

## Input Amplifier

Input -phase invert

## Virtual Tape Machine 2-Inch 2 Track / 15ips

### RECORD / RECOVER

Use the record level to adjust the level going to tape. The hotter the signal, the more tape saturation and compression will occur. Use output level to adjust the level coming from tape.

### INSERT GROUP PRE

Insert stereo (or mono) devices your choice pre Console.

### INSERT GROUP POST

Insert stereo devices your choice post Console.

### ROOMS

Different rooms with different sizes  
1=small room - 4 = large room

### GLOBAL:

byp = Bypass this or all module.

dsp = This modules is entirely removed from the DSP.

ON = The device is entirely removed from the DSP.



Write here the name of the channel.

Now it is enough with the saturation.

### LINK

Link the record and (invers) recover poti.

### WOW & FLUTTER

The subtle pitch and amplitude variations inherent in tape machines.  
From subtle to tape machine is at the end.

### TAPE-BIAS

Shift the High Frequencies and High Frequencies will saturate earlier.

### CONSOLE

This console models an analog mixing desk.

### „ct” means channel crosstalk

For each analog Console slight crosstalk of channels exists.  
Here you can turn off this function.

### POSITION

Position of instruments

### Position left, right and deep.

Not really a reverb. You can place your instrument to the correct Position in the room.