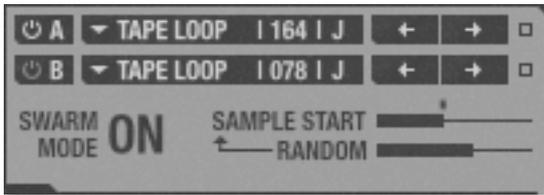


# TAPES: MANUAL

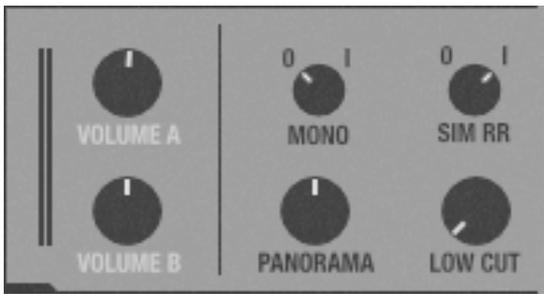
<b>SOURCE</b>	<b>2</b>
SOURCE - SOUND SELECTION	2
SOURCE - CONTROLS	3
SOURCE - AMPLITUDE ENVELOPE	4
SOURCE - PITCH SECTION	4
<b>EFFECTS</b>	<b>5</b>
EFFECTS - FILTER	5
EFFECTS - FX01 & FX02	6
EFFECTS - REVERB	7
EFFECTS - DELAY	8
<b>MODULATION</b>	<b>9</b>
MODULATION - SEQUENCERS	9
MODULATION - SEQUENCER OPERATIONS	9
MODULATION - DESTINATION MATRIX	10
<b>BOTTOM BAR</b>	<b>11</b>
BOTTOM BAR - NOISE	11
BOTTOM BAR - DRIFT	11
BOTTOM BAR - TAPE	12
BOTTOM BAR - TONE	12
<b>ADDITIONAL INFO</b>	<b>12</b>
SWITCH AUTOMATION	12
MIDI CC	12

# SOURCE



## SOURCE - SOUND SELECTION

	<p><b>SOURCE SWITCH</b> Turns sources A and B on / off.</p>
	<p><b>SOURCE MENU</b> Use it to load a sounds for sources A and B.</p>
	<p><b>PREVIOUS &amp; NEXT SWITCHES</b> Loads previous / next sound into source A or B.</p>
	<p><b>SOURCE RANDOMISE</b> Loads random sound into source A or B.</p>
	<p><b>SWARM MODE</b> It can be compared to a wonky arpeggiator / sequencer - just press some notes and it'll start sequencing those 'as played'. Its speed can be set using mod wheel, but it'll always drift a little - on higher speeds it can sound almost like granular synthesis (especially if sample start random amount is set to around 50%). It can be turned on / off using keyswitch A-1, the lowest note on the 88-key keyboard (green = on, red = off).</p> <p>Using sustain pedal (or automating MIDI CC 64) you can easily build simple sequences for up to 256 notes.</p>
	<p><b>SAMPLE START</b> Sets the sample start for sources A and B.</p>
	<p><b>SAMPLE START RANDOM</b> Sets the random amount for sample start for sources A and B.</p>



## SOURCE - CONTROLS



### VOLUME A & VOLUME B

Sets the volume of source A or B.



### MONO mode

Turns monophonic mode on / off - useful for bass / lead sounds. Eliminates the problem of overlapping notes - allows Kontakt to play only one note at a time.



### SIM RR (simulated round-robin)

Turns simulated round-robin on / off. Makes faster note passages sound more real and adds to the overall nonlinearity of the instrument.



### PANORAMA / SPREAD

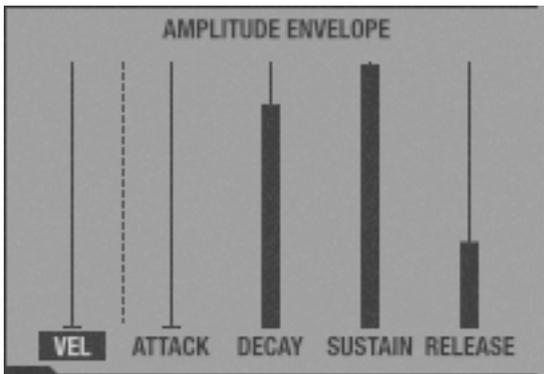
Sets the panorama or spread for sources A and B, to switch modes click on the label below knob:

- **Panorama mode:** just a regular panorama knob.
- **Spread mode:** source B is set opposed to source A.



### LOW CUT

Sets the cutoff frequency of low cut filter of sources A and B (filter type: high-pass, 1-pole).



## SOURCE - AMPLITUDE ENVELOPE

### VELOCITY SENSITIVITY

Sets the velocity sensitivity of sources A and B (also noise if amp sync mode is active).

### AMPLITUDE ATTACK

Sets the attack time of amplitude envelope of sources A and B (also noise if amp sync mode is active).

### AMPLITUDE DECAY

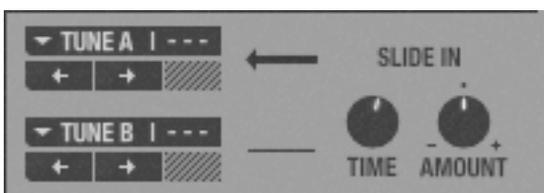
Sets the decay time of amplitude envelope of sources A and B (also noise if amp sync mode is active).

### AMPLITUDE SUSTAIN

Sets the sustain level of amplitude envelope of sources A and B (also noise if amp sync mode is active).

### AMPLITUDE RELEASE

Sets the release time of amplitude envelope of sources A and B (also noise if amp sync mode is active).



## SOURCE - PITCH SECTION



### TUNE MENUS

Use those to transpose source A or B. Inactive when being modulated by sequencer:

**TUNE A -> SEQ 03 & TUNE B -> SEQ 04.**



### TUNE DOWN & TUNE UP

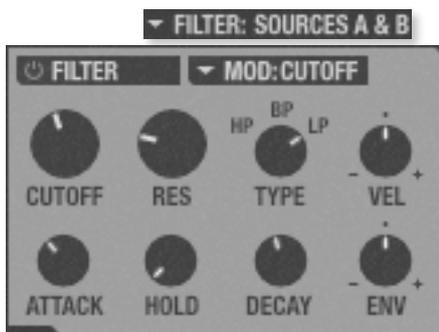
Transposes source A or B down or up by 1 semitone. Inactive when modulated by sequencer:

**TUNE A -> SEQ 03 & TUNE B -> SEQ 04.**

	<p><b>SLIDE IN SWITCHES</b> Turns slide in (pitch envelope) of source A or B on / off.</p>
	<p><b>SLIDE IN ATTACK TIME</b> Sets the attack time of slide in (pitch envelope) of sources A and B.</p>
	<p><b>SLIDE IN AMOUNT</b> Sets positive or negative value of slide in (pitch envelope) of sources A and B.</p>

---

# EFFECTS



## EFFECTS - FILTER

	<p><b>FILTER SOURCE</b> Use it to choose which sources should be processed by the filter.</p>
	<p><b>FILTER SWITCH</b> Turns filter on / off.</p>
	<p><b>MODULATION DESTINATION</b> Use it to choose which parameters should be modulated by sequencer 03 or 04.</p>

**CUTOFF & RESONANCE**

Use these to set cutoff and / or resonance frequency of filter.

**FILTER TYPE**

Sets the type of the filter:

- 2-pole, high-pass.
- 2-pole, band-pass.
- 2-pole, low-pass.

**VELOCITY SENSITIVITY**

Sets positive or negative value of velocity sensitivity of filter.

**FILTER ENVELOPE**

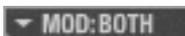
Use those to set the attack, hold and decay / release time of filter envelope.

**FILTER ENVELOPE SENSITIVITY**

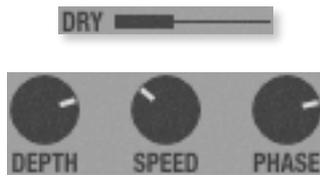
Sets positive or negative value of filter envelope.

**EFFECTS - FX01 & FX02****FX MENU 01 & 02**

Use it to choose active effect for slot 01 or 02.

**FX MODULATION DESTINATION**

Use it to choose which parameters should be modulated by sequencer 03 or 04. Available only for lofi and cabinet effects.



### CHORUS, FLANGER & PHASER - CONTROLS

- **Dry level:** sets the volume of unaffected, dry signal.
- **Depth:** sets the amount of LFO modulation of chorus, flanger or phaser.
- **Speed:** sets the speed of LFO modulating chorus, flanger or phaser.
- **Phase:** sets the difference between phase of left and right LFOs of chorus, flanger or phaser.



### LOFI - CONTROLS

- **Bit depth:** sets the bit depth of lofi effect.
- **Sample rate:** sets the sample rate of lofi effect.



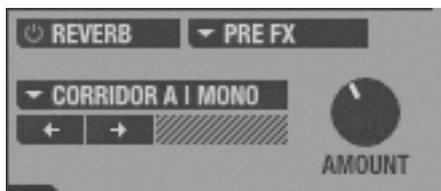
### SATURATE - CONTROLS

- **Saturate:** sets the drive amount of saturation effect.
- **Output:** sets the output gain of saturation effect.



### CABINET - CONTROLS

- **Bass:** sets the amount of low frequencies of cabinet effect.
- **Treble:** sets the amount of high frequencies of cabinet effect.



## EFFECTS - REVERB



### ON / OFF SWITCH

Turns reverb on / off.



### PRE / POST MENU

Use it to choose the position of reverb in the signal chain - pre insert effects (FX01 and FX02) or as a send effect.



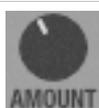
### IMPULSE MENU

Use it to choose the impulse for reverb.



### PREVIOUS & NEXT IMPULSE

Loads previous or next impulse from the list.



### AMOUNT

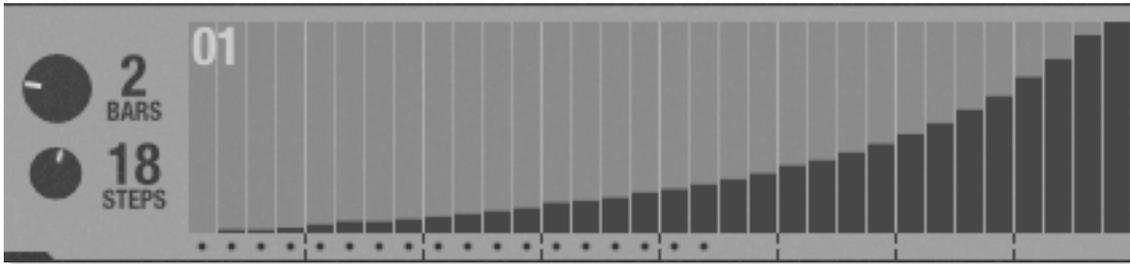
Sets the amount (volume) of reverb effect.



## EFFECTS - DELAY

	<p><b>ON / OFF SWITCH</b> Turns reverb on / off.</p>
	<p><b>PRE / POST MENU</b> Use it to choose the position of delay in the signal chain - pre insert effects (FX01 and FX02) or as a send effect.</p>
	<p><b>TIME</b> Sets the timing of delay effect (from 1/64 to 1 bar).</p>
	<p><b>FEEDBACK</b> Sets the feedback of delay effect.</p>
	<p><b>AMOUNT</b> Sets the amount (volume) of delay effect.</p>

# MODULATION



## MODULATION - SEQUENCERS



### BARS

Sets the speed of sequencer (how many bars it'll take to go through all 32 steps).



### STEPS

Sets the number of steps of sequencer.



### PRESETS MENU

Use it to choose preset to load in sequencers 01 - 04. To load a preset first click on the menu, then choose the preset and finally choose the destination sequencer / sequencers or cancel the operation using the 'x' switch.



## MODULATION - SEQUENCER OPERATIONS



### MINUS & PLUS

Decreases or increases the value of each step of sequencer.



### LEFT & RIGHT

Moves each step of sequencer left or right by 1 step.



### FLIP

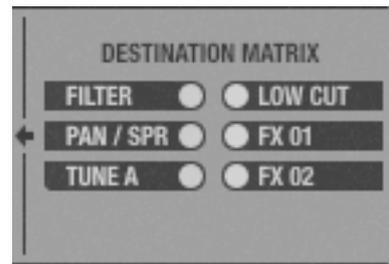
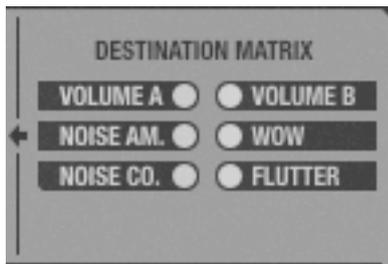
Flips sequencer horizontally.



### INVERT

Inverts the value of each step of sequencer.

	<b>RANDOM</b> Randomizes the value of each step of sequencer.
	<b>RESET</b> Resets the value of each step of sequencer.
	<b>COPY &amp; PASTE</b> <ul style="list-style-type: none"> <li>• <b>Copy:</b> copies the value of each step of sequencer.</li> <li>• <b>Paste:</b> pastes the previously copied sequencer into that sequencer.</li> </ul>



## MODULATION - DESTINATION MATRIX

	<b>VOLUME A</b> Turns modulation of source A volume on / off.		<b>FILTER</b> Turns modulation of filter on / off.
	<b>NOISE AMOUNT</b> Turns modulation of noise volume on / off.		<b>PANORAMA / SPREAD</b> Turns modulation of panorama or spread on / off.
	<b>NOISE COLOR</b> Turns modulation of noise filter cutoff on / off.	 	<b>TUNE A &amp; TUNE B</b> Turns modulation of source A or B tune on / off.
	<b>VOLUME B</b> Turns modulation of source B volume on / off.		<b>LOW CUT</b> Turns modulation of low cut cutoff frequency of sources A and B on / off.
	<b>WOW</b> Turns modulation of wow amount on / off.		<b>FX01</b> Turns modulation of insert effect in slot 01 on / off.
	<b>FLUTTER</b> Turns modulation of flutter amount on / off.		<b>FX02</b> Turns modulation of insert effect in slot 02 on / off.

Except for **TUNE A** and **TUNE B**, for each pair of sequencers (01 - 02 and 03 - 04) there can only be one active modulation for specific destination at a time.

# BOTTOM BAR



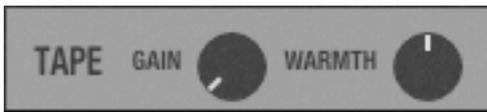
## BOTTOM BAR - NOISE

	<b>NOISE MENU</b> Chooses the background noise sample. Also functions as an off switch.
	<b>PREVIOUS &amp; NEXT</b> Chooses the previous or next noise sample or switches background noise on / off.
	<b>AMOUNT</b> Sets the volume of background noise.
	<b>COLOR</b> Sets the cutoff frequency of background noise.
	<b>AMP SYNC</b> Turns amplitude envelope syncing on / off. When on, then volume of background noise is modulated by amplitude envelope (also the velocity sensitivity), just like sources A and B.
	<b>FX BYPASS</b> Chooses if background noise should go through <b>FX01</b> -> <b>FX02</b> -> <b>REVERB</b> -> <b>DELAY</b> -> <b>TAPE</b> -> <b>TONE</b> or not.



## BOTTOM BAR - DRIFT

	<b>WOW AMOUNT</b> Sets the amount of additional wow (slow & irregular tape instability).
	<b>FLUTTER AMOUNT</b> Sets the amount of additional flutter (fast & irregular tape instability).



## BOTTOM BAR - TAPE



### TAPE GAIN

Sets the amount of additional tape drive.



### TAPE WARMTH

Sets the amount of low frequencies of tape drive effect.



## BOTTOM BAR - TONE



### TONE LOW

Adds or subtracts low frequencies.



### TONE HIGH

Adds or subtracts high frequencies.

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# ADDITIONAL INFO

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## SWITCH AUTOMATION

When drawing automation for switches (for example: next or previous source, reverb switch, etc.) it's important to remember to draw straight, vertical lines instead of diagonal or curved lines to avoid DAW glitches and in some cases even crashes.

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## MIDI CC

Some parts of the instrument like for example filter uses MIDI for controlling its parameters. When working with Tapes please remember that MIDI CCs from 111 to 119 are used by the instrument and you shouldn't use these to avoid unexpected changes in the sound, etc.