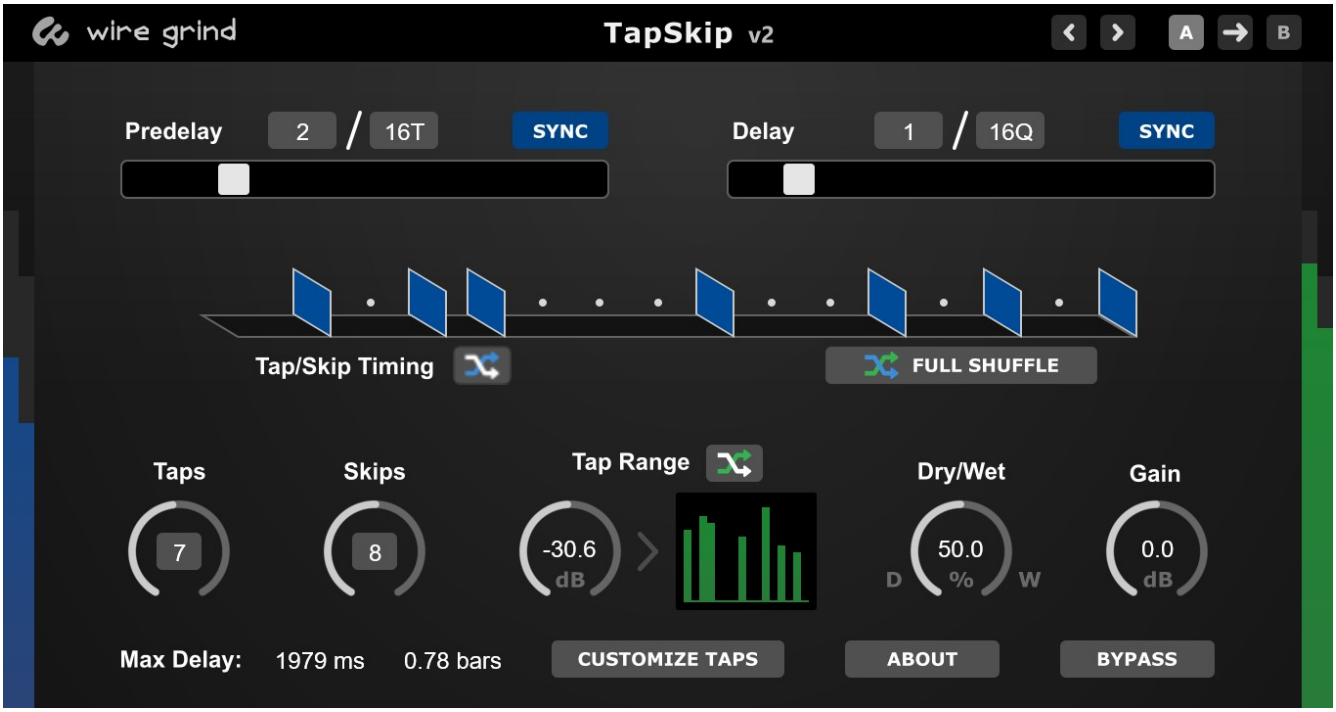
Wire Grind

TapSkip 2

User Manual



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Overview

Introduction

TapSkip adds new rhythm to audio. It generates its own structured rhythm internally, and it imprints it onto the input audio. The result is bigger, denser, and more complex rhythms.

Taps & Skips

A delay tap is an echo. Many may already be familiar with this concept. TapSkip has delay taps. It also has something called "skips". Skips are silent delay taps, that is, they’re are skipped over and never heard. The taps and skips are mixed together, and this imprints a pattern of beats and non-beats on the input audio.

Staggered Tap Volumes

TapSkip also adds irregularity to the levels of the taps. It makes the sound unpredictable, and it’s a secondary means by which TapSkip generates rhythms.

Feature Summary

- predelay
- textured feedback
- tempo-change awareness.
- Synced and non-synced modes.
- Five notes types (duplet, singlet, quintuplet, quadruplet, and quintuplet).
- Editable tap times and editable tap levels.
- A/B toggle and paste.
- Undo and redo for both A and B banks.

Demo Version Limitations

There are two differences between the demo versions the full versions:

- The demo version is unable to save settings.
- The demo version periodically adds a tone or chirp sound to the output.

Installation

This program comes with a setup application that will guide you through the process. You may need to unzip or extract the download package before running. Close other applications beforehand to avoid installation difficulties. The main apps known to cause install problems are audio apps (e.g. DAW software).

Uninstall

The program can be removed using Windows’ add/remove programs utility.

System Requirements

Operating System

Windows versions 7 through 11.

Supported Host Programs

A program supporting 64-bit VST3 effects plug-ins is required.

Internet Access (recommended)

Access to the World Wide Web is required during installation. If the plug-in is being installed on an offline computer, a small amount of data will need to be copied from one computer to the other.

Specifications

Supported Sample Rates

All sample rates are supported.

Plug-in Format

VST3, 64-bit

Software Interface Details

A / B and Arrow

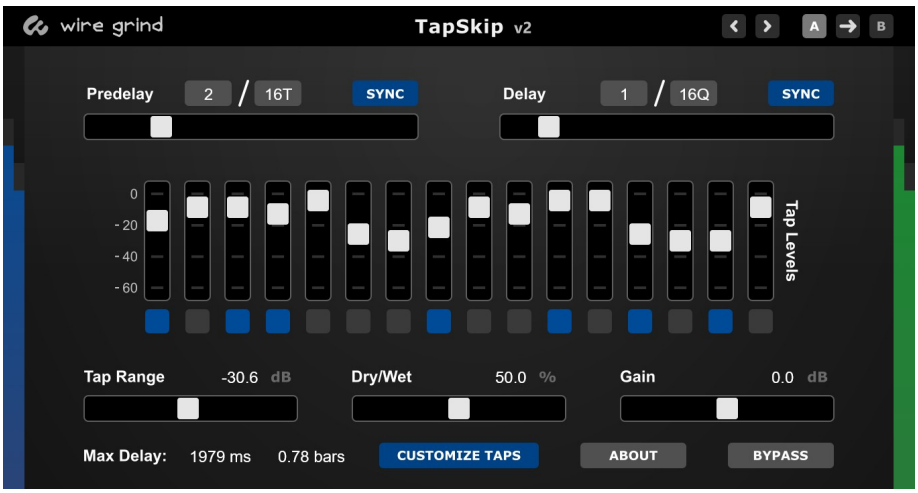
TapSkip will remember and save two sets of parameters. The “A” and “B” buttons will both toggle between the two parameter sets. The arrow copies the active A/B parameters to the non-active parameters. It will then automatically toggle to the other parameter set.

Bypass

When bypass is active, the input audio is passed directly to the output for monitoring. The gain meters will continue to operate as normal. To completely stop the plug-in, check if your DAW host program has an option to disable plug-ins.

Customize Taps

Click this button if you would like to set the tap/skip pattern and the tap levels manually. It will display sliders for adjusting tap levels, and square buttons that toggle taps on and off. This is shown in the below image.



Delay

The time interval between taps and skips. When using sync mode, the delay time is set as a multiple of a 16th note. The numerator is the multiple, and the denominator is the type of 16th note. There are a total of five note types. These are listed below from longest to shortest duration (which how the GUI lists them).

- 16D: duplet
- 16: singlet
- 16Q: quintuplet
- 16q: quadruplet
- 16T: triplet

When not using sync mode, the delay time is set in milliseconds.

Full Shuffle

This shuffles the pattern of taps and skips, *and* it shuffles the tap levels. *Note*: The number of possible tap/skip patterns is limited by the parameters *taps* and *skips*. Increase them if you want to produce a wider variety of pattern variations.

Max Delay

This displays the time of the last tap. It is shown in both milliseconds and bars. The *Max Delay* does not include trailing skips.

Out Gain

The amount of gain applied to the output signal.

Predelay

The time interval prior to the onset of taps and skips. Setting the predelay to zero puts it in auto mode. In auto mode, the predelay will be the same as the delay time.

When using sync mode, the delay time is set as a multiple of a 16th note. The numerator is the multiple, and the denominator is the type of 16th. The available note types are listed below from longest to shortest duration (which how the GUI lists them).

- 16D: duplet
- 16: singlet
- 16Q: quintuplet
- 16q: quadruplet
- 16T: triplet

When not using sync mode, the delay time is set in milliseconds.

Skips

This sets the number of skips. Skips are like taps, but they differ in that they are silent. Skips are depicted in the user interface as dots spread out along a strip.

Sync

There are two buttons labeled “SYNC.” These toggle the predelay and the delay between continuous-time mode and tempo-synchronized mode. In tempo-synchronized mode, time is set as a multiple of a base note. The base note may be either a 1/16D, 1/16, 1/16Q, 1/16q, or 1/16T note. The letters “D,” “Q,” “q”, and “T” stand for *duplet*, *quintuplet*, *quadruplet*, and *triplet*.

Taps

This sets the number of delay taps. Taps are depicted in the user interface as squares spread out along a strip.

Tap Range

This scales the levels of taps. The value of this parameter is the level of the quietest tap. The levels are displayed in the bar chart next to the knob. The levels can be individually adjusted using the “customize taps” button.

Shuffle Button

There’s a green and white shuffle button in the tap range section. Clicking it sets the tap levels to a new set of randomized values. The actual sequence of taps and skips will remain unchanged.

Tap/Skip Timing

This displays the sequence of taps (blue squares) and skips (white dots). It also depicts the predelay as empty space on the left hand side. The tap timings can be individually set using the “customize taps” button.

Shuffle Button

There’s a blue and white shuffle button in under the tap/skip diagram. Clicking it will shuffle the sequence of taps and skips. The levels of the taps will be mapped to the new tap positions, but will otherwise remain unchanged.

Wet/Dry

Sets the mix levels of the input signal and the processed signal.

Undo / Redo < / >

The two angle brackets at the top are undo and redo buttons. Undo and redo will be applied only to the current A / B parameter set.