Studio des Chènevières

MMXXVI

CHÈNEVIÈRES EQ

User manual

Parametric and creative equalizer



VERSION 2.2 · OCTOBER 2026

A collection of the know-how of sound craftsmen

STUDIO DES CHÈNEVIÈRES

Chènevières EQ — User manual

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Chènevières EQ is a 24-band parametric equalizer (VST3, AU, AAX) with dynamic EQ, per-band saturation, console colours (for the whole plugin or band by band), tube and tape models, linear phase, EQ match, moving bands, a multi-zone resonance suppressor, A / B comparison with morphing, and a Chènevières account to find your presets everywhere. The interface is available in 28 languages. This manual describes version 2.2.

Getting started

Install the plugin, open it on a track, then click on the curve to create your first band.

Installation

- **Download**: `studiodeschenevieres.fr`, Windows and Mac buttons (always the latest version).
- **Windows**: run `Chenevieres-EQ-<version>-Windows.exe`. Tick VST3 and/or AAX (Pro Tools). If Windows shows a warning (software not yet downloaded often), choose ⋯ › **Keep**, then if needed **More info › Run anyway**.
- **Mac**: run `Chenevieres-EQ-<version>-macOS.pkg` (VST3, AU, AAX). The installer is signed and notarized by Apple: it opens directly, no command to type.
- **Pro Tools**: the AAX version must be signed by PACE to load in Pro Tools. It is, on both Windows and Mac.

The window, from top to bottom



The Chènevières EQ window: header, preset bar, curve and band panel

Area	Contents
Header	Studio des Chènevières signature (a click opens our Instagram), EQ logo, CONSOLE menu with PRE / POST, CHARACTER (Neutral / Tube / Tape) with its model and PRE / POST, AMOUNT, clock, ⚙ menu, beagle
Preset bar	Presets (STUDIO, USER, COMMUNITY), search, Save / Delete, BYPASS, COMPARE A / B (/ C) with the morphing slider, copy
Curve	The bands, the analyzer, the piano keyboard. At the top: CURVE / CONSOLE, Undo / Redo, DELTA, SC indicator, LINEAR PHASE tag, COLLISIONS, AUTO GAIN, RESONANCES, MATCH, PHASE
Bottom panel	Settings of the selected band (DYN, SAT, MOD, CONS. tabs), input / output VU meters and levels, ANALYZER menu, SCALE, logo of the preset's author

Hover over any control: a tooltip explains what it does.

Bands

A click on the curve creates a band; drag its node to adjust it. Up to 24 bands.

1. **Create**: click on the curve. In the middle you get a bell, at the far left a low cut, at the far right a high cut. Keep the button pressed to place it right away.
2. **Adjust**: drag the node (frequency horizontally, gain vertically). For a low/high cut, notch or band pass, vertical dragging sets the Q. The **mouse wheel** on a node also sets the Q. **Shift** while dragging = fine adjustment.
3. **Enable / bypass**: double-click the node.
4. **Make dynamic**: Alt + click the node (the usual sound engineer's gesture). The gain you set becomes the dynamic range: the band only acts when the signal goes over the threshold, which is learned during the next second and a half (6 dB below the loudest level heard in its zone; play the track at that moment). With no gain set, the band dips by 6 dB. Another Alt + click makes it static again. **Alt + click in empty space** creates a dynamic band right away.
5. **Delete**: Del key, right-click › Delete, or the panel's Delete button. (Before 2.2, Alt + click deleted the band.)
6. **Reset**: Ctrl + click (Windows) / Cmd + click (Mac) on the node: gain 0 dB, default Q.
7. **Menu**: right-click a node: type, slope, stereo, **band console** (with its amount), solo, enable, copy / paste, delete.

The 8 filter types: bell, low shelf, high shelf, low cut, high cut, notch, band pass, tilt.

Slopes of low / high cuts: from 6 to 96 dB/oct. Q sets the resonance at the cutoff (0.71 = no bump).

Per-band stereo: Stereo (both channels), Left, Right, Mid (the centre) or Side (the sides). A letter L, R, M or S appears next to the node.

The band panel

The bottom panel adjusts the selected band: type, frequency, gain, Q, then dynamics, saturation, movement or console (DYN, SAT, MOD and CONS. tabs).



The selected band's panel: type, SOLO, frequency, gain, Q, then the DYN, SAT, MOD and CONS. tabs

Basic settings: TYPE (icons), FREQUENCY, GAIN, Q, SLOPE, STEREO, ACTIVE, Delete.

SOLO (headphones next to TYPE, or right-click the node): you only hear the band's frequency range. A yellow "S" badge marks the band. Solo is not saved and stops when the window closes.

Dynamics (bells, shelves, tilt): turn on DYNAMIC, then open the DYN tab.

Setting	Role
THRESHOLD	Level (dBFS, within the band's range) above which the band moves
RANGE	Maximum change: negative = the band dips; positive = it rises
RATIO	Above 1:1, compressor: above the threshold, the band moves (1 − 1/ratio) dB per dB. Below (1:2, 1:3… down to 1:20), **expander**: the band moves below the threshold, to push quiet passages (bleed, hiss) further down
ATTACK	How fast it reacts when the signal exceeds the threshold
RELEASE	How fast it returns to normal gain
SIDECHAIN	The band listens to the sidechain input (another track) instead of its own signal. See the "Sidechain" section

Sidechain example: on the guitar, a dynamic bell at 2.5 kHz, range −4 dB, SIDECHAIN on, vocal routed to the plugin's sidechain input: the guitar dips when the vocal sings.

On the curve, a dynamic band keeps its numbered node at its set position. A dashed **ghost ring** shows live where the band actually is. A line runs down (or up) to the end of the range, finished by a **diamond**: drag it up and down to set the RANGE right on the curve (Shift: 1 dB steps; double-click: −6 dB). Hover over it to see the value.

Per-band saturation: turn on SATURATION, then the SAT tab. COLOUR (Tube: even harmonics, warm; Tape: odd, denser), AMOUNT (0–100 %), FOLLOWS DYN. (on a dynamic band, saturation only acts above the threshold). Only the band's range is saturated. An amber arc lights up on the node when it is working.

Working faster

Four tools to shape the curve faster: multi-selection, the note magnet, grabbing a spectrum peak and copy / paste.

Multi-selection

- **Shift + drag in empty space**: draws a rectangle; the nodes inside are selected (dashed white rings). A small hint at the bottom of the curve reminds you of it. A plain drag in empty space still creates a band.

- **Shift + click** a node: adds it to or removes it from the selection.
- **Drag** a selected node: all selected bands move together, by the same frequency and gain offset.
- Ctrl / Cmd + A: select all; Esc: deselect; Del: delete the selection.
- Right-click a selected node: enable / disable, delete, or **Console for the selection** (one console and amount for all selected bands).



Multi-selection: the chosen bands are circled with dashes

Note magnet: while dragging a node, hold **Alt**: the frequency snaps to the nearest in-tune note (A = 440 Hz). The note shows in the bubble and on the piano keyboard.

Grab the spectrum: when the analyzer runs, small triangles mark the peaks that clearly stand out. Hover over one: the bubble shows the suggested correction. Click: a bell is created on that peak (estimated gain and width), which you can drag right away.

Copy / paste

- **One band**: right-click a node → Copy band; then right-click another node → Paste onto this band, or right-click empty space → Paste band here.
- **All settings**: preset menu → Copy all settings, then Paste settings.
- The clipboard works across tracks and projects.

Analyzer and collisions

The analyzer shows the spectrum in real time; COLLISIONS shows where two tracks mask each other.

Analyzer (ANALYZER button at the bottom right: a menu)

- **ANALYZER**: Off, Input, Output, or Input + output. 4.5 dB/oct tilt: a balanced mix looks flat.
- **CHANNELS**: Stereo (the sum), **L / R** or **M / S** (two curves; the second one in light blue, legend at the bottom left). M / S helps setting Mid or Side bands.
- **RANGE**: vertical scale of the curve (±3, ±6, ±12, ±30 dB).



Analyzer in M/S channels: Mid and Side shown separately

Collisions

1. Put Chènevières EQ on both tracks to compare (for example vocal and guitar).
2. On one of them, click **COLLISIONS** (top right of the curve) and pick the other track.
3. The other track's output shows in purple. Areas where both have the same level at the same frequencies appear in red: that is where they mask each other.
4. Cut one of the two in those areas (usually the less important one there).



COLLISIONS: another track's spectrum in purple, conflict areas in red

The track name comes from the DAW when it provides it; otherwise instances are called "Chenevieres EQ 1", "2"... Choose "No comparison" to stop.

Consoles and character

CONSOLE gives the colour of a large mixing desk; CHARACTER adds a Tube or Tape stage, with its model. AMOUNT sets how much of both.



Header: CONSOLE and CHARACTER with their PRE / POST switches, the tube model, AMOUNT, clock and ⚙ menu

CONSOLE (menu at the top: a click opens the list of 8 consoles). Each colour changes the sound and the look of the plugin, with zero latency, in three ways: the shape of your bands' filters, a tonal curve, and the transformer (harmonics, light peak compression). Level is compensated: you compare the colour, not the loudness.

Console	Colour	Character	Knobs
NEUTRAL	amber	Transparent	Brown bakelite
US PUNCH	red	Strong proportional Q, punchy lows, forward presence	Crenellated skirt, coloured caps (API style)
BRIT CLEAN	green	Tight bells, tight lows, airy top, subtle saturation	Red, blue, grey domes (SSL style)
BRIT CLASS A	blue	Full lows with a dip above, wide bells, silky top, generous transformer	Fluted burgundy knobs, big red levels (Neve style)
CONSOLE 32	orange	Very smooth curves, warm low mids	Black body, small coloured caps (Harrison style)
PASSIVE TUBE	steel	Passive tube equalizer: full lows with their dip just above, airy top, tube and transformer	Big fluted bakelite, "chicken head" (Pultec style)
PRÉCISION 82	ivory	Precision parametric equalizer: constant Q, exact curves, great transparency, a hint of discrete-circuit warmth	Graphite front, ivory pointers
QUADRA	turquoise	Digital console, no colouration; four curve types to choose from	Digital front, turquoise accents

QUADRA: when this console is chosen, a **Type** menu appears right below it. **Type 1 · Classic**: constant Q. **Type 2 · Proportional**: the Q tightens as the gain rises. **Type 3 · Asymmetric**: wide boosts, narrow cuts. **Type 4 · Vintage**: wide bells and rounded shelves. The type also applies to bands set to Quadra.



PASSIVE TUBE theme: the console colour changes the skin and the knobs

CHARACTER: Neutral (transparent, zero latency), Tube or Tape. Under the switch, a menu chooses the **model**:

Mode	Model	Sound
Tube	Warm triode (default)	Roundness, even harmonics; the sound of previous versions
	Soft triode	More subtle, less low end
	Pentode	Bite, presence
	Push-pull	Dense, light compression
Tape	Speed: 19 cm/s (vintage), 38 cm/s (default), 76 cm/s (high speed)	The speed changes the low-end bump and the softness of the highs
	Formula: standard (default) or hot	The hot formula saturates sooner

Tube and Tape have 6 samples of latency, reported to the DAW. Existing sessions keep their sound: the default settings match previous versions.

PRE / POST: on the title line of CONSOLE and CHARACTER, a small switch places each one before the EQ (PRE) or after it (POST, default, like a real console channel). In PRE, the character colours the raw sound and the EQ shapes it afterwards; in POST, it colours the EQ's result. Switching uses a crossfade, with no click. In Neutral mode, the character's model and PRE / POST are greyed out.

AMOUNT sets console and character: 0 % = filter shapes only, 50 % = reference setting, 100 % = doubled. It lights up as you turn it up. INPUT level also drives the saturation.

Per-band console

Each band can have **its own console**: for example a 1 kHz bell in US PUNCH, a 5 kHz one in BRIT CLASS A, a high shelf in PASSIVE TUBE… each with its own amount.



Console view: a different console on each band, with that console's faceplate, knobs and fader, a meter and BYPASS / SOLO per band

- **Global** (default): the band follows the plugin's console (CONSOLE menu at the top).
- **A chosen console**: the band takes that console's filter shape and transformer (harmonics), **within its frequency range only**. The rest of the spectrum is untouched.
- **Neutral**: the band stays neutral, even if the plugin has a console.
- Band **AMOUNT**: 0 % = neutral band, 50 % = reference setting, 100 % = doubled. It only acts when a console is chosen for the band.
- The plugin's console stays active on top, over the whole signal (its tonal curve and transformer), set by the header's AMOUNT.

Where to set it:

- **On the curve**: right-click a node → **Console: …**, then Global, one of the 8 consoles, and the amount (25, 50, 75 or 100 %). With several bands selected: **Console for the selection**.
- In the **console view** (name plate at the top of each strip, and AMOUNT knob left of the fader).
- In the band panel's **CONS.** tab.

On the curve, a coloured **badge** to the left of the node shows a band with its own console: **N** Neutral, **US** US Punch, **BC** Brit Clean, **A** Brit Class A, **32** Console 32, **TP** Passive tube, **82** Précision 82, **Q** Quadra. Without a badge, the band follows the plugin's console.



On the curve, each band's badge shows its console



The band panel's CONS. tab: choice of the band's console and its amount

In linear phase, the console's filter shape applies, but not its transformer (like band saturation).

Phase

Minimum phase by default (zero latency); linear phase for mastering, at the cost of latency that the DAW compensates.

Where to choose it: ⚙ › **Phase** menu. When linear phase is on, an orange **LINEAR PHASE** tag shows above the curve; a click on it reopens the choice.

- **Minimum**: like an analogue EQ, zero latency.
- **Linear · high, medium or low**: no phase rotation, useful for mastering or for tracks played together (multi-mic drums). Stereo, L, R, Mid, Side and dynamic bands work; band saturation and movement only act in minimum phase.
- When changing mode or quality, the sound mutes for a moment (fade) while the new filter gets ready.

Quality	Latency at 44.1 / 48 kHz	Precision
HIGH	≈ 85 ms	Precise lows
MEDIUM	≈ 43 ms	Very good above 40 Hz
LOW	≈ 21 ms	Less precise below 60 Hz

At 88.2 / 96 kHz, latencies in samples double; the duration stays the same.

Check stereo phase: **PHASE** button at the top right of the curve.

- Correlation meter and goniometer: green = in phase, amber = very wide stereo, red = out of phase (the sound thins out in mono).

- **MONO**: listen to the mono sum (not saved).
- **Ø L, Ø R, Ø L+R**: polarity inversion (saved). When a polarity is inverted, the button turns into a red **PHASE Ø**.

The PHASE, MATCH and RESONANCES windows

These three windows open above the curve. To see what is underneath:

- **Move**: grab the window by its title (a small six-dot handle shows where) and drop it anywhere on the curve.
- **Fold**: the small arrow next to the title, or a double-click on the title, shrinks the window to its title bar (plus the zone tabs for RESONANCES). Click again to unfold it.

The position and folded state are saved with the session.



The folded RESONANCE SUPPRESSOR window: title, ON and zone tabs stay visible

EQ match

EQ match compares the spectrum of a reference with your mix's, then creates the bands that bring your mix closer to the reference.



The EQ MATCH panel: reference via input or sidechain, captures, amount and number of bands

1. Click **MATCH** at the top right of the curve.
2. **REFERENCE VIA**:
   - **INPUT**: play the reference through the plugin and click CAPTURE on line 1 (10 s or more), then STOP. Do the same with your mix on line 2.
   - **SIDECHAIN**: route the reference track to the plugin's sidechain input, start playback and click **BOTH**: reference and mix are captured at the same time.
3. The suggested correction shows as a dashed blue line on the curve.
4. Set the **AMOUNT** (100 % = full copy of the tonal balance; 70 % by default) and the maximum number of **BANDS** (3 to 12).
5. **APPLY** creates the bells and shelves. They are normal bands: adjust them freely.
6. **REMOVE** deletes the bands created by the match.

The overall level is not copied, only the colour. Capture comparable passages (chorus against chorus).

Moving bands

A band can move on its own: its frequency or gain follows a tempo-synced LFO, the signal level, or another track's level.



A bell whose frequency moves: the moving dot shows its current position



The MOD tab: source, target, shape, rate, depth and LFO frequency

1. Select a band and turn on **MOVEMENT** (left column of the panel): the **MOD** tab opens.
2. **SOURCE**: **LFO** (a regular movement), **Envelope** (the band follows its own signal level) or **Sidechain** (the band follows the level of another track routed to the sidechain input; for example the bass dips on every kick hit). With no sidechain connected, the Sidechain source does not move anything.
3. **TARGET**: Frequency (up to ± 2 octaves) or Gain (up to ± 12 dB, on types that have a gain).
4. LFO **SHAPE**: sine, triangle, saw, square or random (a new value at each cycle, reached smoothly).
5. **RATE**: a note value locked to the DAW tempo (from 4 bars to 1/16, dotted, triplets), or Free, set in Hz with **LFO FREQ.** During playback, the LFO follows the song position: it lands on the same spot every time.
6. **TAP**: tap in time on the **TAP** button, to the right of LFO FREQ., or on the **T** key: the movement makes one cycle per tap (TAP turns the movement on and switches to LFO, Free speed, by itself). Handy on stage, without a tempo grid. The tapped tempo and the speed show for two seconds (for example "♩ 92 · 1.5 Hz"); the plugin averages the last taps, and a pause of more than 2 seconds starts the count again. The TAP button **blinks in time** with the movement, so you can see at a glance that it is locked in.

7. **DEPTH**: the amount of movement; negative, it goes the other way (with envelope or sidechain, the band dips instead of rising when the signal is loud).



The TAP button; the tapped tempo shows for two seconds

On the curve, a small dot linked to the set node shows the band's current position, and a small wave above the number marks a moving band. Movement only acts in minimum phase.

Ideas: a low cut opening over 4 bars for a build-up, a bell sweeping the mids in 1/8 on a guitar, a high shelf on envelope brightening loud passages, a low shelf on the Sidechain source (negative depth) on the bass, triggered by the kick.

Sidechain: listening to another track

The sidechain lets a band react to the level of **another track** in the project: dip the guitar when the vocal sings, dip the bass on the kick, capture a reference for EQ match.

What uses the sidechain: a dynamic band with **SIDECHAIN** on (DYN tab), a moving band with the **Sidechain** source (MOD tab), and EQ MATCH with "reference via sidechain".

SC indicator: when the DAW connects a sidechain input to the plugin, an **SC** indicator appears next to DELTA. It lights up green, with the incoming level, when a signal arrives.

Warning: if a band is waiting for the sidechain but nothing arrives (no sidechain connected, or silence for 2 seconds while the track itself is playing), an orange message shows on the curve and the band's SIDECHAIN button turns orange with a "!".



Warning: band 3 uses the sidechain, but nothing is arriving; the SIDECHAIN button is orange

Routing the sidechain in your DAW (example: the kick into the sidechain of the bass's Chènevières EQ). Names may vary with the software version.

DAW	How to
Logic Pro	At the top of the plugin window, **Side Chain** menu: choose the kick track (or a bus that receives it).
Pro Tools	On the kick track, create a send to a bus (for example Bus 1). In the plugin window, **Key Input** menu (key icon): choose that bus.
Cubase / Nuendo	In the plugin window, turn on the **Side-Chain** button. On the kick track, add a send to the bass track's "Chenevieres EQ – Side-Chain".
Studio One	In the plugin window header, turn on **Side-Chain**. On the kick track, add a send to the Chènevières EQ sidechain input.
Ableton Live	Expand the plugin on the bass track (triangle in the title bar): **Sidechain** section, turn it on and choose the kick track in "Audio From".
Reaper	Set the bass track to 4 channels (Route button). Send the kick to channels 3/4 of that track. In the plugin, pin button ("2 in 2 out"): connect channels 3/4 to the sidechain input.
FL Studio	In the mixer, select the kick track, right-click the send arrow to the bass track: **Sidechain to this track**. Then, in the plugin settings (gear › Processing), choose that input for the sidechain.

Check: start playback; the **SC** indicator should light up green. If it stays off, the send is not reaching the plugin.

Resonance suppressor

The resonance suppressor finds frequencies that clearly stand out from their neighbours (whistles, harsh vocal spots, room or guitar resonances) and tames them on the fly, only when they appear. It can work on **up to 6 frequency zones**, each with its own settings.



Three resonance zones: each zone has its colour and settings; drag its edges on the curve

- **RESONANCES** (above the curve) opens the settings window; **ON** turns the module on. The button then shows the current reduction (for example RES. -4.5 dB) and the curve shows it below the 0 dB line (in red with a single zone, in each zone's colour otherwise).
- **Zones**: the Zone 1, Zone 2… tabs choose the zone you are setting. **+ Zone** adds one (up to 6) in the largest free space, or splits the widest zone in two. **Delete zone** removes the zone shown.
- **On the curve** (window open), each zone is a coloured range with its label ("Zone 2 · Mids"). Click the label to choose the zone; drag its edges to change its range. Zones never overlap: when you drag an edge, the neighbouring zone adjusts.
- **DEPTH**: maximum reduction of a resonance (0 to 24 dB, 6 dB by default).
- **SENSITIVITY**: higher reacts to subtler resonances.
- **SHARPNESS**: higher only touches narrow peaks; lower also acts on wider bumps.
- **RATE**: higher follows moving resonances faster (vocals); lower is smoother.
- **FROM / TO**: the zone's frequency range (200 Hz to 16 kHz by default for zone 1).
- **LISTEN TO WHAT IS REMOVED (ZONE n)**: you only hear what the zone removes; you should hear whistles, not the music.

A three-zone example on a vocal: slow lows (low rate) against room boom, medium mids against nasal tones, fast highs against sibilance.

Latency is about 21 ms, compensated by the DAW, whatever the number of zones. Older sessions keep their setting: it becomes Zone 1.

Delta listening

DELTA (top left of the curve, after Undo / Redo) lets you hear only what the EQ adds or removes. If you hear the whole music rather than a specific area, the correction is probably too strong. Delta also works in linear phase. It is not saved: remember to turn it off.

Levels, VU meters and gain

INPUT and OUTPUT each have a needle VU meter, a level (±24 dB) and a SWAP L/R.



Input and output VU meters, PEAK / RMS, SWAP L/R, ANALYZER menu and SCALE

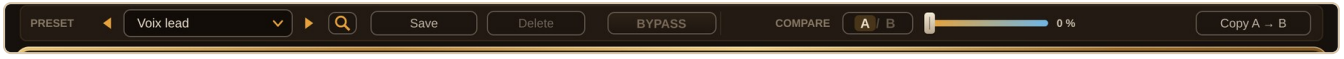


AUTO GAIN on: the applied correction shows on the button

- **VU meters**: two needles each (black = L or M, red = R or S). A click on the dial switches L/R ↔ M/S.
- **PEAK / RMS** under each dial: RMS = true VU (300 ms average, 0 VU = −18 dBFS); PEAK = peak meter (−40 to 0 dBFS). Maximum peak in dBFS on the dial, clip light.
- **SWAP L/R**: swaps left and right at the input (before the EQ) or at the output, without clicks.
- **AUTO GAIN** (top right of the curve): the output compensates the level added or removed by the EQ; the button shows the compensation (for example AUTO −1.7 dB). To judge a correction without being fooled by loudness.
- **SCALE** (small knob under RANGE): scales the gain of all bands (0 % = flat, 100 % = as set, 200 % = doubled).
- **BYPASS** (preset bar): bypasses all bands at once, without clicks; console, character and levels stay active. When on, the button turns fully red and the curve shows "EQ BYPASSED".

Presets, A/B comparison, undo

Three preset banks, an A / B comparison with morphing and a C memory, and 100 undo steps.



Preset bar: menu, search, save, BYPASS and COMPARE with the morphing slider

Presets (preset bar menu, or ◀ ▶ arrows). The menu is short: each bank is a **folder that opens when you hover** over it. The loaded preset is ticked, and so are the folders that hold it. The arrows and the search still browse every preset.



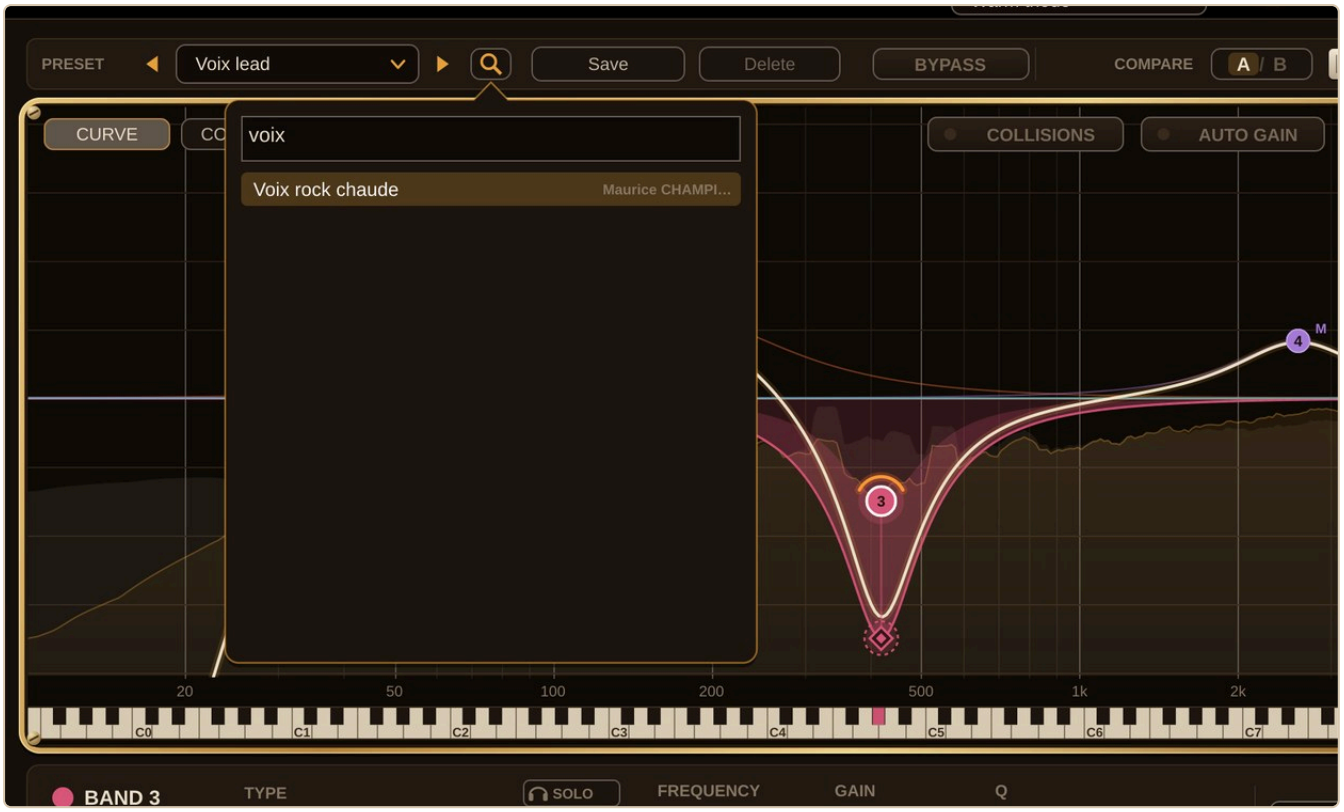
The preset menu in folders: USER by category, COMMUNITY with each author's link

- **Default settings**: everything reset. If the comparison holds something else (a different B, a C memory, or the slider in the middle), a question appears: **Only A** (only the setting you hear is reset), **Reset everything** (A and B reset, C erased, slider at 0 %) or Cancel.
- **STUDIO bank** (13 factory presets): lead vocal brightness and warmth, backing vocals, bass, kick, snare, drum bus, acoustic and electric guitars, piano, strings and pads, mastering weight and air, mastering transparent. They are starting points, to be adjusted by ear.
- **STUDIO – CREATIVE** (22 presets): they show off moving bands, the resonance suppressor and the per-band console. The last four are movements that help in the mix: bass ducked by the kick (sidechain), vocal highs that calm down when the singer pushes, guitar mids that open up when played hard (envelope), a 4-bar filtered build-up.
- **STUDIO – SPOKEN VOICE** (8 presets, for podcasts and video): podcast low voice, podcast high voice, two-mic interview, documentary voice-over, lavalier mic, USB mic / headset, resonant room, telephone / radio effect. They stay in minimum phase, with zero latency.
- **USER bank**: **Save** stores the current settings under a name (with a category); **Delete** removes the chosen preset. When signed in to the account, USER is sorted into sub-folders by **category** (Vocals, Drums, Bass…); presets without a category follow, under "Uncategorized". In the menu, a **right-click on a USER preset** also offers "Delete this preset…". A preset holds everything (bands, dynamics, saturation, console, character, zones, levels, polarity).
- **COMMUNITY bank**: presets by users, published by Studio des Chènevières with their author's consent (see "Chènevières account"). It updates on its own, with no new plugin version. One folder per author, with a small icon next to the name: **Instagram** (pink) or

website (blue globe) when the author gave a link, grey otherwise. Hover the icon to show the address instead of the name; click it to open it in your browser.

- Presets folder ("Open the presets folder…" menu item): Mac `~/Library/Audio/Presets/Studio des Chenevieres/Chenevieres EQ`, Windows `%APPDATA%\Studio des Chenevieres\Chenevieres EQ\Presets`.

Search (🔍 magnifier next to the arrows): type a few letters, the list filters instantly (ignoring accents and case; "vocal" or "bass" for example). Up / down arrows to browse, Enter or click to load, Esc to close.



Preset search: the matching STUDIO and CREATIVE presets

A / B comparison and morphing



Morphing at 40 %: the solid curve is what you hear; A in orange dashes, B in blue dots

- The **A / B** button: a click on A sets the slider to 0 %, on B to 100 %. The letter you hear is lit. The first time, B starts from A's settings.
- The **morphing slider** moves gradually from A to B (automatable in the DAW). Frequency and Q glide logarithmically, gain in dB; choices (type, slope, console…) switch at 50 %. A band present on one side only fades out smoothly.
- On the curve: the solid curve is what you hear; **A** appears in orange dashes and **B** in blue dots, with a small legend.
- **C memory**: as soon as you touch a setting during a blend, the blend is frozen into a **C** memory and you adjust C directly. After 10 s without moving the slider, a discreet **Freeze to C** button also offers it. The Copy menu then offers **C → A** and **C → B**.
- **Copy A → B** (or B → A) copies the current settings to the other memory.



"Default settings" during a comparison: only the setting you hear, or reset everything

Undo / Redo: arrows at the top left of the curve, or Ctrl + Z / Ctrl + Shift + Z (Ctrl + Y too; Cmd on Mac). Up to 100 steps, kept while the plugin is loaded. DAW automation does not create steps. If the DAW intercepts shortcuts, use the arrows.

Chènevières account

The Chènevières account (optional and free) lets you **find your USER presets in any studio**, and submit your presets to the community. Without an account, the plugin works exactly as before.

Signing in (⚙ menu › Account: sign in…)

1. Enter your email address and click **Get a code**.
2. A 6-digit code arrives by email (valid for 10 minutes; check your spam folder if needed). Your address is shown in large type: if you made a typo, click **That's not my address**. **Resend a code** asks for a new one.
3. The first time, choose the **display name** shown with your presets (yours or your studio's) and accept the terms of use.



Signing in: an email address and a code, no password

There is no password. You stay signed in on that computer until you sign out (or after a year without use).

Your presets everywhere: once signed in, the USER bank is your account's. Every preset you save is sent to your account and appears in every studio where you sign in. Without a network, it is sent when the connection comes back. Presets saved earlier on the computer appear under "USER — this computer only"; "Copy these presets to my account…" adds them.

Shared studio: at the end of the session, ⚙ menu › Account › **Sign out**. Your presets stay in your account and are removed from the computer.

Submitting a preset to the community: in the Save window, tick **Submit this preset to the community**. Studio des Chènevières listens to it and may publish it in the COMMUNITY bank, under your name. To withdraw your consent, save the preset again with the box unticked: it leaves the COMMUNITY bank. ⚙ menu › Account › **My submitted presets…** shows the status of each one.



The Save window: name, category and community submission

Name, link and logo (⚙ menu › Account › My name, link and logo…): the name and link (Instagram, website…) come with your published presets. The **logo**: PNG or JPEG of any size (the plugin reduces it), preferably light on a transparent background.

- When signed in, **you see your own logo** under SCALE, with your name, even before it is approved.
- Other users see it when they load one of your presets from the **COMMUNITY** bank, once the logo has been approved by Studio des Chènevières. A click on the logo opens your link.
- An approved logo stays approved for your next presets; only a new logo goes back for approval.



Under SCALE, the logo and name of the loaded COMMUNITY preset's author

News: when you create the account, or later in ⚙ menu › Account, the **Receive news** box (unticked by default) signs you up for a few emails a year: new versions, studio news. Untick it at any time.

Your data: ⚙ menu › Account › **Download my data…** (a file with your profile and presets) and **Delete my account…** (erases the account, your online presets and your published presets; presets on the computer are not affected). Data is hosted in Europe; "Terms and personal data" opens the full terms.

Console view

The console view shows each band as a mixing desk channel strip, sorted by frequency. Each strip takes on the look of its console: faceplate, raised knobs, fader cap.



The console view: one strip per band, in its console's style, with its gain fader, meter and BYPASS / SOLO

- **CURVE / CONSOLE** buttons at the top left of the curve.
- Each strip: band console (name plate, at the top), type, frequency and Q knobs, DYN, SAT, stereo, console AMOUNT, a gain fader, and at the bottom **BYPASS** (red: the band is bypassed) and **SOLO** (yellow: you only hear its range). The gain value is underneath; double-click it to type a value. A triangle next to the fader shows the actual gain of a dynamic band.
- **Band meter** (right of the fader): the signal level within the band's frequency range (green, yellow above -12 dB, red above -3 dB). On a dynamic band, an orange line at the top shows the current gain change.
- **+** adds a bell in the largest gap of the spectrum.
- A click on a strip selects it in the bottom panel.

General settings

Language, size and time-of-day colour are general settings, kept for all future sessions.



In the evening, the clock tints the interface with warmer, darker tones

- **Language** (⚙ menu or flag button), 28 languages in alphabetical order: Brezhoneg (Breton), Català, Corsu (Corsican), Dansk, Deutsch, English, Español, Euskara (Basque), Français, Italiano, Nederlands, Norsk, Polski, Português (Brasil), Português (Portugal), Suomi, Svenska, Türkçe, Vlaams (Flemish), then Russian, Ukrainian, Arabic, Persian, Hebrew, Hindi, Chinese, Japanese and Korean. Arabic, Persian and Hebrew are written right to left. The first time, the plugin uses the system language. Notes: Do Re Mi in French, Italian, Spanish, Portuguese, Corsican, Breton, Basque and Catalan (Do3 = middle C); C D E elsewhere, with H instead of B in German, Danish, Norwegian, Swedish, Finnish and Polish.
- **Size** (⚙ menu, 60 to 200 %) or bottom-right corner. The last size chosen in the menu becomes the default; each project keeps its own.
- **Clock**: shows the time. The plugin colour follows the day: pink at dawn, golden in the morning, original colours from 11 am to 3:30 pm, amber then red at dusk, indigo in the evening, blue at night. Click the clock: on / off.
- **Back to default**: double-click, or Ctrl + click (Windows) / Cmd + click (Mac) on a knob or fader.
- ★ **Feedback** (⚙ menu, "★ Give feedback"): opens the testimonial form (rating, a few words, 5 minutes). An invitation shows every 10 openings until it is filled in; "Done, don't ask again" stops it.
- ♥ **Donate** (⚙ menu): see "Support the project".
- **Recommend to a friend…** (⚙ menu): sends a short message with the download link by **WhatsApp** or **email**, or copies it so you can paste it anywhere (Instagram, Messenger…).

- **Instagram**: a click on the "Studio des Chènevières" signature at the top left (or the ⚙ menu) opens our Instagram page.
- **User manual** (⚙ menu): opens this manual as a PDF, installed with the plugin.
- **About Chènevières EQ** (⚙ menu): an engraved plate with the **copy number** (for example No. 000127, given at the first connection), the **serial number** of this installation (CHN-2026-W-7F3A9C), the date it went into service and the version. "Copy the number" copies it, for a support message. This number is drawn at random and contains no information about you. From 100 installations on, the plate also shows how many copies are installed worldwide.
- **Send anonymous statistics** (⚙ menu, ticked by default): the first time it opens and then at most once a week, the plugin sends its serial number, its version, the system and the format (VST3, AU, AAX), to count installations and active users. No name, no email, no settings; the IP address is not kept. Untick it to send nothing at all.
- **Updates**: at most once a day, the plugin checks for a newer version. If there is one, a "★ New version available" banner appears above the curve; a click offers to download it or to stop showing it. The installed version number is at the bottom of the ⚙ menu, with "Check for updates".



⚙ › About: the plate with the copy number and the serial number

Shortcuts

All mouse and keyboard gestures in one table (Ctrl on Windows = Cmd on Mac).

Gesture	Effect
Click on the curve	Creates a band (keep pressed to place it)
Click a small triangle above a peak	Grabs the peak: a bell that corrects it
Drag a node	Frequency and gain (or Q for low/high cut, notch, band pass)
Shift while dragging	Fine adjustment
Alt while dragging	Snap to the in-tune note
Wheel on a node	Q
Double-click a node	Enables / bypasses the band
Alt + click a node	Makes the band dynamic (or static)
Alt + click in empty space	Creates a dynamic band
Alt + click a resonance zone (RESONANCES window open)	Deletes the zone
Ctrl + click a node	Gain 0 dB, default Q
Right-click a node	Menu: type, slope, stereo, console, solo, copy / paste, delete
Drag the diamond of a dynamic band	RANGE (double-click: −6 dB)
Right-click empty space	Paste band here, select all
Shift + drag in empty space	Selection rectangle
Shift + click a node	Adds to / removes from the selection
Ctrl + A / Esc / Del	Select all / deselect / delete
Ctrl + Z / Ctrl + Shift + Z (or Ctrl + Y)	Undo / redo
Drag a window title (PHASE, MATCH, RESONANCES)	Moves the window
Double-click a window title	Folds / unfolds the window
Right-click a USER preset (preset menu)	Delete this preset
Click an author's icon (COMMUNITY)	Opens their Instagram or website
T key (MOD tab)	TAP: one movement cycle per tap
Double-click or Ctrl + click a knob	Default value
Click a VU meter	Switches L/R ↔ M/S

Troubleshooting

Answers to the most frequent questions.

On Mac, "cannot be opened because it was not downloaded from the App Store". Your Mac only allows the App Store. In System Settings › Privacy & Security › **Allow applications**

downloaded from, choose **App Store and identified developers** (the macOS default), then run the installer again. After installing, restart your DAW (Logic: rescan Audio Units).

On Windows, a warning appears when downloading or launching. Microsoft SmartScreen warns about software that has not been downloaded often yet: **⋯ › Keep**, then **More info › Run anyway**.

Pro Tools shows "Move Failed Plugins" or refuses the plugin. An old version, or a copy obtained other than from the website, is still installed. Download the latest version from **studiodeschenevieres.fr**, install it (it replaces the old one), then restart Pro Tools.

Pro Tools does not see the plugin. Check that AAX was ticked during installation. In the insert menu, Chènevières EQ is listed under **Studio des Chenevieres** (or in the EQ category).

The sound is delayed in linear phase. The plugin reports its latency; check that the DAW's latency compensation is on, or set the quality to MEDIUM or LOW for live playing.

A SIDECHAIN band does not move, or the orange message shows. Nothing reaches the sidechain input: check the routing in the DAW ("Sidechain" section), that the SC indicator lights up green during playback, and that the THRESHOLD is low enough.

I do not receive the sign-in code. Check your spam folder, check the address shown in large type ("That's not my address" to fix it), then "Resend a code". After too many attempts, wait an hour.

My logo does not show for other users. It must be approved first, and it only shows for a preset loaded from the COMMUNITY bank.

Keyboard shortcuts do not work. Some DAWs keep the keyboard: click on the plugin window background, or use the Undo / Redo arrows.

COLLISIONS offers no track. You need Chènevières EQ on at least two tracks of the same session.

A question, an idea? Click ★ **Give feedback** in the ⚙ menu.



The "Your opinion matters" invitation, shown every 10 openings until feedback is given

Support the project

Chènevières EQ is developed by Studio des Chènevières and the non-profit association Chènevières Productions. If the plugin is useful to you, you can support its development with a donation of the amount of your choice on HelloAsso: ⚙ menu › ♥ **Donate**, or scan this QR code.

Support Chènevières EQ on HelloAsso: helloasso.com/associations/chenevieres-productions/formulaires/2

Thank you!