QUESTIONS, ANSWERED

SHARK DIGITAL EQ FREQUENTLY ASKED QUESTIONS

01 What is Shark Digital EQ?

An eight-band precision equalizer that combines static, Dynamic and Spectral processing in one graph-based workflow. It also includes Natural and Linear Phase operation, EQ Sketch, professional comparison tools, presets and optional Console character.

02 Is it a clean EQ or a colored EQ?

Both, by choice. Natural Phase with Console set to Clean is a transparent everyday EQ. Linear Phase is the most strictly transparent path and disables Console color. In Natural Phase, four optional character modes can add restrained harmonic personality after the EQ.

03 What is the difference between Dynamic and Spectral?

Dynamic moves the complete band according to a frequency-filtered detector, threshold, range, attack and release. Spectral works inside the band’s zone and reduces individual resonant bins while preserving the static EQ gain beneath it.

QUESTIONS, ANSWERED

FAQ / 02

04 Can a Spectral band still boost?

Yes. The band’s static gain remains active at positive, zero or negative values. Spectral processing adds adaptive resonance reduction inside that shape; enabling it does not force the band into a cut.

05 How does EQ Sketch work?

Activate EQ Sketch and draw left to right. Each excursion away from 0 dB becomes a musical section. Depth controls gain, horizontal width informs Q, edge gestures can create cuts or shelves, and returning near 0 dB commits the section.

06 When should I use Linear Phase?

Use it when preserving phase relationships is more important than latency, such as parallel paths or certain mastering corrections. It reports 2048 samples of latency. For tracking, fast mixing decisions and many musical tone moves, Natural Phase is the better first choice.

07 Why is Console disabled in Linear Phase?

Console character is nonlinear: it creates harmonics and uses oversampling filters. That would make the total processor no longer strictly linear. Shark keeps the language honest by disabling Console, Drive and OS in Linear Phase while remembering their settings.

QUESTIONS, ANSWERED

FAQ / 03

08 What do the Console modes sound like?

Punch is tight and forward. Class A emphasizes smooth asymmetric warmth. Discrete has a firmer transistor edge. Transformer adds weighted low-mid cohesion. Clean bypasses the color stage completely.

09 How hard should I drive the Console section?

For mastering and mix-bus work, start in the first half of the knob and level-match the result. The taper is deliberately subtle there. The upper quarter is available for clearly audible saturation when that is an intentional effect.

10 What oversampling setting should I choose?

4x is the practical default for colored processing. Use 2x when CPU matters and 8x or 16x for final-quality comparisons at stronger Drive settings. Clean and Linear Phase do not use the Console oversampling stage.

11 What does Delta do?

Delta auditions the time-aligned difference between processed and dry audio. It is useful for hearing exactly what static, Dynamic or Spectral processing changes.

QUESTIONS, ANSWERED

FAQ / 04

12 What does Gain Match do?

Gain Match reduces loudness bias while comparing processed and unprocessed sound. Disable it for isolated measurement or sine-wave tests because it may intentionally compensate the level change you are trying to measure.

13 What does Freeze stop?

Freeze holds only the spectrum analyzer. The EQ, Dynamic and Spectral processing, meters and numeric level readouts continue to work.

14 What meter views are included?

The I/O station includes 16, 32 and 48 dB ranges; K-12, K-14 and K-20 views; and a wide Loudness view. Peak and RMS numbers are smoothed for readability while bars remain responsive.

QUESTIONS, ANSWERED

FAQ / 05

15 How many presets are included?

There are 100 categorized factory presets plus user preset Save, Load, favorites and user-entry deletion. Factory presets are protected.

16 Can I resize the interface?

Yes. The fixed 16:10 interface supports 60%, 80%, 100%, 120% and 140% working sizes. The fullscreen control requests a borderless host window where supported and falls back to the largest practical 16:10 editor size.

17 Which formats are planned?

The current project targets AU, VST3 and Standalone builds for macOS through JUCE. Final installer compatibility and supported operating-system versions will be confirmed after release build validation.

QUESTIONS, ANSWERED

FAQ / 06

18 **Does it support mono?**

Yes. The processor accepts matching mono or stereo input/output layouts. Per-band placement offers Stereo, Left and Right when working in stereo.

19 **Why does Spectral processing add latency?**

It uses a 2048-sample overlapped FFT window to analyze and reconstruct frequency-selective processing. The plugin reports that latency to the host for delay compensation.

20 **Where should I start?**

Start with one broad band in Natural Phase, make the smallest move that solves the problem, and compare with Gain Match. Add Dynamic control only when the problem changes over time, Spectral only for resonant detail, and Console color last.