



# OUTER SPACE

## USER GUIDE

v1.2.1

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# OUTER SPACE

[Outer Space](#) is a faithful emulation plugin of a famous vintage tape echo made in the early seventies.

As the original unit, Outer Space features an **echo section** with three playback heads and a **spring reverb** tank.

We have modelled three different tape frequency responses and saturations, along with all the analog imperfections of tape recording/playback.

We've also modelled the ballistic response of the delay rate (repeat rate) which can create eerie pitch shifts (due to the Doppler effect), one of the classic tape echo-based sound effects

## INSTALLATION

### MAC OS

- Double click on the DMG archive to extract it
- Right click on the PKG installer and click open
- Follow the instructions to install the plug-in(s)

### WINDOWS

- Extract the ZIP archive
- Double click on the setup file (.exe)
- Follow the instructions to install the plug-in(s)

## REGISTRATION

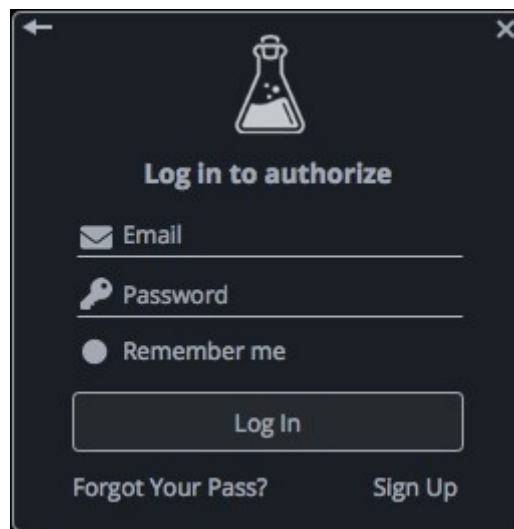
In demo mode the plug-in will output silence for 3 seconds every 45 seconds, and you won't be able to save presets.

You can open the registration window by clicking on the ☰ icon next to the bypass button, in the top-right corner.

You can choose between *Online* and *Offline* authorization.

### ONLINE

- If you haven't created an account yet, you can [signup here](#) using the same email address used at check out.
- Just input your credentials into the text fields and click on Log In



### OFFLINE

- Download the license file from [your account](#).
- Copy the file to your offline computer.
- Just drag and drop the license into the registration window or click on the *Load License File* button and browse to the downloaded license.

# PARAMETERS

## MAIN

<i>Input Volume</i>	Controls the volume of the input signal. Can be pushed to add a slight saturation.
<i>Output Volume</i>	Controls the volume of the output signal.
<i>Mode Selector</i>	Chooses between 12 different modes (see below).
<i>Bass</i>	Boosts/cuts the low frequencies of the echo signal.
<i>Treble</i>	Boosts/cuts the high frequencies of the echo signal.
<i>Decay</i>	Selects a short or long decay for the reverb.
<i>Reverb Volume</i>	Controls the amount of reverb signal.
<i>Repeat Rate</i>	Controls the rate of the echo signal, emulating the changes in speed of the tape.
<i>Intensity</i>	Controls the amount of feedback, increasing the amount of repetitions in the echo signal.
<i>WOW/Flutter</i>	Controls the amount of pitch and volume imperfections in the sound.
<i>Echo Volume</i>	Controls the amount of echo signal.
<i>Send</i>	Also known as “Dub” switch, when set to off the echo section will not receive any input, but will continue to play any repetition or self-oscillating sounds.
<i>Wet Only</i>	Disables the Dry signal.
<i>Stereo</i>	<i>Off</i> is the normal behaviour. <i>Stereo</i> enables a delay on the right channel (can be controlled by the <i>Stereo Delay</i> parameter in the second panel).
<i>Noise</i>	Controls the volume of the background noise.
<i>Envelope</i>	Enables/disables the envelope to activate the noise only when an input signal is passing through.
<i>Sync</i>	Syncs the delay time to the host/DAW BPM.
<i>Tape Selector</i>	Selects between three kind of tape emulations.

## DROP DOWN



You can show/hide the drop-down panel by clicking on the arrow icon in the bottom left corner of the interface.

*HQ* Toggles the HQ mode on/off. HQ mode uses more CPU but adds more details to the emulation.

*Limiter* Toggles the soft limiter on/off.

*Mono (L+R)* When the plugin is loaded on a stereo track, enabling this will merge both left and right channel.

*EQ to Reverb* By default the EQ section (*Bass* and *Treble*) affects the Echo section only. By enabling this option, the EQ will also affect the Reverb section.

*Stereo Delay* Adjust the delay (in ms) added to the right channel when the *Stereo* switch is on.

*Noise Tone* Changes the tone of the background noise.

*Oversample* You can oversample the Echo section by up to 16x, to avoid some aliasing caused when moving the *Repeat Rate*.

*Preamp* Toggles the preamp emulation on the input on/off.

*Pan (1, 2, 3)* Controls the pan for the selected head.

*Volume (1, 2, 3)* Controls the volume for the selected head.

*Low Cut* Controls a high-pass filter inside the feedback loop.

*Hi Cut* Controls a low-pass filter inside the feedback loop.

*Ducking* Controls the amount of volume loss in the tape emulation.

*Pre-Emphasis* Boosts high frequencies before the tape emulation section.

*Rate Ballistic* Adjusts the amount of time the *Repeat Rate* knob takes to get to the desired value.

*Variable Speed* Adjusts the *Repeat Rate* by an additional +/- 50 ms.

## HEAD SELECTORS



The head selectors control the delay time for each head in milliseconds. You can also sync the time to the host/DAW BPM by clicking on the Sync switch.

## METER OPTIONS

You can show/hide the meter options by clicking on the meter itself.



*Meter Gain*

Adjust the sensibility of the VU meter.

*VU Meter Switch*

Selects the read point for the VU meter, before processing (*input*) or after processing (*output*).

## TAPE MODELLING

We've modelled three different tape types. The original **RT-1L**, a more **modern** replacement, and an **older** worn out tape. Each tape will affect the sound in a subtle but different way, especially at higher feedback (*Intensity*) settings.

*WOW/Flutter*, *Ducking*, and other parameters will also change according to the selected tape, creating different amount of pitch and volume changes.

Changing the speed of the repetitions (*Repeat Rate*) will also affect the tape frequency response.

## MODE SELECTOR

Just like the original unit, with the Mode selector you can choose 12 different combinations of echo playback heads and reverb (4 Echo only, 7 Echo+Reverb, 1 Reverb only).

	ECHO				ECHO + REVERB							REVERB
	1	2	3	4	5	6	7	8	9	10	11	12
HEAD 1	•				•			•		•	•	
HEAD 2		•		•		•		•	•		•	
HEAD 3			•	•			•		•	•	•	
REVERB					•	•	•	•	•	•	•	•

# FEATURES


## RANDOMIZER

It is possible to randomize all the parameters in the interface by clicking on the Random button in the top bar.



Right-clicking on a parameter will show the Randomizer menu.

<i>Lock/Unlock Random</i>	Decides if the parameter can be randomized
<i>Lock All</i>	No parameters will be randomized
<i>Unlock All</i>	All parameters will be randomized

By clicking on the  icon you can access additional features.

## CLEAR BUFFER

When enabled, everytime your host/DAW starts playback or resets, Outer Space will clear the feedback loop. Switching off this option can save CPU and avoid strange behaviours on old DAWs.

## ECHO/REVERB VOLUME

You can change the behaviour of the Echo and Reverb Volume parameters by selecting Linear Taper or Audio Taper.

With Linear Taper enabled, if you turn the parameter halfway, the volume change measured on each side will be equal.

With Audio Taper, the volume change follows a logarithmic progression.

## SAVE CPU WHEN NOT IN USE

If this option is enabled, the internal DSP is disabled when no audio input is passing through. It is not recommended but it can help saving CPU on larger projects.

## TOLEX CASE SOUND

If this option is enabled, by clicking on the tolex case in the interface you can hear a "thump" sound. If the reverb is enabled, you'll be able to hear the spring reverb sound, almost like when you hit the real hardware...which you shouldn't do!



## **WET ONLY LOCK**

If this option is enabled, changing presets won't affect the Wet Only selector. This option can be useful when using Outer Space as a send effect while browsing the presets.

## **WINDOW SIZE**

You can resize the plugin window using three predefined sizes (*small, standard, big*). You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the *standard* size.

## **PRESET COPY/PASTE**

You can easily share presets by using this Copy/Paste feature instead of sharing the actual preset file.

By clicking on *Copy to Clipboard*, the status of all parameters will be saved to the Clipboard.

By clicking on *Paste from Clipboard* instead, you can load a preset shared using the previous function.

# END

## WHERE IS EVERYTHING?

The installer will place the plugins, presets and other data in these folders.

### MAC OS

AU: */Library/Audio/Plug-ins/Components/*  
VST: */Library/Audio/Plug-ins/VST/*  
VST3: */Library/Audio/Plug-ins/VST3/*  
AAX: */Library/Application Support/Avid/Audio/Plug-Ins/*  
Data: */Users/Shared/AudioThing/*

### WINDOWS

VST: *custom path from installer*  
VST3: *\Program Files\Common Files\VST3\*  
AAX: *\Program Files\Common Files\Avid\Audio\Plug-Ins\*  
Data: *\Users\Public\Public Documents\AudioThing\*

## CREDITS

DSP & Code: Carlo Castellano  
Design: John Gordon (vstyler)

## EULA

Please visit [www.audiothing.net/eula/](http://www.audiothing.net/eula/) to review this product EULA.

## THANK YOU

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.

For help or any question, feel free to contact us here: [www.audiothing.net/contact/](http://www.audiothing.net/contact/)

