UVI

TAPE SUITE

Software User Manual

Software Version 1.0
EN 240626

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UVI.NET

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Introcution

TAPE SUITE –THE SOUND OF ANALOG TAPE

THE DEFINITIVE ANALOG TAPE EFFECT SUITE

With 4 custom-tailored effect plugins inspired by the charactered sounds of tape and tape-based effects, Tape Suite redefines the cutting-edge of analog tape modeling. Delay, Flanger, Chorus, and Color effects each provide deeply-tweakable palettes of sound, alive with the character of real analog tape.

Leveraging an advanced, fully-parametric physical model, Tape Suite gives you complete freedom to explore the sonic qualities of magnetic tape and tape transport, from pristine studio reel-to-reel machines to worn out cassette recorders, and all the sweet spots in-between, with the convenience and reliability of a modern plugin.

ANALOG REALISM

Tape Suite began with the analysis of numerous hardware analog tape systems. Through meticulous study and experimentation, we developed our own innovative and physically-based tape model, providing a fully-parametric simulation with incredibly realistic sound, natural musicality, and abundant creative control.

ADVANCED PHYSICAL MODELING

Each of the effects in Tape Suite is built on top of the same exacting physical model, providing deep yet intuitive control over the analog simulation through 4 main sections; Tape Simulation, Compander, Playback Filtering, and Modulation.

Tape Simulation - A novel model of magnetization which faithfully reproduces a large range of magnetic materials, from very hard, with high magnetic susceptibility and high distortion, to very soft, with low magnetic susceptibility and low distortion, maintaining their magnetic resistance which acts as a highpass cutoff.

Compander - Includes 3 different models of the noise reduction encode and decode stages historically found in tape machines. The encoder emphasizes high frequencies while the decoder de-emphasizes them. Depending on the type, the compander can act dynamically, providing more emphasis at low levels while staying transparent at high levels. Encode/decode stages in Tape Suite can be decoupled, and mixed-and-matched for creative effect.

Playback Filtering - Modeling the characteristics of the tape playback head, explore physically-accurate control over speed, head distance-to-tape, head angle-to-tape, and width, to precisely alter the simulation's character.

Modulation - Altering the tape playback speed, detuning the sound and providing a "wow" effect at low frequencies and a "flutter" effect at mid frequencies. Random modulation can be added and channels can be unsynced, providing an instant stereo effect. Since the modulations are applied directly to the tape transport rather than the subsequent delayed signal, the resulting detune effect sounds profoundly natural.

4 TAPE EFFECT PLUGINS

Tape Suite includes 4 discrete plugins, each building on a shared core, then extending it further with unique effect designs to provide exceptional hardware realism for a variety of use-cases, each with modern digital control and reliability.

PERFORMANCE OPTIMIZED

Tape Suite effects are optimized to provide outstanding performance, delivering pristine sound quality and authentic hardware response across the entire parameter range. Condensed complexity and expertly crafted simulations allow users to enjoy accurate real-time analog sound with the freedom of mind to explore and create.

VINTAGE INSPIRATION, MODERN FEATURES

With a high-degree of analog realism, Tape Suite offers numerous advantages over its hardware counterparts, including features such as compensated drive, feedback compensation, low-latency mode, tempo sync, grid-snapping, delay multiplication, and effect visualizations, combining to give you an innovative, modern effect suite that's as easy to use as it is powerful.

ANALOG TAPE, PERFECTED

Enjoy the sound of analog tape like you've always wanted; powerful, portable, rich with detail, infinitely customizable, and effortlessly reliable - and unlock new worlds of analog-inspired inspiration and creativity, with Tape Suite.

For system requirement and compatibility: click here

For information on the installation process, please refer to the document: Install Guide

Interface - Global

Preset Name 2	3 A/B Snapshot
Menu Toggle 1	4 Tempo Sync
Input Controls 5	6 Output Controls
	8 Tape Settings
Tape Simulation 9	12 Modulations
Compander 10	11 Playback FIltering
Tool Tips 7	

1 ▶ **Menu Toggle**

Toggle the drop-down menu to load and save presets below

» **Load**: Open locate dialog to load a saved preset

» **Save:** Save current settings
Give a new name to save as new preset

» **Default:** Revert the settings to default

2 ▶ **Preset Name**

Click to show the preset menu

3 ▶ **A/B Snapshot**

Use to store two different plugin states for A/B comparison

» **First Click**: Store current state to slot A

» **Following Clicks**: Store current state to slot A (resp B) and load the previous state from slot B (resp A)

4 ▶ **Tempo Sync** ✎

Enable sync to host tempo
[only in Tape Delay and Flanger]

5 ▶ **Input Controls**

» **Input meters**: Indicate the input level

» **Gain In**: Adjust the input gain, not compensated on output

» **Drive**: Set the amount of tape drive, compensated on output

6 ▶ **Output Controls**

» **Gain Out**: Adjust the output gain

» **Mix**: Adjust the dry/wet balance

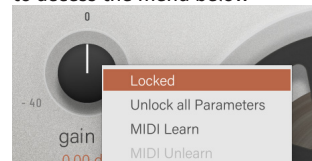» **Output meters**: Indicate the output level

7 ▶ **Tool Tips**

Display instructions for any parameter by hovering over it with your mouse

▶ **Tape Reel**

Click the reel to stop or start spin

▶ **Right-click menu**

Right-click Gain In, Out, Drive, Mix knob and Low Latency Mode button ⏱ [available in Chorus, Color and Flanger] to access the menu below

» **Lock/Unlock**: Enable/disable parameter lock, to keep the parameter value while preset browsing

» **MIDI Learn/Unlearn:** Assign/unassign MIDI control mapping

Interface - Global [continued]

Labels (left side, top to bottom):
- Preset Name — 2
- Menu Toggle — 1
- Input Controls — 5
- Tape Simulation — 9
- Compander — 10
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Labels (right side, top to bottom):
- 3 — A/B Snapshot
- 4 — Tempo Sync
- 6 — Output Controls
- 8 — Tape Settings
- 12 — Modulations
- 11 — Playback Filtering

8 ▶ Tape Settings

» **Makeup Gain**: Adjust the Tape Settings makeup gain
» **Menu**: Toggle the drop-down menu to load and save Tape Settings presets
» **Visibility Toggle**: Show or hide the Tape Settings editor

9 ▶ Tape Simulation

» **On/Off Toggle**: Enable tape filtering and distortion
» **Time Display Button** ⊘: Click to view the magnetization effect on signal waveform
» **Frequency Display Button** ⏽: Click to view the tape frequency response
» **Material Hardness**: Set the amount of magnetic response and distortion
» **Material Resistance**: Adjust the magnetic highpass cutoff
» **Degrade Depth**: Adjust the random demagnetization amount
» **Degrade Rate**: Adjust the random demagnetization rate
» **Noise Gain**: Adjust the internal noise amount
» **Noise Gate Button** ⌀: Enable the Noise Gate

10 ▶ Compander

» **On/Off Toggle**: Enable noise reduction
» **Encoder Menu**: Select the noise reduction encoder
  - *None*: bypass
  - *Basic*: A simple shelf, which emphasizes (de-emphasizes during decoding) frequencies above 10 kHz at all levels
  - *Type A*: An adaptive four-bands filter, with maximum pre-emphasis (de-emphasis during decoding) at low levels, and no pre-emphasis (de-emphasis during decoding) at high levels.
  - *Type B*: An adaptive shelf, with maximum pre-emphasis (de-emphasis during decoding) at low levels, and no pre-emphasis (de-emphasis during decoding) at high levels.
» **Link Button**: Link the noise reduction encoder and decoder
» **Decoder Menu**: Select the Noise reduction decoder [visible when Link is disabled]

Interface - Global [continued]

11 ▶ Playback Filtering

» **On/Off Toggle**: Enable playback filtering
» **Speed**: Set the tape speed – affects playback fidelity only, not delay times (tape length is compensated)
» **Spacing**: Adjust the spacing between the playback head and tape
» **Thickness**: Set the tape thickness
» **Azimuth**: Adjust the angle between the playback head and tape
» **Width**: Adjust the ratio between the playback head and tape width

12 ▶ Modulations

» **On/Off Toggle**: Enable transport modulations
» **Low Latency Mode Button** ⏱ : Click to reduce the latency from 60 ms to 10 ms (perceived wow and flutter depths are reduced as a consequence, only in Tape Chorus, Color and Flanger)
» **Wow Depth**: Adjust the low frequency modulation amount
» **Wow Rate**: Adjust the low frequency modulation rate
» **Flutter Depth**: Adjust the mid frequency modulation amount
» **Flutter Rate**: Adjust the mid frequency modulation rate
» **Random Depth**: Adjust the random modulation amount
» **Random Rate**: Adjust the random modulation rate
» **Unsync Button** ⊚ : Click to unsync random modulations for all channels

Interface - Chorus

Analog tape chorus providing up to 8 voices with adjustable stereo spread, resulting in buttery analog warmth and subtle to extreme effects.

1 ▶ Chorus Controls

» **Voices**: Set the chorus voices
» **Rate**: Adjust the modulation rate
» **Depth**: Adjust the modulation amount
» **Spread**: Set the stereo spread
» **Delay**: Set the delay time [before feedback]
» **Feedback**: Adjust the feedback amount
» **Feedback Compensation Button** ⊕
  : Compensate playback filter gain in feedback loop to avoid instability

Interface - Color
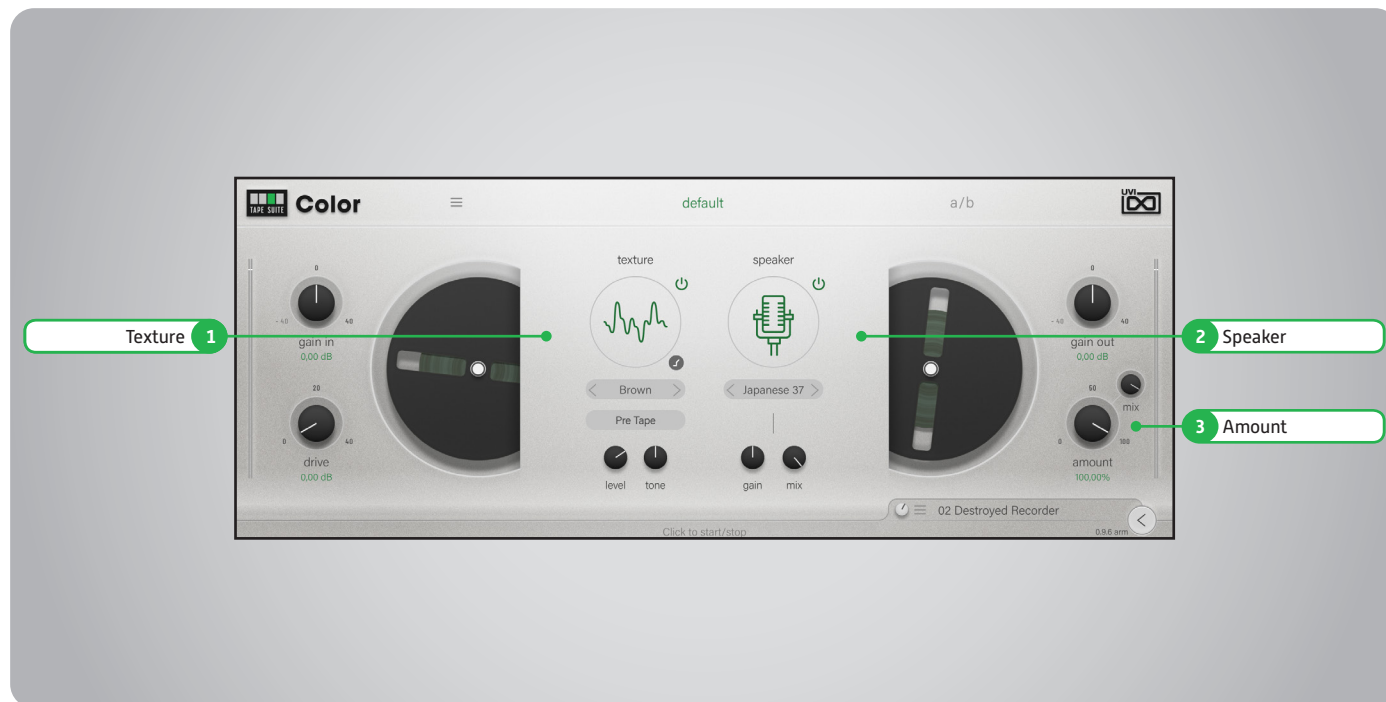
Analog tape color delivers the natural characteristics of tape, including an additional texture processor and convolver with impulse responses from a number of vintage devices. Delivers an impressive range of natural and supernatural sounds.

1 ▶ Texture

» **On/Off** ⏻ : Toggle the section on or off
» **Noise Gate Button** ⏿ : Enable the Noise Gate
» **Texture menu**: Select texture
» **Pre/Post Tape Toggle**: Apply texture before or after tape
» **Level**: Adjust the texture amount
» **Tone**: One knob control for lowpass – highpass texture cutoff

2 ▶ Speaker

» **On/Off** ⏻ : Toggle the section on or off
» **Speaker menu**: Select impulse response
» **Gain**: Set the gain after speaker processing
» **Mix**: Adjust the dry/wet speaker mix

3 ▶ Amount

Set the amount of overall effect
[no phasing with the dry signal when modulations are on if Mix is at 100 %]
Right-click the knob to lock/unlock and MIDI learn/unlearn

Interface - Delay

Analog tape delay featuring 4 heads with individual pan which can be synced to host tempo with snap-to-grid in eights or triplets, a ping-pong mode with global stereo spread, and selectable feedback from any of the playback heads for creative delay possibilities

1 ▶ Delay Controls

» **Delay Time**: Set the delay time individually in ms [Host Sync off] or in musical intervals [Host Sync on]

» **Delay Time Snap**: Select free, 1/2 or 1/3 Snap for delay times [Host Sync on]

» **Ping-Pong Mode Toggle** ◉◎: Enable the Ping-Pong mode

» **Multiplier**: Multiply all delay times

» **Level**: Set each head's level individually

» **Pan**: Set each head's pan individually [in Ping-Pong mode, the first pan acts as a global stereo spread]

» **Feedback Head Switch**: Select the playback head that sends feedback [from top to bottom: 1, 2, 3, 4, or last head with non-zero level]

» **Feedback**: Adjust the feedback amount

» **Feedback Compensation Button** ⊚ : Compensate playback filter gain in feedback loop to avoid instability
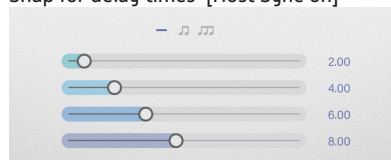
Interface - Flanger

Analog tape flanger featuring through-zero flanging and control in manual or LFO modes (with possible sync to host), for a velvety, organic sound.

1 ▶ Flanger Controls

» **Mode Toggle**: Set the Flanger controls in LFO or Manual mode
» **Invert Phase Switch** ⊘ : Invert phase of second deck
» **Depth**: Set the maximal relative delay between decks
» **Delay**: Set the delay time [before feedback]
» **Feedback**: Adjust the feedback amount
» **Feedback Compensation Button** ⟳ : Compensate playback filter gain in feedback loop to avoid instability

### LFO Mode

» **LFO Presets menu**: Toggle the drop-down contextual menu to select a shape preset
» **LFO Settings Toggle**: Click to access the LFO Settings
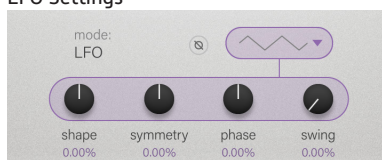
» **Shape**: Morph through classic shapes such as triangle, sine and square
» **Symmetry**: Adjust the shape symmetry
» **Phase**: Adjust the LFO start
» **Swing**: Adjust the rate swing
» **Rate**: Set the LFO speed in ms [Host Sync off] or in musical intervals [Host Sync on]

Manual Mode
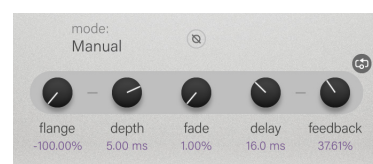
» **Flange**: Adjust the instant relative delay between decks
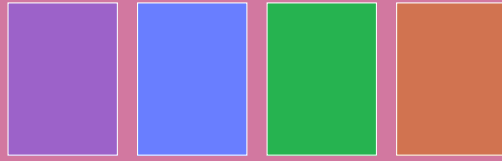» **Fade**: Adjust the fade duration at flange beginning and ending

Links

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Home . . . . uvi.net/ ☑

UVI Portal . . . . uvi.net/uvi-portal ☑

Effect Installation Guide . . . . installing_uvi_effects_en.pdf ☑

FAQ . . . . uvi.net/faq ☑

Tutorial and Demo Videos . . . . youtube.com/ ☑

Support . . . . uvi.net/contact-support ☑

iLok

Home . . . . ilok.com/ ☑

iLok License Manager . . . . ilok.com/ilm.html ☑

FAQ . . . . ilok.com/supportfaq ☑

TAPE SUITE

Credits and Thanks

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