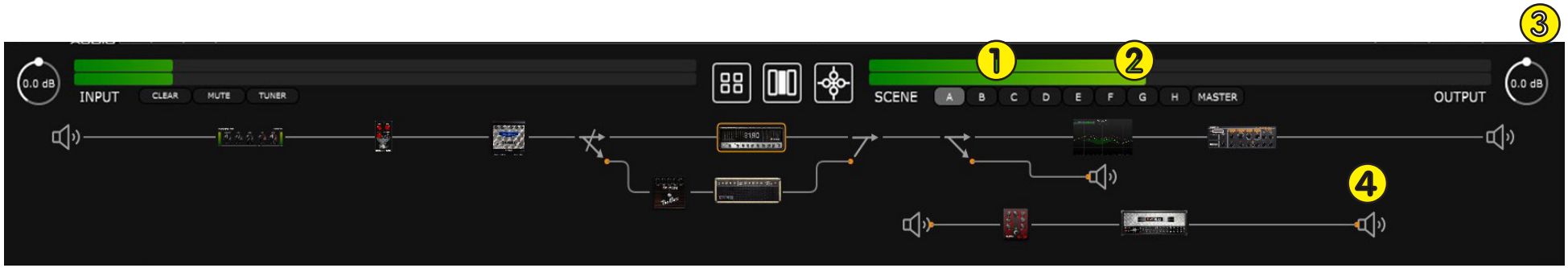
1. **Input:** Displays the input level meter and provides access to input-related controls. This section allows you to monitor the incoming signal level and adjust the input gain as needed.

2. **Clear:** Removes all modules from the current routing canvas, providing a clean starting point for building a new signal chain.

3. **Mute:** Instantly mutes the input signal. Useful for silent tuning, signal changes, or preventing unwanted noise during setup (standalone only).

4. **Tuner:** Activates the built-in tuner for accurate instrument tuning. When enabled, the audio output is muted to allow precise tuning without affecting the signal chain (standalone only).

5. **Modules/Scenes/Parameters:** This section provides access to different views of Tone Craft:
   - *Modules:* Displays the available modules that can be added to the signal chain
   - *Scenes:* Allows selection and management of scenes within the current preset
   - *Parameters:* Shows and edits parameters of the currently selected module



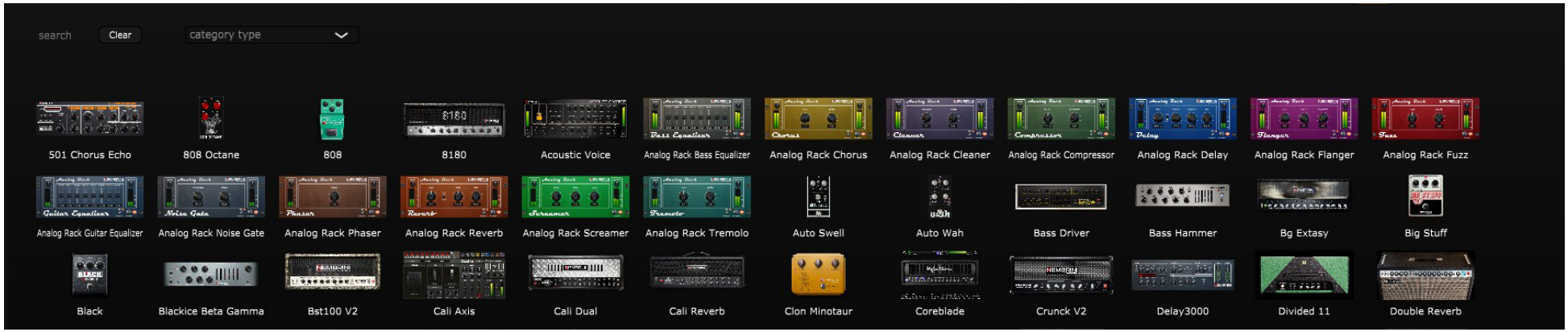
1. **Scenes:** Displays the available scenes (A–H) for the current preset. Each scene represents a different configuration of module states and routing. Scenes can be selected manually or via MIDI Program Change.

2. **Master:** The Master section controls processing that is shared across all scenes within the preset. It is typically used for global effects, overall EQ adjustments, or final level control.

3. **Output:** Displays the output level meter and provides control over the final output level. This section reflects the signal after all processing, including the Master section.

4. **Routing:** The main signal routing canvas where modules are connected. Here you can build and visualize your signal flow by arranging modules, splitters, mixers, and auxiliary inputs/outputs.

MODULES



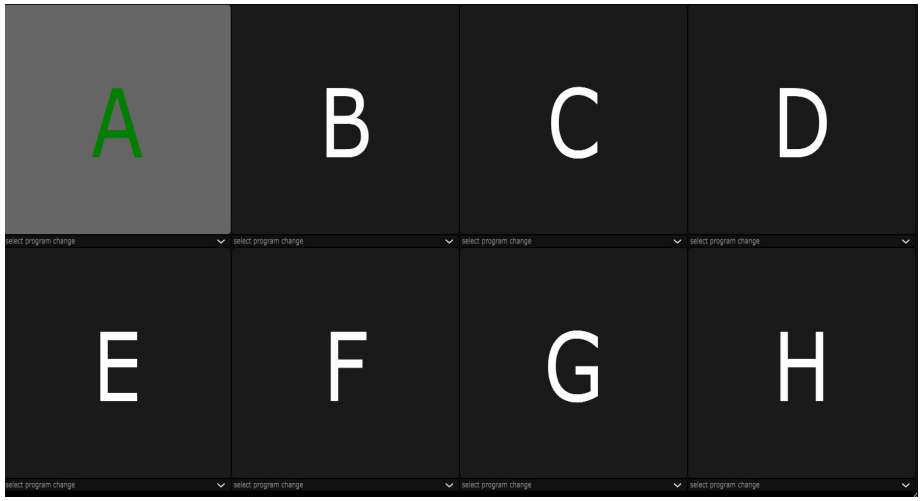
The Modules section provides access to all available processing blocks that can be used to build your signal chain in Tone Craft. It contains both audio processing modules and utility modules, allowing you to create complex and flexible routing configurations. Modules are organized in a grid and can be filtered using the search field and category selector, making it easy to locate specific effects or processors.

Adding Modules

- Drag and drop a module from the Modules section into the routing canvas, or
- Click on a module to insert it at the selected position in the signal chain

Once added, modules can be freely repositioned and connected to define the desired signal flow.

SCENES



The Scenes section allows you to manage and recall up to 8 different scenes (A–H) within a single preset. Each scene represents a unique combination of module states, parameter values, and routing configurations, enabling rapid changes between different sounds or setups.

Scenes are particularly useful for live performances, rehearsals, and complex studio workflows where multiple variations of a signal chain are required within the same preset.

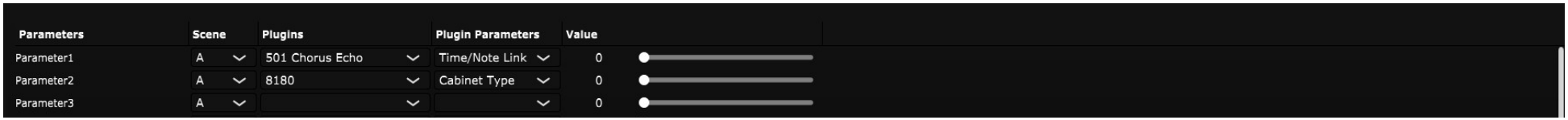
Scene Selection

- Scenes are labeled A through H and can be selected by clicking on the corresponding scene tile.
- The currently active scene is visually highlighted.
- Scene switching can be performed manually or via MIDI Program Change messages.

Master Section Interaction

While scenes control individual module states and routing, the Master section remains global and is shared across all scenes. Any processing applied in the Master section will affect every scene equally.

PARAMETERS



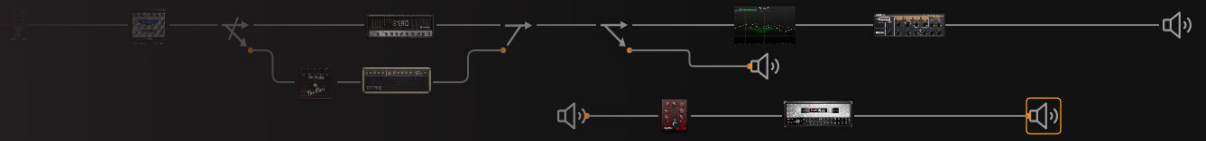
The Parameters section provides centralized control over selected parameters from multiple modules, allowing you to adjust, automate, and recall key controls across different scenes from a single view. This is especially useful for live performance and advanced automation workflows.

Parameter Slots

The Parameters section offers a list of assignable parameter slots. Each slot allows you to define:

- Scene – The scene (A–H) to which the parameter assignment applies
- Plugin – The module from which the parameter is selected
- Plugin Parameter – The specific parameter to be controlled
- Value – A dedicated slider to set and adjust the parameter value

Each slot can be freely configured or left unused.



PARAMETERS

Real-Time Control

Changes made using the parameter sliders are applied in real time. All assigned parameters are:

- Fully automatable in supported DAWs
- Available for MIDI control via control surfaces or MIDI CC mapping

This makes the Parameters section ideal for consolidating the most important controls needed during performance or recording.

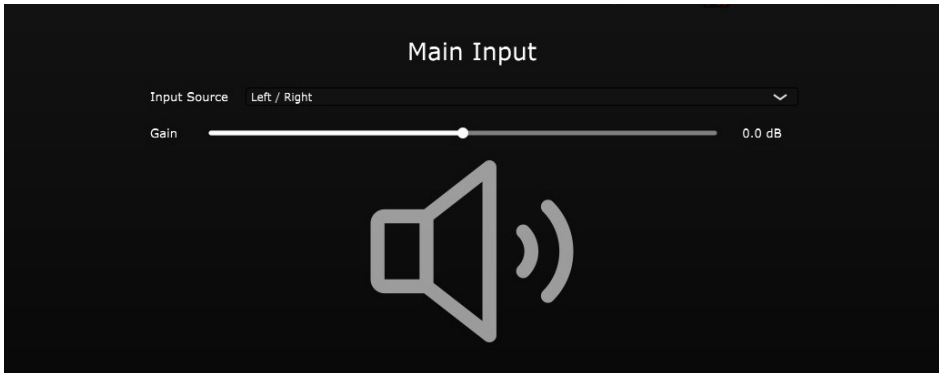
Reset Functions

At the bottom of the section, two reset options are available:

- Reset Selected – Resets the currently selected parameter slot to its default value
- Reset All – Resets all parameter slots in the current scene

The global BPM value applies to all tempo-synchronized modules across scenes and can be automated by the host DAW.

MAIN INPUT



The Input section controls how the audio signal enters Tone Craft. It allows you to select the input source and adjust the incoming signal level before it is processed by any modules in the signal chain.

Input Source

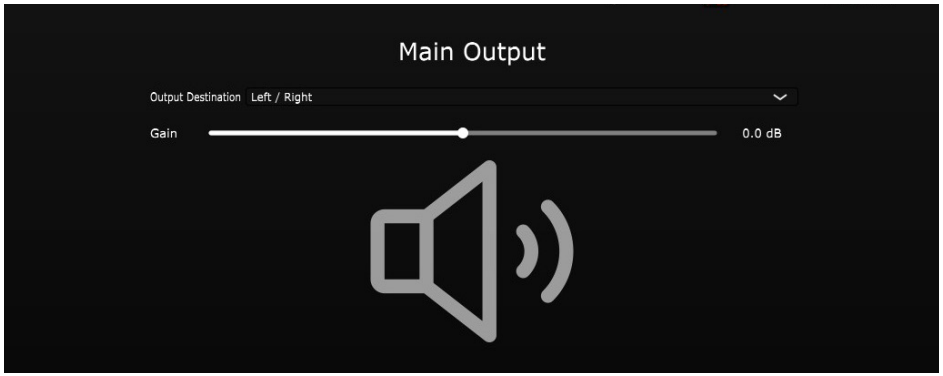
- Selects the audio input source for Tone Craft.
- Available options depend on the host environment:
  - Standalone: Physical inputs from the selected audio interface (e.g. Left, Right, or Left/Right).
  - Plugin: Audio channels provided by the DAW.

Input Gain

- Adjusts the gain applied to the incoming signal.
- Use this control to optimize the input level and avoid clipping or insufficient signal before processing.
- The current gain value is displayed in decibels (dB).

The input signal level is also reflected by the input meter in the top bar, allowing continuous visual monitoring.

MAIN OUTPUT



The Output section defines where the processed signal is sent and controls the final output level of Tone Craft.

Output Destination

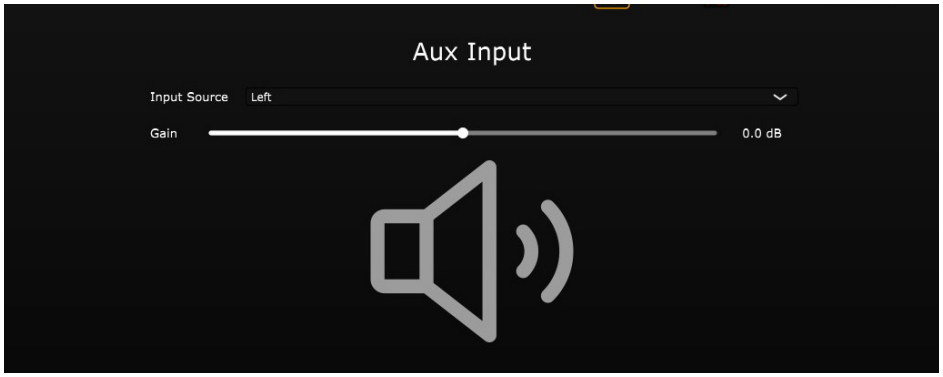
- Selects the audio output destination.
- Available options depend on the host environment:
  - Standalone: Physical outputs of the selected audio interface.
  - Plugin: Audio channels routed back to the DAW.

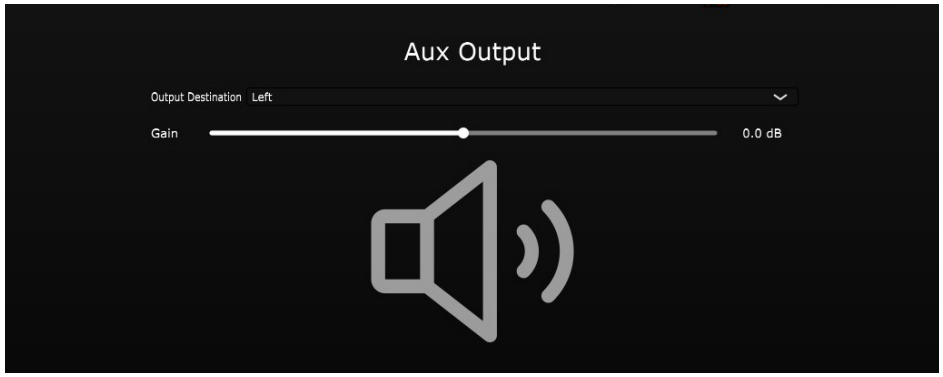
Output Gain

- Controls the final output level after all processing, including the Master section.
- Use this control to match levels between presets, scenes, or other plugins in your signal chain.
- The current gain value is displayed in decibels (dB).

The final signal level is shown on the output meter in the top bar, providing real-time feedback of the processed signal.

AUX INPUT/OUTPUT





Aux Input

The Aux Input module allows you to bring an additional external or internal audio signal into the Tone Craft signal chain. This is useful for parallel processing, re-amping scenarios, or blending multiple sources within a single preset.

Aux Output

The Aux Output module provides an additional output path from the Tone Craft signal chain. It allows you to route selected signals to a separate physical output or DAW channel.

SPLITTER

The Splitter module allows you to divide a single audio signal into two independent signal paths. This enables parallel processing, dual-amp setups, wet/dry chains, or any workflow that requires the same source signal to be processed in multiple ways simultaneously.

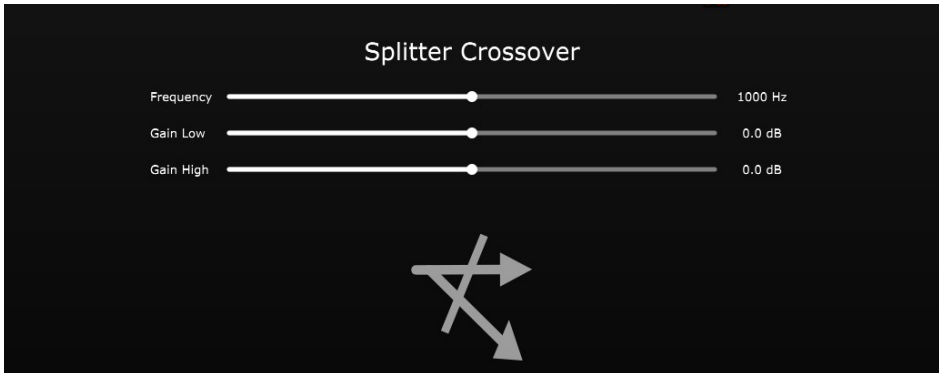
Function

- Takes one input signal and outputs it to two separate paths.
- Each output can be routed independently to different modules or chains.
- Both paths receive the same signal level and content unless further processing is applied downstream.

Typical Use Cases

- Parallel effects processing (e.g. clean + distorted signal)
- Dual-amp or multi-cabinet setups
- Blending dry and wet signals
- Sending the same signal to multiple effect chains

SPLITTER CROSSOVER



The Splitter Crossover module divides the incoming audio signal into two frequency-based paths, separating the signal into low and high frequency bands. This allows independent processing of different frequency ranges before recombining or routing them separately.

Function

- Splits the input signal using a selectable crossover frequency.
- Outputs two independent paths:
  - Low band: frequencies below the crossover point
  - High band: frequencies above the crossover point

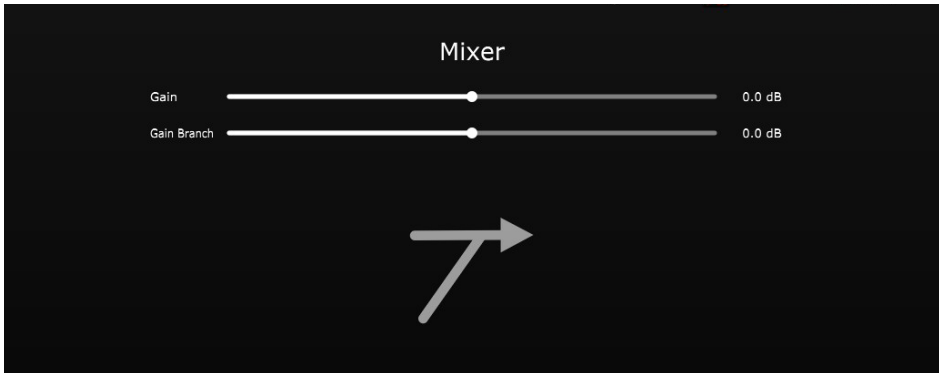
Each band can be routed to different modules or signal chains for targeted processing.

Parameters

- Frequency: Sets the crossover frequency at which the signal is split between low and high bands.
- Gain Low: Adjusts the output level of the low-frequency band.
- Gain High: Adjusts the output level of the high-frequency band.

All gain values are displayed in decibels (dB).

MIXER



The Mixer module allows you to combine two audio signal paths into a single output.

It is typically used in conjunction with Splitter or Splitter Crossover modules to recombine parallel or multi-band processing chains.

Function

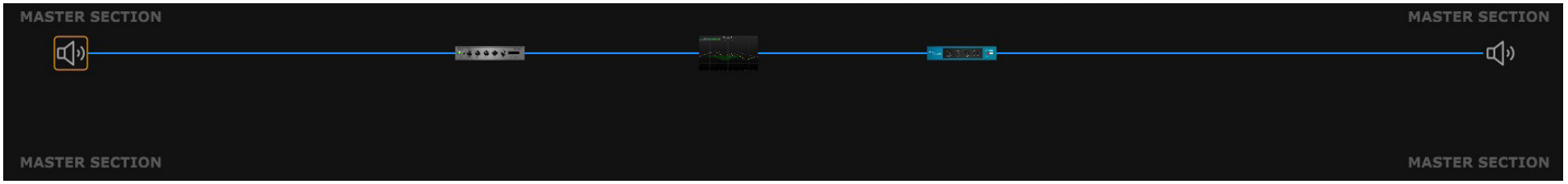
- Accepts two input signals and sums them into a single output.
- Each input path can be balanced independently before being combined.
- The mixed signal is then routed to the next module in the signal chain.

Parameters

- Gain: Controls the level of the main input path.
- Gain Branch: Controls the level of the secondary (branched) input path.

Both gain values are displayed in decibels (dB).

MASTER



The Master Section is a global processing area that applies to all scenes within the current preset. Unlike regular routing modules, the Master Section remains constant when switching scenes, making it ideal for final processing and overall tonal consistency.

Function

- Receives the processed signal coming from the active scene.
- Feeds the signal into the Master Section signal chain before it reaches the final output.
- Any processing applied here affects every scene equally.

Typical Use Cases

- Applying global EQ adjustments
- Adding final compression or limiting
- Inserting effects that should remain consistent across all scenes
- Fine-tuning the overall tonal balance of a preset

THE TOOLBARS

Top Toolbar

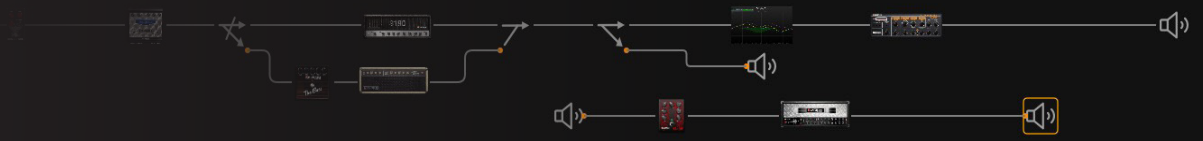
1 - Open the manual, information about the plugin and MIDI settings.

2 - + and - buttons allows you to scroll through the presets.

3 - Open Plugin Manager.

4 - With A/B banks, it is possible to compare two different settings in an easy way. It is also possible to compare pre sets by loading them in the two different A/B banks.The red highlight will show the currently selected bank and what you will modify/save.

5 - Copy the settings from a bank to another, so you can make slight changes to the controls and compare the two settings for example.



1 - Shows you the active preset. Click on the label to see the preset list.

2 - Allows you to override the current selected preset.

3 - Save the current selected preset as a new preset with a name of your choice.

4 - Delete the selected preset.

5 - Bypass the plugin in order to compare your processed and unprocessed signal.

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