A. 99 HIGH PASS BIAS 133.14 INPUT OUTPUT Empiat 20kHz 20Hz LOW PASS COMP Reelight 20Hz 20kHz POWER TYPE D Е F С В А





## Ο Ω





## Another Tape machine Plugin, Why?

## There is a reason, the authentic sound of tape is still sought today.

We bring you 6 tape machines at 2 speeds and various levels of sampling and modelling to get the most authentic sound possible to date!

Don't believe us ? Download the trial and have a listen!





# About Reelight Pro

The invention of digital audio recordings liberated sound engineers in many ways which was not possible in the analog era. Even with all the tools at one's fingertips, musicians and engineers sorely missed the sound and sonics of earlier recordings. The magic that the recording mediums imparted by default and one which we all took for granted.

## **Reelight** Pro is a plugin designed to bring back the authentic tape sounds of not one, but 6 different sought after Tape Machines at different speeds and levels to bring us even closer to the "reel"t sound of tape.

With this plugin you also get access to desirable parameters such as tape speed, bias, input saturation, crosstalk and even the compression imparted by tape as separate controls! The plugin comes with a lot of presets designed help get you started, or design your own from scratch!

Advanced Dynamic IR (Impulse Response) systems that we have developed in addition to dsp modelling, help us achieve the authentic sound of tape machines like never before. Hysteresis Processing along with a great sounding resolver, help us achieve the "wow" factor!



### TAPE MACHINE SELECTOR:

These selectors labelled A-F, let the user select the different Tape Models :

A) AMPEX ATR 700 B) STUDER A 812 C) STUDER A 80 D) TEAC A2300 SD E) AEG TELEFUNKEN M20 F) REVOX B77 mk2

## WET/DRY CONTROL ???:

Why is there no wet/dry control ? Let us answer this for you.. To use the plugin and make it sound authentic, adding a dry signal back into the processed signal creates "phasing" Moreover, tape is the final medium of printing the sound!

It is intended to be used as a full effect. We have already provided all the controls to tweak your sound minimally or as an extreme. So, as opposed to having one wet / dry control for the whole sound, you actually control the amount of each effect individually.

## FILTERS : ····

This plugin features a set of 12 dB/ oct (20Hz to 20 kHz) High Pass and Low Pass Filters using an analog design scheme for a natural sound. These are Pre-Filters, and effect the sound before the tape algorithms.

## I/O SECTION : ....

The Input Gain sets levels from -24dB to +24dB with 0 dB in the center, This control acts in the same way as on analog tape recorders, the more gain you increasing, the harder the tape is hit with sound, and create the correct response audible in terms of saturation and compression. The Lock feature lets a user increase input gain with an automatic gain compensation for increase in levels in the output.



### **PRESETS:**

We have provided Presets per machine and also some categories, to help the user get started quickly . We do recommend using the controls and your ears to shape your own sound!

## **OVERSAMPLING:**

We have the option of 2x-8x oversampling, depending on your cpu power and computer resources, this helps "smooth" the sound and sound even closer to the analog bandwidth.





#### BIAS:

This control lets you adjust the Bias of the machine selected and creates a desirable saturation effect in addition to Input Gain Saturation

#### **CROSSTALK:**

An artifact of multitrack tape machines was "Tape Bleed" or signal bleed, where as the signal on adjacent tracks also record additionally on each other.. creates a mono-spatial effect.' You can adjust the amount desired for this parameter.

### COMP:

This controls the envelop of the sound like a compressor, allowing the user to emulate the "compression" characteristics of tape. The effect is subtle but noticeable .

#### **SPEED**:

Select Slow or Fast speeds offered per tape machine.. these vary from 3 1/2 ips to 30 ips depending on the machine selected.



MAC OSX - VST3/AU/AAX - 64BITWINDOWS – VST3/ AAX – 64 BIT PC/MAC:

WINDOWS 10 OR LATER\*. OSX: 10.13 OR LATER (CATALINA, BIG SUR, M1 SUPPORTED)

## **INSTALLATION ON** WINDOWS:

- EXTRACT REELIGHT\_PRO\_WIN.ZIP AND RUN REELIGHT\_PRO\_WIN.EXE - FOLLOW THE INSTRUCTIONS TO INSTALL THE PLUG-IN(S)

## **MINIMUM SYSTEM REQUIREMENTS:**

INTEL 13 / AMD RYZEN OR EQUIVALENT 2 GB RAM / 300 MB HD SCREEN RESOLUTION: 1024×768 VST3, AU, OR AAX 64-BIT HOST

## **INSTALLATION ON OSX:**

- DOWNLOAD THE REELIGHT\_PRO.PKG FILE - DOUBLE CLICK ON THE PACKAGE ZIP AND CLICK OPEN - FOLLOW THE INSTRUCTIONS TO INSTALL THE PLUG-IN(S)





The End User License Agreement ("License Agreement") is a contract between you, either individual or single entity, and Tone-Empire ("Licensor"), an American corporation regarding use of the accompanying software ("Software"). Please read through this Agreement carefully before installation and use of the Software.

#### BY ACCEPTANCE OF

THIS AGREEMENT OR by installation and/or use of the Software (THE EARLIEST OF SUCH ACTS CONSTITUTING THE EFFECTIVE DATE OF THIS AGREEMENT), you agree to be bound by the terms and conditions of this Agreement. Should you not accept the terms and conditions set

#### 1. Software may not be used without a software license key.

You may purchase a software license key from Licensor at the terms and conditions from time to time applied by the Licensor, which entitles you to use the Software on a perpetual basis ("Perpetual License"). You may also receive a temporary software license key which is intended to give you an opportunity to test and evaluate the Software ("Evaluation License"). Such Evaluation License is provided at the terms and conditions fromtime to time applied by Licensor. Please note that youare responsible for the software license key received and Licensor will not replace any lost software license keys.

2. Licensor and/or its licensors own all copyrights in and to the Software. e Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. Any and all intel- lectual and other property rights to and in the Software vest in and shall remain vested in Licensor or its licensors. e Software is licensed, not sold.

3. Title and copyrights in and to the Software (including

any images, photographs, animations, video, audio, music, and text incorporated into the Software), accompanying printed materials, and any copies End-Users are permit- ted to make herein are owned by Licensor or its licensors.

4. No right, title or interest in or to

any trademark, service mark, logo, or trade name of Licensor or its licensors is granted to EndUsers.

5. e End-User is granted a non-exclusive and non- transferable right to use the Software.

6. e End-User may not copy or reproduce the Software. e EndUser may not transfer, sell, distribute, lend, rent, lease or in other way, directly or indirectly, dispose of the Software or any derivative work of the Software.

7. e End-User may not alter or

modify the Software and may not analyze, reverse engineer, decompile or disas- semble
the Software or any part of the Software, incor- porate the Software into any other
application software, or print out the Software, except and only to the extent that such
activity is expressly permitted by applicable law notwithstanding this limitation.
8. e EndUser may use the Software for only as many simultaneous users, servers or other limiting

8. e EndUser may use the Software for only as many simultaneous users, servers or other limiting parameters as are set out in the instructions of Licensor according to the Agreement or otherwise.

9. e Software is installed on computer(s)/server(s) according to what is set forth in the agreement with the Licensor.

#### 10. Except as provided for the Evaluation

License, the license will continue until it is terminated. Licensor may terminate the license if you fail to comply with the terms of this Agreement. You may terminate the license at any time and for any reason. Upon termination by either party, you must delete the Software from your computer and any copies thereof. 11. Licensor warrants the media on

which the Software is recorded to be free from defects in material and work- manship under normal use for a period of ninety (90) days from the date of purchase as evidenced by a copy of the receipt. Licensor's entire liability and your exclusive remedy will be replacement of the media not meeting the Licensor's limited warranty and which is returned to Licensor or an authorized representative of Licensor with a copy of the receipt. Licensor will have no responsibil- ity to replace any media damaged by accident, abuse or misapplication.

12. e Software is provided strictly "AS IS," without warranty of any kind.

ALL EXPRESSED OR IM- PLIED REPRESENTATIONS AND WARRANTIES, INCLUDING ANY IMPLIED WARRANTY OF END USER LICENSE AGREEMENT : MERCHANTABILITY, FITNESS FOR A PAR- TICULAR PURPOSE OR NONINFRINGEMENT, ARE HEREBY EXCLUDED. LICENSOR DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, OR THAT THE OPERA- TION OF THE SOFTWARE WILL BE INTER- RUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. FURTHERMORE, LICENSOR DOES NOT WAR- RANT OR MAKE **ANY REPRESENT**ATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE OR RELATED DOCUMENTATIONS IN TERMS OF THEIRCORRECTNESS, ACCURACY, RELIABILITY OR OTHERWISE. NOR ORAL OR WRITTEN INFOR- MATION OR ADVICE GIVEN BY LICENSOR OR AN AUTHORIZEDREPRESENTATIVE OF LICENSOR SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU (AND NOT LICENSOR OR AN AUTHORIZED REPRESENTATIVE OF THE LI- CENSOR) ASSUME THE JURISDICTIONS. SOME STATES DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTY, SO THE ABOVE EXCLU- SION MAY NOT APPLY TO YOU.

13. NEITHER LICENSOR NOR ITS LICENSORS SHALL BE LIABLE FOR ANY DAMAGES SUF- FERED BY YOU OR ANY THIRD PARTY AS A RESULT OF USE OR INABILITY TO USE THE SOFTWARE. IN NO EVENT WILLLICENSOR NOR ITS LICENSORS BE LIABLE FOR ANY LOST REVENUE, PROFIT OR ANTICIPATED SAVINGS, DATA, OR FOR DIRECT, INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTALOR PUNITIVE DAMAGES, HOWEVER CAUSED AND REGARDLESS OF THE THEORY OF LI- ABILITY, ARISING OUT OF THE USE OF OR INABILITY TO USE SOFTWARE, EVEN IF THAT PARTY HAS BEEN ADVISED OF THE POS- SIBILITY OF SUCH DAMAGES. IN ANY CASE LICENSORS ENTIRE LIABILITY UNDER ANY PROVISION OF THIS AGREEMENT SHALL BE LIMITED TO THE AMOUNT ACTUALLY PAID BY YOU TO LICENSOR FOR THE SOFTWARE LICENCE KEY.

#### 14.

This Agreement shall be governed and construed in accordance with the laws of The United States of America

