

air

Tape Double Track

User Guide
English

Manual Version 1.0

Introduction

Thank you for purchasing the AIR Tape Double Track plugin. Tape Double Track allows you to recreate the classic sound of analog tape double tracking in your DAW or standalone MPC. It includes a wide range of controls to customize your sound, including:

- Adjustable tape head position and Varispeed control.
- Manual and automatic tracking modes.
- Adjustable tracking range and speed (BPM-syncable) with modulation shaping.
- Mono bass controls with adjustable crossover and “bass solo” monitoring.
- Adjustable pan, drive, and level controls, plus switchable phase, on both Source and Double channels.

This user guide explains the features and functions of the plugin effect. For more information on using this plugin with other software, please refer to your software’s documentation for adding and using plugin instruments.

System Requirements & Product Support

AIR Tape Double Track supports VST, VST3, AU, and AAX formats on desktop, and is compatible with MPC and Force standalone devices running v3.6 or later.

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

For technical support, visit support.airmusictech.com.

Installation

Desktop

To install and activate the plugin on your computer:

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 Tape Double Track 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 Tape Double Track 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.

To activate and download the plugin from your standalone MPC or Force device:

1. Open the **Preferences** menu.
2. You will need a valid internet connection to activate your plugins, so if you are not already connected, use the **Wi-Fi** or **Ethernet** menus to select your network.
3. Tap the **Activations** option on the left side of the screen.
4. Tap the **Log In** button to log into your inMusic Profile. You can scan the QR code with a mobile device or open the URL shown on the page in a browser of your choice. If you do not already have an account, you will be prompted to create one.
5. Once you have been logged in, you can try out plugin instruments through a free trial, or activate your purchases.

To register a purchase, use the **Enter Serial** field to enter your serial number and then tap **Register**.

To refresh the page with your latest purchases or activations, tap **Refresh**.

To activate a plugin on your device, tap the **Activate** button next to its name. Tap **Deactivate** to remove the plugin activation from your device.

To download a purchase to your device, first tap the **Change** button at the bottom of the touchscreen to select a Content Download Drive. This can be a connected SATA drive, USB drive, or SD card. Then, tap the **download icon** to begin downloading the plugin to your drive. The download icon will change to show the installation progress. Once the process is complete, you can use your plugin with standalone MPC.

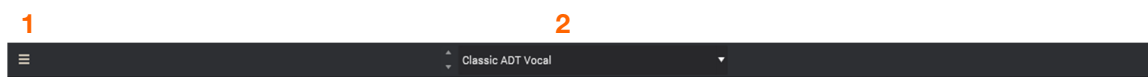
Operation

Overview



Setup Section

Note: This section is not available when using the plugin on standalone MPC devices.



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 available software updates.
 - **Activate/Deactivate:** Click here to activate a plugin to your inMusic Brands Profile with a serial key, or to deactivate a plugin from your device if it has been activated.
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.



The **Source** section controls the audio input coming into the plugin and its initial processing and playback from the **Source** channel.

Use the **Input** slider to determine the level of incoming audio to the plugin.

Use the **Source** input switch to determine how incoming audio is processed. Select **L+R** to sum both incoming stereo channels into a single mono channel, **L** to process only the left channel, **R** to process only the right channel, or **Stereo** to process both the left and right channels in stereo.

Click the **M** button to mute the incoming audio signal. This is useful if you want to hear only the delayed and modulated **Double** output signal.

Click the **phase** button to invert the **Source** channel audio signal phase when activated.

Use the **Level** knob to adjust the signal level of the **Source** channel.

Use the **Pan** knob to adjust the stereo panning of the **Source** channel. Try setting this and the **Double** channel **Pan** control to opposite sides of the stereo field for maximum effect.

Use the **Drive** knob to apply additional tape saturation to the audio of the **Source** channel.



The **Tracking** section determines how audio is processed from the **Source** channel to the **Double** channel.

Use the **Mode** switch to determine the tracking mode for the **Double** channel:

In **Man.** (Manual) mode, the **Double** channel operates with a simple delay from the **Source** channel. In this mode, you can only adjust the **Varispeed** knob to set the initial distance between the **Source** and **Double** channels, and the **Head Position** knob to apply an offset to this distance.

In **Auto** mode, the distance between the **Source** and **Double** channels can be further modulated by the **Range** value at a set **Speed**.

Use the **Speed** switch to determine the rate of modulation applied by the **Range** control. This will control how quickly the **Double** channel sweeps through the set time **Range** around the center **Varispeed** delay time.

When **Sync** is **ON**, the **Speed** control is tied to the current project BPM. When **Sync** is **OFF**, the **Speed** control is measured in Hertz (Hz) and applied as a free-running LFO. You can retrigger the LFO by clicking the **Recalibrate** button, described [below](#).

When the **Randomize Heads** button is **On**, clicking the **Recalibrate** button will retrigger the effect with a randomized offset applied between the left and right sides, as seen in the **Stereo Meter**. This can be used to create different double-tracking modulations with the same set of time parameters.

Use the **Head Position** knob to apply an offset to the starting **Varispeed** position.



The central **Varispeed** section provides the main controls for the double-tracking effect.

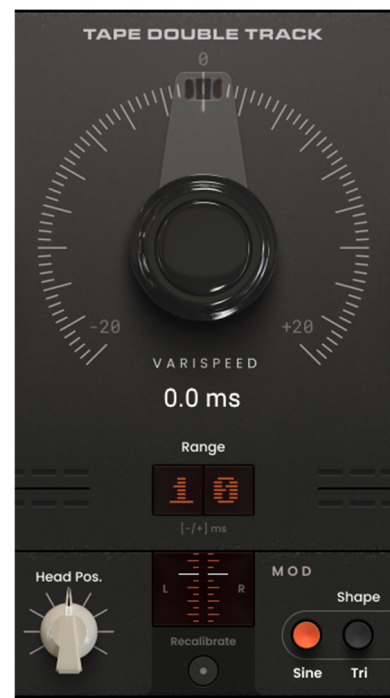
Use the **Varispeed** knob to set the initial distance between the **Source** and **Double** channels, in milliseconds (-20.0 – 0.0 – 20.0 ms). As you move this knob, you will see the entire **Stereo Meter** moving backward or forward.

Use the **Range** dial to adjust the depth of modulation when in **Auto Tracking** mode. This will decrease and increase the current **Varispeed** value at the current **Speed** setting. As you move this control, you will see the **Stereo Meter** moving back and forth.

Click the **Recalibrate** button to retrigger the effect. When **Randomize Heads** is **Off**, this simply retriggers the effect from the **Head Position**. When **Randomize Heads** is **On**, this retriggers the effect from the **Head Position** with an additional randomized offset applied between the left and right sides, as seen in the **Stereo Meter**.

Note: The **Range** and **Recalibrate** settings are not available when **Tracking** is set to **Manual**.

The **Stereo Meter** displays the movement of the double tracking effect on the left and right channels. As you adjust the **Tracking** controls, **Varispeed** knob, **Range** dial, and **Mod** controls, you will see this meter respond in real time to visualize the delay times between the two channels.



The **Mod** section allows you to further adjust the modulation applied to the delayed audio signal of the **Double** channel. This provides additional creative opportunities by adding subtle or extreme variations to the delay time.

Note: This section is not available when **Tracking** is set to **Manual**.

Use the **Shape** switch to determine the modulation waveshape, either **Sine**, Triangle (**Tri**), or Random (**Rnd**).

Use the **Warp** knob to skew the modulation waveform, distorting its shape to provide further variation to the double tracking effect.



The **Bass Mono** section allows you to sum the bass signal below a certain frequency threshold to a mono signal. This can help add low-end body to your sound that may be lost when using the effect.

Click the **On** button to enable the Bass Mono function.

Click the **Solo** button to hear only the audio signal below the cutoff frequency.

Use the **Freq** knob to set the center frequency of the cutoff point for the bass mono function. All audio signal below this frequency will be summed to mono.



The **Double** section controls the second virtual tape playback head. By doubling the incoming audio, delaying it, and modulating it, this channel gives the effect its signature sound.

Click the **M** button to mute the audio signal of the **Double** channel. This is useful if you want to hear only the incoming audio signal (processed by the **Source** channel) before it is delayed and modulated.

Click the **phase** button to invert the **Double** channel audio signal phase when activated.

Use the **Level** knob to adjust the signal level of the **Double** channel.

Use the **Pan** knob to adjust the stereo panning of the **Double** channel.

Use the **Drive** knob to apply additional tape saturation to the **Double** channel.

Use the **Monitor** switch to determine whether the processed audio is heard in **Stereo** or **Mono**.

Use the **Output** slider to determine the level of overall outgoing audio from the plugin.



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