librae legio

_travelers guide
_for keeping your balance

4	2	6
dynamics tools	colours of drive	hp

[color] press [color] hold › then noon = 12 o'clock tags = the panel drawing

stereo dynamics · compress, expand, limit, gate · two colours of drive · a legio launch firmware

← back to the legio starsystem

lime = hold

01 what it is

ll_01

dynamics	stereo compress, expand, limit and gate, with two kinds of gentle drive
made for	the end of the chain · a whole mix or a master bus
in L R	stereo in · ac-coupled · L feeds R if alone
out L R	stereo out, up to 16 V peak to peak
platform	a legio launch firmware · other firmwares

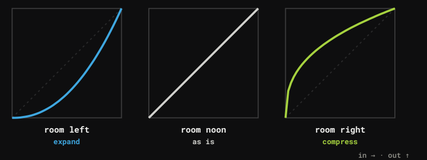
02 room

ll_02 · knob 2 · fig.01

2 [room]	how much dynamic range
right of noon	compression · loud and quiet pulled together
left of noon	expansion · quiet gets quieter, loud stays put
the curve	one very soft knee each way

__fig.01 : room

knob 2 · soft knee both ways



10 first flight

ll_10 · the manual's tutorial

1. mix into in L + R (or just L) · out L + R to your monitors
2. 1 [ceiling] + 2 [room] at noon · tap [enc] to bypass color
3. s1 off · s2 none
4. room sets the kind and amount of dynamics · ceiling balances level
5. flip tilt to hear the compressor react differently
6. add color either way · noise coming up? try cut

03 ceiling

ll_03 · knob 1

1 [ceiling]	level into the limiter · more = harder limiting
fixed curve	the limiter itself never changes, only how hard it's driven
use it	to trade loudness against dynamics

04 color

ll_04 · enc · fig.02

enc [color]	turn either way from the bypass point
left	zero-crossing distortion, the old mixing-desk kind
right	saturation
[enc] tap	back to no distortion
enc jack	color cv, –2 V to +5 V

__fig.02 : color

enc · either side of clean



05 tilt · cut

ll_05 · s1 · s2 · fig.04

s1 tilt	filters what the compressor listens to
› [high]	reacts more to highs · more movement, punchier
› [off]	listens to everything
› [low]	reacts more to lows · glues the mix
s2 cut	[max] heavy gate · [some] gentle · [none] off
order	the gate comes after the dynamics

__fig.04 : tilt

the sidechain filter



06 fsu

ll_06 · trig jack

trig fsu	a high gate pushes compression, gain and drive past maximum
threshold	rising edge near +1.6 V
try	a rhythmic gate here for squashed, pumping hits

08 five patches

ll_08 · manual + ne post · tilt · cut

master bus — off · none
ceiling + room at noon, color tapped to bypass · then room for dynamics, ceiling for level

mix glue — off · none
a little room to the right · ceiling moderate · a touch of saturation

punchy techno — high · any
tilt high on drums or a full mix for movement and punch

delicate ambient — low · some
tilt low for cohesion · light expansion · a gentle gate for the noise

crunch — any
color all the way either side, or a gate into fsu

__fig.05 : signal path

as the manual describes it

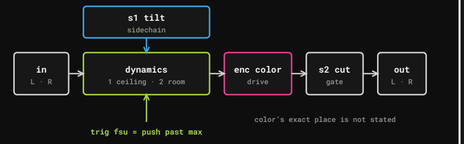


__fig.03 : the panel

numbers match the legend



- enc color · ← zero-cross · → saturate · tap clean
- 1 ceiling · level into the limiter
- 2 room · ← expand · → compress
- s1 tilt · high · off · low
- s2 cut · max · some · none
- trig fsu · gate high = past max
- cv color · 1 · 2 · color –2…+5 V · others …
- in in L / R · L feeds R if alone
- out out L / R · stereo out

09 specs

ll_09

color cv	–2 V to +5 V
cv in	0 – 5 V
fsu	rising edge near +1.6 V
size	6 hp · 0.9 in deep
power	140 mA +12 V · 22 mA –12 V · no 5 V

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