



MARCO SFOGLI

TAF

SIGNATURE DELAY-CHORUS

USER'S MANUAL V1.0

Welcome

Congratulations on your new F-AudioLabs plug-in.

F-AudioLabs is a Los Angeles, California-based company founded with the sincere desire to support the evolution and legacy of music through the design and creation of great audio tools.

We know you are ready to rock but, please read through this manual before you start to learn how to get the best out of your new software.

Please don't be shy to share photos, videos, or stories of your epic moments using our products.

Make sure to stay connected with us on our social media, and be part of our ever-growing F-AudioLabs family.

All F-AudioLabs Plugins are created after countless hours of research, dedication, and experimentation. We are driven by an incredible passion for music and fueled by rivers of coffee!

The F-AudioLabs Team



System Requirements

Mac OS X High Sierra 10.13 or newer
(older os versions might work, but they are neither tested nor supported).

Windows 64-bit, versions 10 or newer.
Intel Core 2 Duo, AMD Athlon 64 X2 or newer.

4 GB RAM (8 GB or more is strongly recommended)
1 GB hard disk space for installation
Screen resolution 1280x800 or larger.

An F-AudioLabs account is required to register and install the software.
Active Internet connection for downloading installer and managing licenses.

The most recent maintenance release of the DAW application is recommended.
However, due to plug-in host differences between DAWs and our rigorous testing standards, we only officially test our plug-ins in the most recent versions of:

Logic Pro, Cubase, Live, Studio One, Digital Performer, Reaper and Sonar.

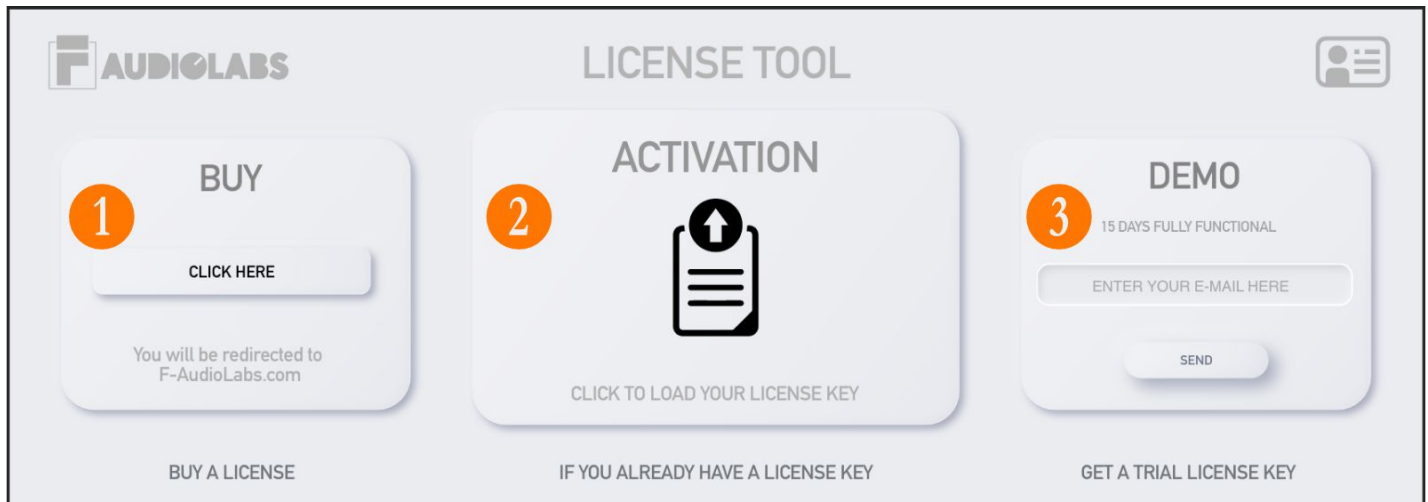
Our plugins are not tested in the non-listed systems, but they most likely work as long as the system requirements are met.

We cannot guarantee a solution for issues in unsupported systems.

Installation & Licensing

The F-Audiolabs installer is the most convenient way to install our products and allows you to install just the formats you need. The installer will guide you through the process step by step. It can be downloaded from any plugin product page at any time from f-audiolabs.com.

After the installation is completed, and the plugin is launched for the first time, the License Tool window will be prompted offering three different options :



1 - It's a link to F-Audiolabs.com where you can buy a license.

2 - After a plug-in is purchased, our website sends automatically a license file via the e-mail you have used to register at f-audiolabs.com.

If you don't see an email from us in within 1 hour make sure to check your spam folder and if still don't find your license please do not hesitate to contact us via our support page at: <https://f-audiolabs.com/pages/support>.

Make sure to download the license file to your computer and make sure to remember where you saved it.

To activate your plugin click on the file icon, in the activation window("2" in the image above), and browse the file that you previously saved from the email to your computer.

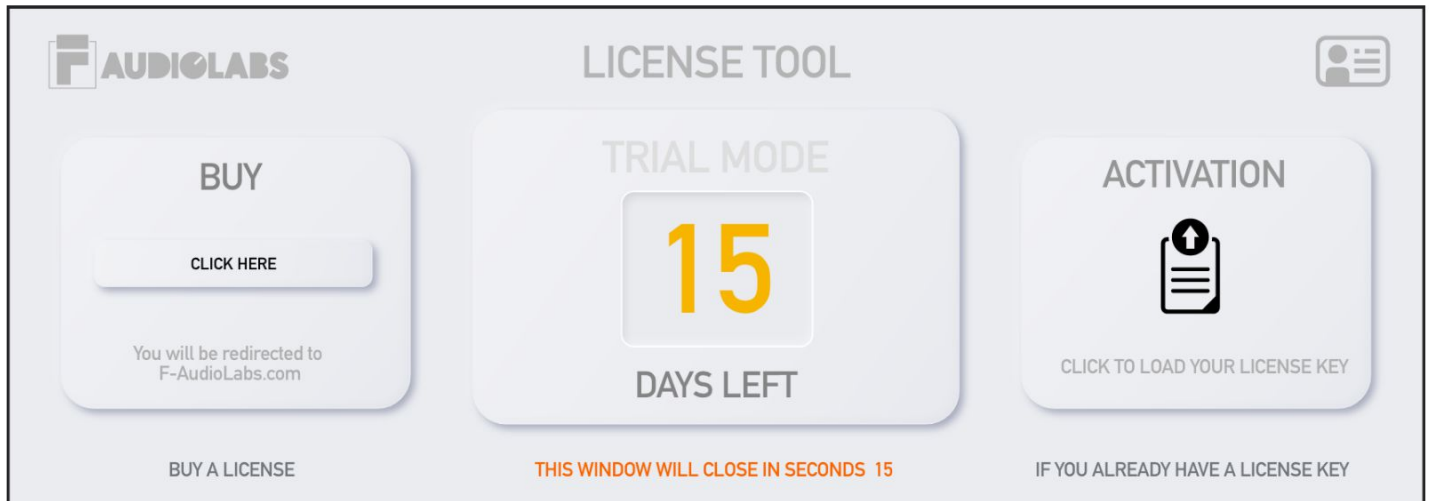
The License Tool window will automatically disappear and you are ready to use your plugin. One license allows you to use the plugin on up to 3 different devices.

3 - A DEMO version allows you to use our plugins in a fully operating mode so that you can experience them before committing to buying.

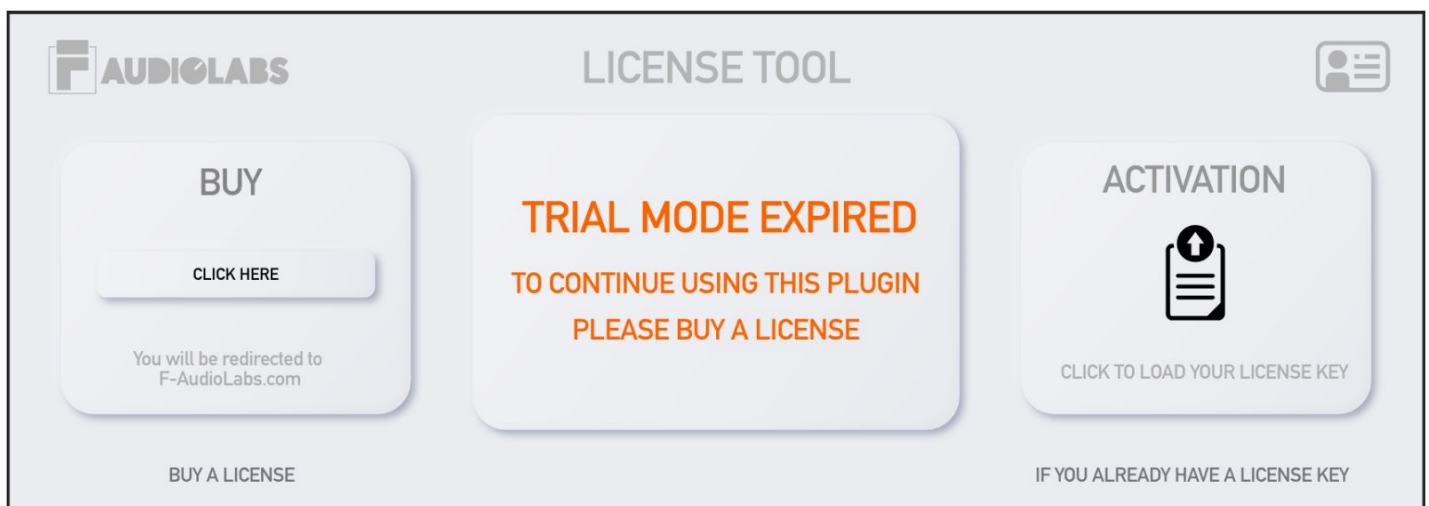
Enter your email in the Demo field and you will receive a trial license. Use it just as instructed for the activation mode at point 2 above.

Installation & Licensing

Once in demo mode, every time you will open the plugin instance, a window like the one in the image below will popup to remind you how many days you have left in your trial mode and gives you the chance to buy/activate the plugin if you are ready to do so. This window auto-closes in 20 seconds (keep an eye on the timer!)



When the 15 days trial is over, every time you will try to open the plugin it will prompt a window like this one below. At this point in order to keep using the plugin, you have to use an activation license.



NOTE: When a new plugin update is available, a small window will pop up to notify you to download the new version. It will download a newer installer and after you have installed it, you don't need to re-license it.

F-AudioLabs Toolbar



Sets the plugin to bypass



Link to F-AudioLabs Official Website



Opens a Pop-up window with the plug-in Version & Credits



Link to the URL with all F-AudioLabs Users's Guides



Opens Preset Folder



Pop-Down Menu shows the directory of available preset folders



Next saved preset



Previous saved preset



Save displayed preset



Trash displayed preset (also from the preset folder)



Bank A



Copy Bank A on B



Bank B



Link to license purchase

Presets Management

To save a preset you created:

1 Double-click on the name currently displayed, the text will turn white, type the desired name you want to assign to the preset.



2 Click on the floppy disk icon to save it.



The new presets are automatically added to the user's preset folder located at :


MAC: user/Library/Audio/Presets/F-AudioLabs

WIN : C:/user/AppData/F-AudioLabs

The Artist and Default Presets folder cannot be erased or overwritten.



TIP

Click on the folder icon to  reveal the Presets User Folder

Product Overview

Marco Sfogli's TAF is a state-of-the-art plugin designed by F-AudioLabs in collaboration with one of the best guitarists in the world.

A very powerful plugin featuring a classic silky Chorus and a dual/double delay section with all the controls needed to create beautiful soundscapes.

Based on Marco Sfogli's sound and production style, TAF not only includes a chorus and two delays that can be used singularly or in dual mode, but it also features a unique style mode named Tri-Pan.

About Marco Sfogli

Born in 1980, Marco Sfogli is credited as one of the most influential and followed progressive rock and metal guitar players of the last years, having worked both studios and live with James LaBrie and Jordan Rudess from the band "Dream Theater", drummer legends Virgil Donati, Simon Phillips, and Mike Mangini, Alex Argento, Bryan Beller, Matt Guillory, and many more.

As a solo artist, he published three solo albums, "There's Hope" in 2008, "reMarcoble" in 2012, and "Homeland" in 2019 with the first being voted as "2nd best instrumental records of all times" from the webzine "The Top Tens".

In early 2015 he was asked to join progressive rock legends PFM, embarking on a world tour and playing extensively through the US, Canada, UK, and Italy and recording the album "Emotional Tattoos", out in 2017 through Inside Out Music. He's also a founding member of the band Icefish with Virgil Donati on drums, Alex Argento on keyboards, and Andrea Casali on bass and vocals.

"Delay has always been a key part of my tone.

Whether it's a clean part or a distorted lead, I always use one. The TAF is the result of putting together the best ingredients for a perfect recipe, with its lush sound and a Tripan mode that I could only achieve before by summing different delays together. On top of that, there's a smooth chorus effect that will help your tone to stand out in any mix".



User Interface



3

1

2

3



TIP

Double click on any display to input the value using the computer keyboard

User Interface

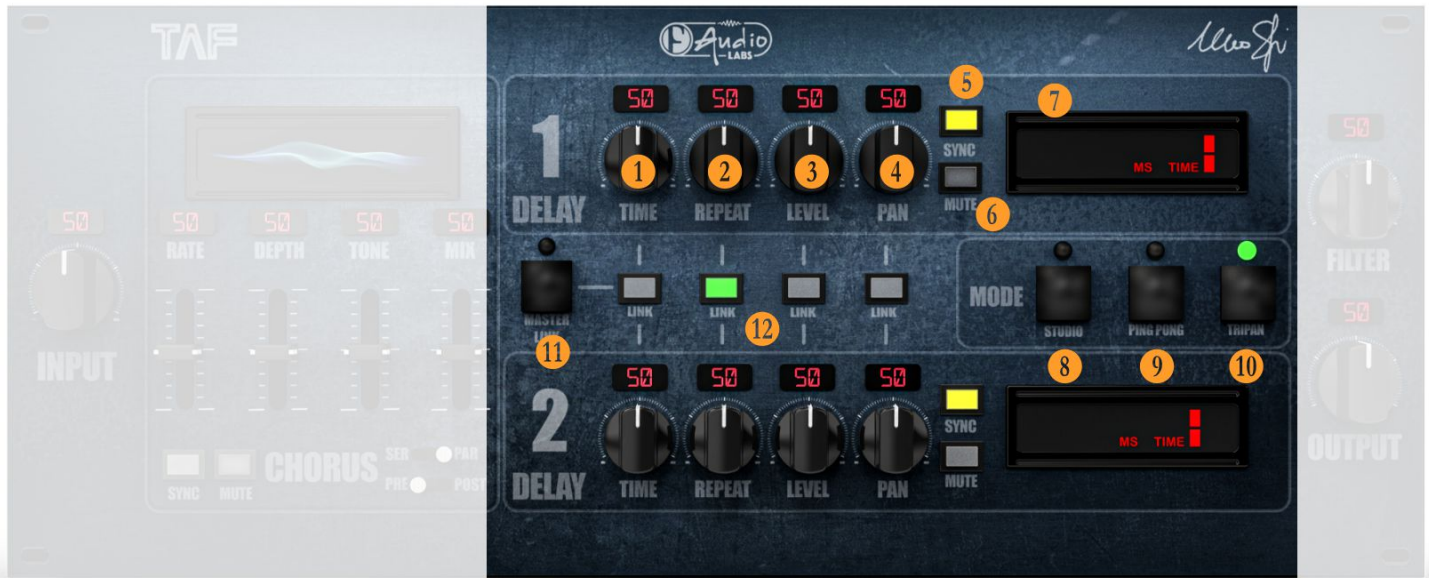


Chorus Section

- 1. WAVE DISPLAY** - Show an animation moving at the speed of the RATE.
- 2. RATE** - The rate dictates how fast the modulation happens.
- 3. DEPTH** - Controls the amount of pitch modulation.
- 4. TONE** - influences the brightness/darkness of the processed signal.
- 5. MIX** - Sets the balance between the input and the processed signal.
- 6. SYNC** - Synchronizes the rate of the CHORUS to the time of the DAW.
- 7. MUTE** - Sets the whole CHORUS section in true bypass mode.
- 8. (SER) SERIES** - When in Series mode the CHORUS will be set in a chain **with the DELAY** - PRE/POST will determine if the CHORUS precedes or follows the DELAY in the chain.
- 9. (PAR) PARALLEL** - In this mode, the CHORUS will be set parallel to the DELAY, in this case, PRE/POST won't be needed.

Use the sliders to change the value of each parameter and its relative displays above each one of them will show the selected value.

User Interface



Delay Sections

TAF has two delay sections that can work either independently or simultaneously. When working together they set themselves as dual mono. By muting one of the two, the other delay set itself automatically as a single stereo delay.

- 1. TIME** - Controls the delay time in a range from 1 to 2000ms or when synced to the host DAW in BPM multiple (1/8 note, 1/16 note, etc.)*
- 2. REPEAT** - Controls the amount of delay repetition.
- 3. LEVEL** - Controls the amount of delay applied.
- 4. PAN** - Positions the delay in the left and right spectrum of a stereo image.
- 5. SYNC** - Syncs to the host application BPM setting.
- 6. MUTE** - Sets the whole CHORUS section in true bypass mode.
- 7. DISPLAY** - Shows the delay time configuration and a visual metronome of the delay

WHEN TIME - SYNC ON When the time knob is a ten step positions selector fit the following tempo subdivision from 0 to 10 (counterclockwise):

1/16 - 1/8T - 1/8 - 1/8D - 1/4T - 1/4 - 1/4D - 1/2T - 1/2 - 1/2D - 1/1

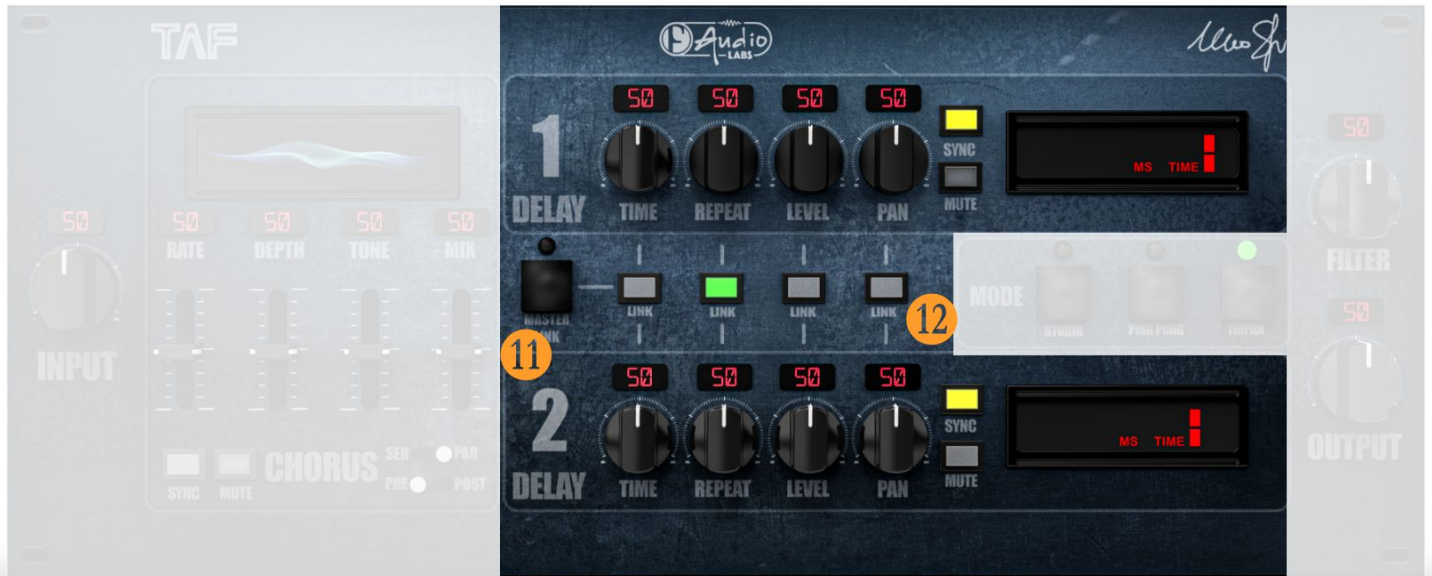


SYNC ON



SYNC OFF

User Interface



Links

The two delays control sections can be easily linked by pushing the relative buttons located between the two delays sections. **8.** Studio (default) Delay is placed in the stereo field.

11. MASTER LINK button activates all links controls at once.

12. Four mini buttons to link only the desired controls.

Mode

TAF has three types of working modes selectable via their relative button

8. Studio (default) Delay is placed in the stereo field.

9. Ping-Pong - Delay bounces from Left to Right in the stereo field.

10. TriPan - Delay bounces Left to Right to Center in the stereo field.



User Interface



Master Section

1. **INPUT** - Used to increase/decrease the level of the input signal.
2. **FILTER** - Controls the frequency range of the low pass filter.
3. **OUTPUT** - Used to increase/decrease the level of the output level



Credits

Concept :

Francesco Sondelli, Marco Sfogli & Michele Signore

Audio and GUI design :

Francesco Sondelli

Development & Programming :

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