



Reels

User Guide

v1.5

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Reels

[Reels](#) is a tape emulation plugin with built-in echo section and tape start/stop effect.

Based on an old Japanese portable tape recorder with a very distinct Lo-Fi analog sound, Reels emulates all the imperfections of consumer reel-to-reel recorders.

We have modeled three different 1/4" tape frequency responses and saturations, along with all the analog imperfections of tape recording/playback.

Use Reels to add a very rough retro analog sound to your mixes. If you are looking for a Hi-Fi mastering tape emulation, this is not the plugin for you!

Reels is based on a vintage reel-to-reel recorder, ironically marked as High Fidelity, found in a distressed state at a local flea market. Most of these consumer tape recorders, also due to their age, produce a very rough Lo-Fi analog sound.

During recording or playback, the motor noise bleeds in, along with the usual tape hiss, limiting the actual bandwidth available on the tape.

Reels recreates all the imperfection of vintage reel-to-reel recorders, including:

- Harshness, harmonic distortion with loss of clarity (mid-range)
- WOW/Flutter, pitch instabilities due to recording and playback issues
- Ducking, random volume loss due to tape or rec/play head imperfections
- Crosstalk, the leak between left and right channel in a stereo signal
- Hiss, high-frequency noise caused by the magnetic particles in the tape
- Motor, mid-frequency noise caused by the reels motor

Installation

macOS

- 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

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

Online

- If you haven't created an account yet, you can [sign up here](#)
- Just input your credentials into the text fields and click on Log In.



A screenshot of a login dialog box. At the top is a back arrow on the left and a close 'X' on the right. Below them is a flask icon with a flame. The title is 'Log in to authorize'. There are two input fields: 'Email' with an envelope icon and 'Password' with a key icon. Below these is a radio button labeled 'Remember me'. At the bottom is a 'Log In' button. Below the button are two links: 'Forgot Your Pass?' and 'Sign Up'.

Offline

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



A screenshot of an offline activation dialog box. At the top is a back arrow on the left and a close 'X' on the right. Below them is a flask icon with a flame. The title is 'Offline activation'. Below the title is the text 'Drop the license file here or'. At the bottom is a 'Load License File' button.

Parameters

Tape

<i>Tape Type</i>	Selects between three kind of tape emulations (see below)
<i>Tape Speed</i>	Selects the speed of the tape affecting the frequency response
<i>Harshness</i>	Controls the amount of distortion and loss of clarity in the tape
<i>WOW / Flutter</i>	Controls the amount of pitch imperfections in the sound
<i>Drops</i>	Controls the amount of volume loss of the tape emulation
<i>Crosstalk</i>	Controls the amount of leak between the left and right channel

Noise

<i>Hiss</i>	Controls the amount of tape noise
<i>Motor</i>	Controls the amount of motor noise
<i>Env</i>	Enables/disables the envelope to activate the noise only when an input signal is passing through
<i>Edit</i>	Shows the Attack and Release control for the envelope

Echo

<i>Bypass</i>	Enables/disables the Echo section
<i>Sync</i>	Syncs the delay time to the host/DAW BPM
<i>Routing</i>	Changes the echo feedback loop behavior: <ul style="list-style-type: none">• clean: the feedback is not affected by Tape parameters• dirty: the feedback is affected by Tape parameters
<i>Time</i>	Controls the time between each repetition
<i>Feedback</i>	Controls the amount of feedback, increasing the amount of repetitions in the echo signal
<i>Lowpass</i>	Controls a low-pass filter inside the feedback loop
<i>Level</i>	Controls the level of the echo input or output signal, depending on which option is selected
<i>Wet Only</i>	Disables the Dry signal

Master

<i>Input</i>	Controls the amount of input signal
<i>Output</i>	Controls the amount of output signal

Bottom

<i>Soft Clip</i>	Enables/disable a soft clip limiter
<i>Mono</i>	Sums the left and right channel of a stereo signal
<i>Pre-Emphasis</i>	Boosts high frequencies before the tape emulation section
<i>Rec / Stop</i>	Starts/stops the tape emulation
<i>Speed</i>	Controls the length of the tape start/stop effect
<i>Mix</i>	Controls the balance of the wet and dry signals
<i>Mic</i>	Enables/disables the Microphone emulation
<i>Speaker</i>	Enables/disables the Speaker emulation

Using Reels

Tape Modelling

We've modeled three different tape types, from ruined to NOS (new old stock) state. The tape types are named after the country of origin: JP (Japan), IT (Italy), FR (France).

JP Used tape but with an overall better frequency response

IT New old stock but with a limited frequency response

FR Overused and badly stored, very bad frequency response

Each tape will affect the sound in different ways, especially at higher feedback settings when using the Echo section.

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

Tape Start / Stop

When pressing stop on a reel-to-reel player, the tape doesn't stop immediately. Instead, it slows down creating a pitch down and fade out effect.

The same thing happens in reverse, if you hit play, the tape speeds up creating a pitch up and fades in effect.

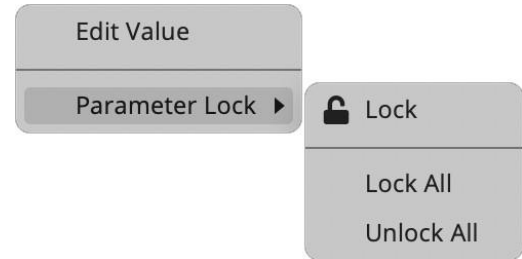
You can replicate this effect with Reels, and you can also change the speed of the start/stop effect.

Features

Parameter Lock

If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the *Parameter Lock* feature.

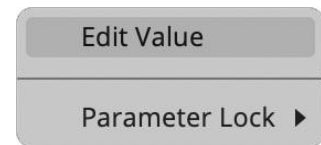
Right click on a parameter and choose *Parameter Lock*.



<i>Lock / Unlock</i>	If locked, the parameter won't be updated when changing presets
<i>Lock All</i>	Locks all parameters
<i>Unlock All</i>	Unlocks all parameters

Edit Value

You can also manually change the value for knobs and sliders. Right click on a parameter and choose *Edit Value*. You can also access this feature with SHIFT + Click.



By clicking on the icon ≡ you can access additional features.

Clear Buffer

When enabled, every time your host/DAW starts playback or resets, Reels will clear the feedback loop of the Echo section. You have two options: Host Playback and Host Reset. Since every DAW is different, you might need to try both settings to see what works best in your system.

Start / Stop

If you want, you can choose to disable the start and/or stop effect.

You can also apply the tape start/stop effect to both the dry and wet signal by disabling the Wet Only option.

Animation

When disabled, the reels animation will not play. This might save some CPU on older systems.

Doppler (Echo)

When enabled, turning the Echo section on will introduce a doppler effect caused by the temporary distance change of the virtual heads.

Echo Level

You can change the position of the Echo Level parameter in the signal chain.

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.

Copy to Clipboard The status of all parameters will be saved to the Clipboard

Paste from Clipboard Load a preset from the Clipboard

Enable / Disable Notifications

You can enable or disable the notifications for updates and news (shown by the bell icon). This option is global and it will affect all AudioThing plugins.

Swap Mouse Buttons

If you are using the right button as your primary mouse button, the plugin might not recognize it. Use this option to enable it internally in the plugin.

This option is global and it will affect all AudioThing plugins.

GUI Acceleration

You can enable or disable the GUI acceleration supported by your system.

The current and default library is OpenGL.

Dark / Light Theme

You can choose a dark or light appearance for menus, popup values, and windows.

This option is global and it will affect all AudioThing plugins.

End

Where is everything?

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

macOS

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	<i>Carlo Castellano</i>
Additional DSP	<i>Ivan Cohen</i>
Design	<i>John Gordon</i>
QA	<i>Giuseppe Marrazzo</i>
Presets	<i>RM (Ry Manning), LK (Kontis Leonidas)</i>

EULA

Please visit 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 support, please visit www.audiothing.net/support/

For further help or any question, please contact us here: www.audiothing.net/contact/

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