

ALT

Sprite

User Guide

English

Manual Version 1.0

Introduction

Thank you for purchasing the AIR Sprite plugin effect. AIR Sprite is a powerful multi-FX processor with a massive range of unique sounds. A stunning user interface feature intuitive macros for immediate control of key parameters, as well as a more in-depth editing controls for EQ, distortion, modulation, delay, and reverb sections.

This user guide explains how to use your plugin effect. For more information on using this plugin with other software, please refer to your software's documentation for adding and using plugin effects.

System Requirements & Product Support

AIR Sprite supports VST, VST3, AU, and AAX formats.

For complete system requirements and compatibility information, visit airmusictech.com.

For technical support, visit support.airmusictech.com.

Installation

1. Double-click the **.exe** (Windows) or **.pkg** (macOS) file you downloaded. Follow the on-screen instructions to install the software.
2. Open your digital audio workstation (DAW) of choice. Some DAWs will automatically scan for new plugins when the application is opened. You can also open your software's Preferences, Options, or other menu to scan for AIR Sprite as a new plugin. If needed, consult your DAW's documentation for more information on adding or scanning new plugins.
3. In your project, add AIR Sprite as an insert effect to a track, and then open the plugin window.
4. Click **Sign In** to sign into your inMusic Brands Profile using your Internet browser. If you do not have an inMusic Brands Profile yet, you will be prompted to create one.
5. Once you have signed in, click **Activate** in the plugin window to enter your serial key to unlock the plugin. You can unlock each plugin on up to three devices at a time.
6. If you do not have a serial key, you can click **Try Unlicensed** to explore the plugin with intermittent audio alerts. You can also click **10-Day Trial** to initiate a free, fully featured trial of the plugin for 10 days.

If you would like to purchase a serial key, click the link to purchase a license at profile.inmusicbrands.com.

Operation

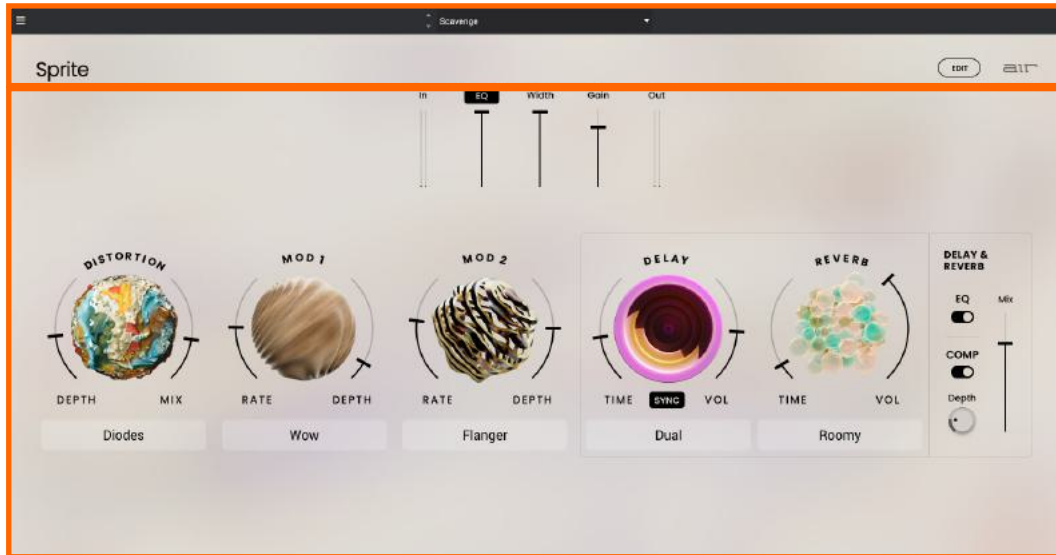
Overview

Click part of the pictures below to jump directly to a section.

Perform Mode:

Setup Section

Effects Controls



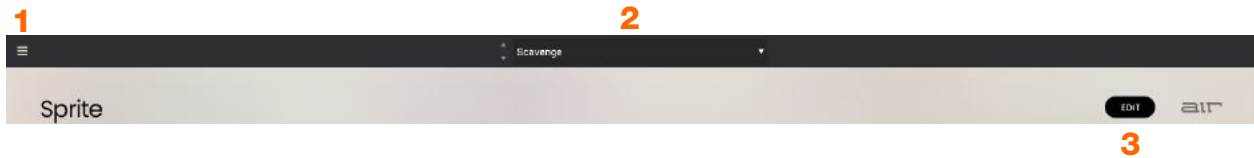
Edit Mode:

Setup Section

Effects Controls



Setup Section

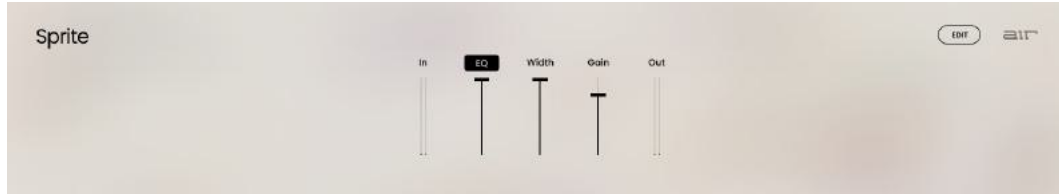


1. **Menu:** Click this icon to open the menu, where you can find the following options:
 - **Scale:** Click here to select a value to scale the plugin window to a new size.
 - **Load Preset:** Click here to load a saved preset.
 - **Save Preset:** Click here to save the current preset.
 - **Open User Guide:** Click here to open this User Guide.
 - **About:** Click here to view plugin version information.
 - **Check For Updates:** Click here to check for software updates for your plugins.
2. **Preset:** Click this drop-down menu to view the list of included plugin presets. You can also click the up and down arrows next to this field to move to the previous or next preset.
3. **Edit:** Click this button to open the editing view, which provides advanced controls for each effect.

Effect Controls

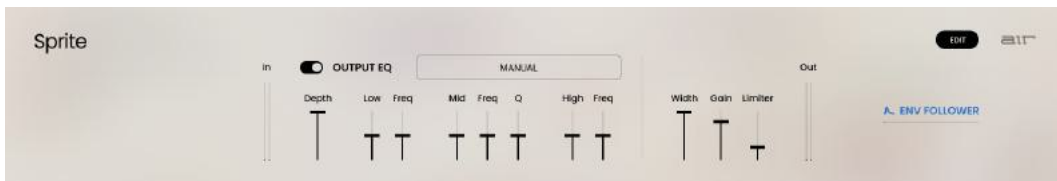
Global Controls

Perform Mode Controls

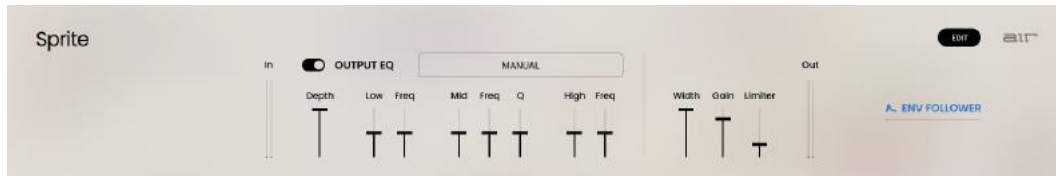


Parameter	Description	Value Range
In	This meter indicates the input signal level of the plugin.	
EQ	Click this button to enable or disable the output EQ.	Off, On
Depth	Amount of output EQ applied.	0–100%
Width	Stereo width of the effect output. Higher values give wider stereo separation.	0–100%
Gain	Output gain of the effect.	-Inf dB – 0.0 – +6.0 dB
Out	This meter indicates the output signal level of the plugin.	

Edit Mode Controls



Parameter	Description	Value Range
Output EQ	Click the button in the upper-left corner of the section to enable or disable the Output EQ effect.	Off, On
Preset	Type of EQ modeling applied. Select Manual to manually adjust the parameters below.	Manual Amp Bass 1 Amp Bass 2 Amp Guitar 1 Amp Guitar 2 Dance Mix Earbuds New Earbuds Old Boom Box 1 Boom Box 2 Gramophone 1 Gramophone 2 Headphones 1 Headphones 2 Into The Pale Low & Soft Megaphone 1 Megaphone 2 Phone Handset Phone Mobile Radio Transistor 1 Radio Transistor 2 Radio Tube 1 Radio Tube 2 Speaker Old 1 Speaker Old 2 Speaker Old 3 Studio Large Studio Medium Studio Old Studio Small Studio Tiny
Depth	Amount of output EQ applied.	0–100%
Low	Amount of attenuation or boost applied to the low frequency band.	-15.0 – 0.0 – +15.0 dB
Low Freq	Center frequency for the low-end EQ band.	20.0 Hz – 1.00 kHz
Mid	Amount of attenuation or boost applied to the mid-range frequency band.	-15.0 – 0.0 – +15.0 dB
Mid Freq	Center frequency for the mid-range EQ band.	40.0 Hz – 16.0 kHz



Parameter		Description	Value Range
Output EQ <i>(continued)</i>	Mid Q	Width of the mid-range EQ band.	0.50 – 10.00
	High	Amount of attenuation or boost applied to the high frequency band.	-15.0 – 0.0 – +15.0 dB
	High Freq	Center frequency for the high-end EQ band.	2.00 – 20.00 kHz
Width		Stereo width of the effect output. Higher values give wider stereo separation.	0–100%
Gain		Output gain of the effect.	-Inf dB – 0.0 – +6.0 dB
Limiter		Sets the highest possible level of the audio signal after limiting is applied.	-12.0 – 0.0 – +11.9 dB, Off
Env Follower		When the Delay or Delay & Reverb Envelope Follower is activated, you will see a visual representation here.	

Distortion

Perform Mode Controls



Parameter	Description	Value Range
Distortion	Click the center circle to bypass the Distortion effect.	Off, On
Depth	Amount of distortion applied.	0–100%
Mix	Wet/dry amount of the overall effect.	0–100%
Preset	Type of distortion modeling.	Amp Classic Amp Heavy Tubes Transformer Vinyl Speaker Diodes Synth Digital

Edit Mode Controls



Parameter	Description	Value Range
Distortion	Click the button at the top of the section to enable or disable the Distortion effect.	Off, On
Depth	Amount of distortion applied.	0–100%
Smooth	Center frequency of additional low pass filtering to smooth the input audio.	1000 – 20000 Hz
In HP	Center frequency of the input high-pass filter.	5 – 20000 Hz
In LP	Center frequency of the input low-pass filter.	5 – 20000 Hz
Mix	Wet/dry amount of the distortion effect.	0–100%
Preset	Type of distortion modeling.	Amp Classic Amp Heavy Tubes Transformer Vinyl Speaker Diodes Synth Digital

Mod 1

Perform Mode Controls



Parameter	Description	Value Range
Mod 1	Click the center circle to bypass the Mod 1 effect.	Off, On
Rate	Speed of the modulation.	0.10 – 4.00 Hz
Depth	Amount of modulation applied.	0–100%
Preset	Type of modulation applied.	Flutter Wow Tremolo Auto-Pan

Edit Mode Controls



Parameter	Description	Value Range
Mod 1	Click the button at the top of the section to enable or disable the Mod 1 effect.	Off, On
Rate	Speed of the modulation.	0.10 – 4.00 Hz
Drift	Amount of modulation rate drifting. This parameter is not available when Type is set to Tremolo or Auto-Pan .	0–100%
Stereo	Stereo width of the effect. This parameter is not available when Type is set to Tremolo or Auto-Pan .	0–100%
Depth	Amount of modulation applied.	0–100%
Type	Type of modulation applied.	Flutter Wow Tremolo Auto-Pan

Mod 2

Perform Mode Controls



Parameter	Description	Value Range
Mod 2	Click the center circle to bypass the Mod 2 effect.	Off, On
Rate	Speed of the modulation.	0.01 – 10.00 Hz
Depth	Amount of modulation applied.	0–100%
Type	Type of modulation applied.	Chorus Multi-Chorus Phaser Flanger

Edit Mode Controls



Parameter	Description	Value Range
Mod 2	Click the button at the top of the section to enable or disable the Mod 2 effect.	Off, On
Rate	Speed of the modulation.	0.01 – 10.00 Hz
Depth	Amount of modulation applied.	0–100%
Feedback	Amount of modulation signal fed back into the line. This parameter is not available when Type is set to Multi-Chorus .	0–100%
Stereo	Stereo width of the effect.	0–100%
Mix	Wet/dry amount of the Mod 2 effect.	0–100%
Type	Type of modulation applied.	Chorus Multi-Chorus Phaser Flanger

Delay & Reverb

Perform Mode Controls



Parameter	Description	Value Range
Delay	Click the center circle to bypass the delay effect.	Off, On
Time	Amount of time between the dry signal and the delayed signal.	When Sync is Off : 1.0 ms – 4.0 s When Sync is On : 32 – 8/4
Sync	Sync the Delay Time to the Global Tempo or turn off to adjust Time by milliseconds or seconds.	Off, On
Vol	Level of the delay effect.	0–100%
Mode	Type of delay applied. This affects how the Time control functions.	Single, Dual, Cross
Reverb	Click the center circle to bypass the reverb effect.	Off, On
Time	Length of the reverberation’s decay.	0–100%
Vol	Level of the reverb effect.	0–100%
Type	Type of reverb modeling applied.	Dense Gritty Loose Roomy Boxy Cramped Tiny Nano
Delay & Reverb	These controls affect the combined Delay & Reverb signals.	
EQ	Enable or disable the EQ effect for Delay & Reverb.	Off, On
Comp	Enable or disable the Compressor effect for Delay & Reverb.	Off, On
Depth	Amount of compression applied.	0–100%
Mix	Wet/dry amount of the delay and reverb effects.	0–100%

Edit Mode Controls



Parameter	Description	Value Range
Delay	Click the button at the top of the section to enable or disable the Delay effect.	Off, On
Sync	Sync the Delay Time to the Global Tempo or turn off to adjust Time by milliseconds or seconds.	Off, On
Feedback	Click the arrow icon to open these additional feedback settings.	
Auto Clear	Toggle this switch to enable the auto-clear function, which will automatically clear any remaining feedback signal once it drops below a certain level (the threshold). When auto-clear activates, the icon will flash.	Off, On
Threshold	Level of the feedback at which auto-clear will trigger.	0–100%
Time / Time 2	Amount of time between the dry signal and the delayed signal. When Sync is Off : 1.0 ms – 4.0 s When Sync is On : 32 – 8/4 When Mode is set to Cross , the Time and Time 2 values are linked together. When Mode is set to Single , the Time 2 control is replaced by the Offset control. The Time 2 parameter is not affected by the Time control in Performance view.	
Offset	When Mode is set to Single , this adds an additional amount of time before the delay is triggered.	0–50 ms
Tap Width	Stereo width of the delayed signal.	0–100%
Feedback	Amount of signal fed back into the delay line.	0–150%
Env Follower	Enables or disables automatic control of the delay feedback level based on incoming audio levels.	Off, On
Depth	Click and drag the Env Follower icon to adjust the depth of modulation.	-100 – 0 – +100



Parameter		Description	Value Range
Delay <i>(continued)</i>	Setup	Adjusts the tonal character of the feedback signal.	Flat Tape Low Tape Low Mid Tape Mid Tape High Mid Tape High EQ Low EQ Low Mid EQ Mid EQ High Mid EQ High Reso Low Reso Low Mid Reso Mid Reso High Mid Reso High Dist Low Dist Low Mid Dist Mid Dist High Mid Dist High Highpass Low Highpass Mid Highpass High
	Vol	Level of the delay effect.	0–100%
	Mode	Selects the Delay mode, which changes how the Time parameter(s) function.	Single, Dual, Cross
	Reverb	Click the button at the top of the section to enable or disable the Reverb effect.	Off, On
	Pre-Delay	Amount of time between the original audio event and the onset of reverberation.	0–250 ms
	Time	Length of the reverberation’s decay.	0–100%
	Damp	Adjusts the high-frequency damping of the reverberated signal. At lower levels, the sound is duller, and at higher levels, the sound it brighter.	-100 – 0 – +100%
	Vol	Level of the reverb effect.	0–100%
	Type	Type of reverb modeling applied.	Dense Gritty Loose Roomy Boxy Cramped Tiny Nano



Parameter	Description	Value Range
Delay & Reverb	These controls affect the combined Delay & Reverb signals.	
Mix	Wet/dry amount of the delay and reverb effects.	0–100%
Env Follower	Enables or disables automatic control of the Delay & Reverb mix level based on incoming audio levels.	Off, On
Depth	Click and drag the Env Follower icon to adjust the depth of modulation.	-100 – 0 – +100



Parameter	Description	Value Range
Pitch Shift	Click the button in the upper-left corner of the section to enable or disable the Pitch Shift effect.	Off, On
Target	Audio input source for the pitch shift effect.	Rev, Del & Rev
Interval	Amount of pitch shifting applied, and in what direction.	Oct High Oct Low Minor Minor Low Major Major Low Fifth Fifth Low
Mode	Adjust the pitch shifting algorithm based on the type of content being processed.	Notes Bass Perc Chords Textures
Depth	Amount of pitch shifting applied.	0–100%
EQ	Click the button in the upper-left corner of the section to enable or disable the EQ effect for the Delay & Reverb signal.	Off, On
HP	Center frequency of the high-pass filter.	20.0 Hz – 6.00 kHz
LP	Center frequency of the low-pass filter.	200 Hz – 20.0 kHz
Low	Level of the low EQ band.	-12.0 – 0.0 – +12.0 dB
High	Level of the high EQ band.	-12.0 – 0.0 – +12.0 dB



Parameter	Description	Value Range
Compressor	Click the button in the upper-left corner of the section to enable or disable the Compressor effect for the Delay & Reverb signal.	Off, On
Routing	Audio input source for the compression effect.	Mix, Sidechain, Del+Rev
Attack	Length of time to apply the compression.	0.01 – 20.00 ms
Release	Length of time for compressed signal to return to original level.	100 – 2500 ms
Depth	Amount of compression applied.	0–100%
Width	Stereo width of the Delay & Reverb signal.	0–100%
Balance	Stereo panning of the Delay & Reverb signal.	L100 – C – R100

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