Tape Echo

User Guide

English

Manual Version 1.0

Introduction

Thank you for purchasing the AIR Tape Echo plugin, a performance-ready tape echo effect that treats delay as an expressive, musical system, delivering authentic tape character, movement, and space for modern MPC and DAW workflows. It includes a wide range of controls to customize your sound, including:

- Pre-amp section with input level control and selectable tonal character.
- Echo section with selectable modes for configuring the three playheads. The echo is BPM-syncable while retaining some characteristic subtle variation against the grid, and includes stereo offset, feedback intensity, and volume controls, as well as a joggable playhead.
- Chorus section with intensity control.
- Spring reverb with three sizes and volume control.
- Bass and Treble tone controls to shape the sound.
- Three tape age controls to adjust motor drift, dropouts, and noise.

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 Echo supports VST, VST3, AU, and AAX formats on desktop, and is compatible with MPC and Force standalone devices running v3.5 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 Echo 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 Echo 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**.

Standalone

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

Desktop

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 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.

Controls

Input Controls

The **Pre Amp** control applies tonal character to the incoming signal, either **Clean**, **Warm**, or **Dirty**, depending on how much grit you would like applied.

The **Input** knob sets the incoming audio signal gain level. The **VU Meter** above this section monitors the signal level. When the needle reaches the red area, the **peak LED** will light up. Keeping the signal below this level results in a cleaner echo sound. Pushing the signal into the red area can add additional distortion to your signal.

Echo Controls

In the classic tape machine effect, incoming audio is captured by a recording tape head onto a loop of magnetic tape. As the tape travels through the machine, the recorded sound is then picked up and replayed by up to three separate playback tape heads, each at a set distance from the recording head. Depending on the speed at which the tape is moving, this results in echoes at different intervals. The AIR Tape Echo effect uses these same principals with the following controls.

Click the **Echo** button, or click the LED next to the effect name, to turn the effect on or off.

The **Mode** selector determines which of the playback heads are active at a time.

- **1:** Head 1
- **2:** Head 2
- **3:** Head 3
- **4:** Heads 2 and 3
- **5:** Heads 1 and 3
- **6:** Heads 1, 2, and 3

So, for example, selecting **Mode 1** means there is only a single echo repeat of the original sound, played back by Head 1, which is the shortest distance from the recording head. Selecting **Mode 6** means there are three echo repeats occurring from each active playback head at three different intervals.

The **Repeat Rate** knob adjusts the speed of the magnetic tape. This determines the actual length between the record head and the playback heads. At a slower rate, the distance between the record head and the playback heads is greater, while at faster rates the distance is reduced. This knob works in conjunction with the **Sync** button to determine the actual speed. When **Sync** is set to **On**, the **Repeat Rate** can be set to values between **1/32** and **1**, which are synced to your project BPM. In the classic tape echo machine, there was no option to sync to a particular tempo, so setting **Sync** to **Off** allows you to set the **Repeat Rate** freely between **0.0 ms** and **1.00 s**.

The **Stereo Offset** section at the bottom of the window displays the active playback heads and a visual representation of their current echo times. You can click and drag the white line in this section to adjust the Stereo Offset value (**-100** – **0** – **100%**). When set to 0%, both the left and right stereo echoes occur at the same time. When set to negative values, the right stereo echoes happen sooner than the left stereo echoes. When set to positive values, the right stereo echoes happen later than the left stereo echoes.

The **Playhead** can be used to "jog" the playback heads, creating a temporary disruption in the echo sound as the repeat rate is reduced and brought back to the current setting.

The **Intensity** knob functions like a feedback control, adjusting the amount of echo repeats (**0**–**100%**). When this knob is pushed near the maximum, the echo effect can move into self-oscillation.

The **Volume** knob adjusts the level of the echo repeats.

The **Tone** controls to the right of the **Reverb** control allow you to adjust the tonal character of the echo repeats. You can attenuate (cut) or boost both the low-frequency **Bass** tone and high-frequency **Treble** tone (**-15.0** – **0.0** – **+15.0 dB**).

Age Controls

These controls apply additional processing to the effect signal that simulate aging tape machines.

The **Motor Drift** knob adjusts the amount of simulated motor drift of the tape echo mechanism (**0**–**100%**). The higher the value, the greater the variation in echo timing.

The **Dropouts** knob adjusts the amount of audio dropouts, simulating degraded magnetic tape (**0**–**100%**). The higher the value, the more audio dropouts in the echo signal occur.

The **Noise** knob adjusts the amount of tape hiss noise added by the effect. This noise is present whenever the **Echo** effect is engaged, whether or not there is incoming audio.

Chorus and Reverb Controls

In addition to the Echo effect, AIR Tape Echo also includes Chorus and Reverb effects for additional processing of your audio signal.

Click the **Chorus** button, or click the LED next to the effect name, to turn the effect on or off.

The **Intensity** knob adjusts the depth of modulation for the chorus effect (**0.00** – **24.00 ms**).

Click the **Reverb** button, or click the LED next to the effect name, to turn the effect on or off.

The **Volume** knob adjusts the level of the effect (**0**–**100%**).

The **Spring Mode** buttons adjusts the length of the spring for the spring reverb effect (**S** [Small], **M** [Medium], **L** [Large]). The longer the spring, the larger the reverb effect.

Standalone

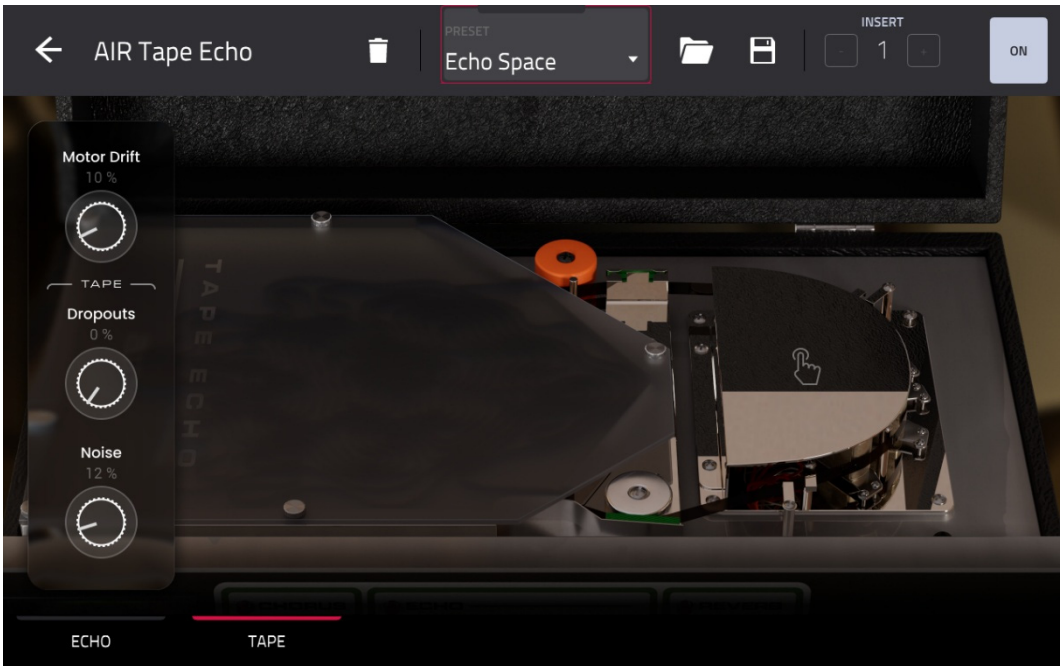
Note: See the previous ***Desktop*** chapter for more detailed descriptions of the AIR Tape Echo features and functions.

Echo

Parameter	Description	Value Range
Pre Amp	Adjusts the tonal character of the input pre amp.	Clean, Warm, Dirty
Input	Adjusts the gain of the incoming audio signal.	-inf – 24.0 dB
Chorus	Tap the **C** button or the LED next to the effect name to turn the chorus effect on or off.	Off, On
Intensity	Adjusts the depth of modulation for the chorus effect.	0.00 – 24.00 ms
Echo	Tap the **E** button or the LED next to the effect name to turn the echo effect on or off.	Off, On
Mode	The six echo modes determine which playback heads are activated for the echo effect. Each of the three heads is set to a specific distance	1 – 6
Stereo Offset	Adjusts the amount of repeat rate offset between the left and right stereo signal.	-100 – 0 – +100%
Sync	Determines whether the Repeat Rate is synced to the project tempo or not.	Off, On
Repeat Rate	Adjusts the speed of the magnetic tape, affecting the rate of echo repeats.	When **Sync** is set to **On**: 1/32 – 1 When **Sync** is set to **Off**: 0.0 ms – 1.0 s
Volume	Adjusts the level of the echo effect.	0–100%
Intensity	Adjusts the amount of echo repeats.	0–100%

Parameter	Description	Value Range
Reverb	Tap the **R** button or the LED next to the effect name to turn the reverb effect on or off.	Off, On
Spring Mode	Determines the size of the spring reverb effect.	Short, Medium, Long
Volume	Adjusts the level of the reverb effect.	0–100%
Tone: Bass	Attenuates or boosts the low-frequency tone of the echo repeats.	-15.0 – 0.0 – +15.0 dB
Tone: Treble	Attenuates or boosts the high-frequency tone of the echo repeats.	-15.0 – 0.0 – +15.0 dB
Mix	Adjusts the overall wet/dry amount between the incoming audio signal (dry) and effect signal (wet).	0–100%
Output	Adjusts the overall output level of the plugin.	-inf – 24.0 dB

Tape



Parameter	Description	Value Range
Motor Drift	Adjusts the amount of simulated motor drift of the tape echo mechanism. The higher the value, the greater the variation in echo timing.	0–100%
Dropouts	Adjusts the amount of audio dropouts, simulating degraded magnetic tape.	0–100%
Noise	Adjusts the amount of tape hiss noise added by the effect.	0–100%
Playhead	Tap the tape area to activate the **Playhead** function, “jogging” the playback heads, creating a temporary disruption in the echo sound as the repeat rate is reduced and brought back to the current setting.	Momentary On, Off

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