FG-Stress Calibration Procedure

The FG-Stress is the perfect replication of its hardware counterpart. If you want to compare the real unit with the FG-Stress, it is crucial that both the analog unit and the FG-Stress algorithm are calibrated the same way.

Indeed, the slightest calibration difference can change the sound, and the way that the compressor reacts to the audio. Because the FG-Stress has a feedback structure, the compression is highly dependent on input levels. Program dependence will affect the sound as well, as different audio content change the envelope behavior.

Please review the calibration tutorial video, and follow carefully these steps to properly make the comparison: https://youtu.be/GeOJA8tAnpo

- First, download the package which includes the required audio files for the procedure: http://download.slatedigital.com/vmr/fg-stress/FG-Stress%20Calibration%20Files.zip

- Choose a ratio on your hardware unit, we recommend starting with 6:1.

- Set the parameters to the following:
    - **Input 5 / Output 5**
    - **Attack Min (0)**
    - **Release Max (10.5)**
    - No filter, no link, no sat, no British mode

- Play the corresponding ratio calibration file in a session at 96kHz. These files are available in the "Calibration Files" folder. Route one of the channels of the audio file to one D/A output and to your hardware unit. The 0dBFS of the file must play at 0dBFS out of your converter.
    - Play the file corresponding to the ratio you selected.
    - Loop the first four hits of the calibration file, which is a drum loop with calibrated levels.
    - **Adjust the Input knob of the hardware unit** in order to read the following values on the **gain reduction meter** in succession: **10, 9, 8, 7**.
    - Make sure to play the loop for at least the 8 full bars of the file.
    - The meter should read 10 on the first kick, 9 on the first snare then 8, then 7.

NB: You may end up with different input calibrations for different ratios. This is normal. For example, your calibrated input may be 5.3 for a 6:1 ratio, and 5.5 for a 10:1 ratio. **For extra clarification on this process, please reference to the calibration tutorial video.**

- Once you have the input setting per ratio, you must keep the input at that setting and use the file level to determine how much gain reduction you want.

- You can now process the three audio files we have provided through your hardware unit. You can find those files in the "Test Files" folder.

IMPORTANT: You must **only use one of three settings for attack and release**: 0 (min.), 5 and 10.5 (max). Potentiometer tolerances vary from unit to unit, so in order to do initial matching, we need to keep it at these values.

In addition, **you must keep your output level at 5**. This will give us a uniform output level to level match to.

- Record the return of your hardware unit at 96k/24bit.
- Bounce to a wav file.

- Be sure to name the file using the following standard: "Your Name_Ratio x_Detector/Audio x_Ix_Ax_Rx_O5". For example: Steven Slate_Ratio 6_Det HP_Aud Dist 3_I5.4_A0_R10.5_O5

Please note that we suggest re-calibrating your input for each ratio. Although you may not have to calibrate for each ratio, some ratios might need to be recalibrated to match our calibration files.