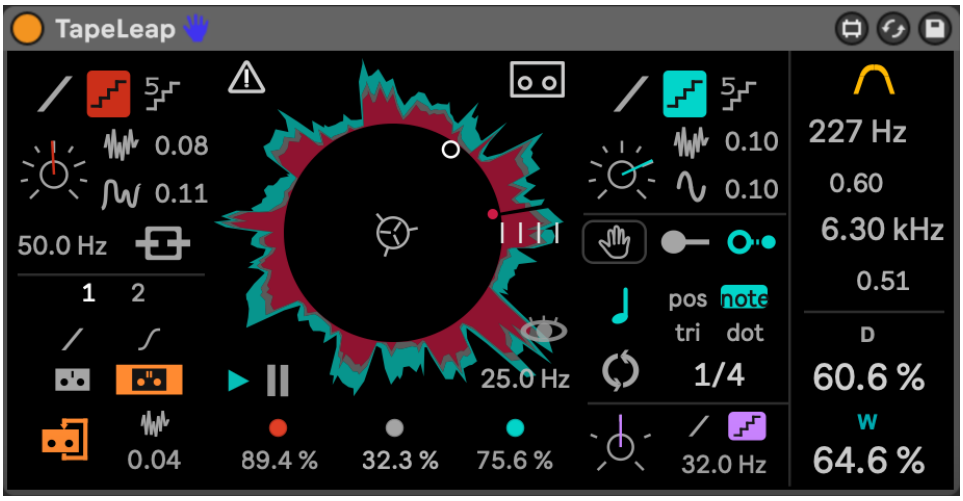
TapeLeap



Overview

This is not a simple delay/looper. The recording and playback speeds can be set independently, and the playback position can jump to the recording position without click noise (expect when rec speed 0 influence). Feedback and overdub can be adjusted separately, and 3 play modes allow you to generate and record new sounds from already recorded sounds.
It's also possible to create edgy feedback sounds and lo-fi sounds.

Main Feature

0.Main Display

1.Rec Pitch

2.TapeType and Noise

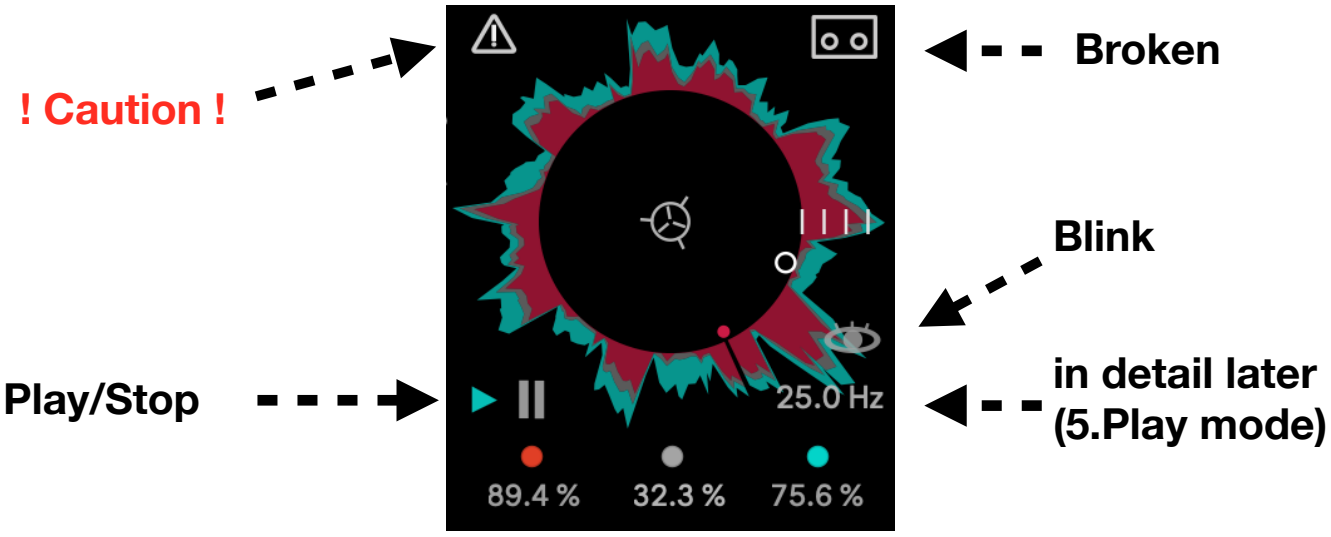
3.Tape Error

4. Play Pitch

5.Play Mode / Stretch

6. Filter/Dry/Wet

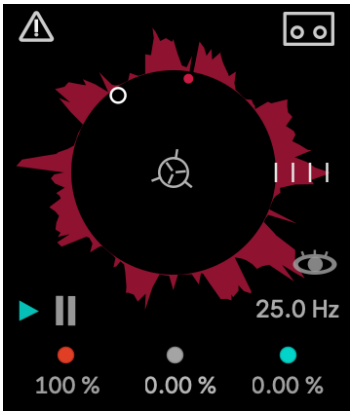
0.Main Display



Recording Overdub Feedback

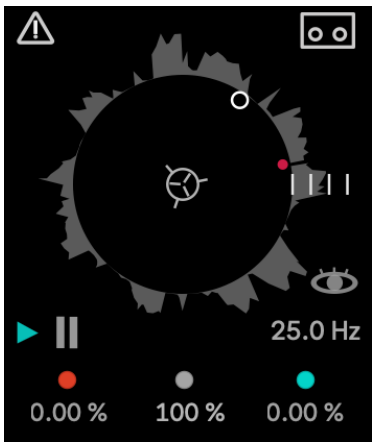
Red represents the amp amount for new recordings, gray represents remaining from overdubbing, and green represents recorded due to feedback.
Both "rec" and "feed" are scaled with a maximum value of 150%.

Rec 100%

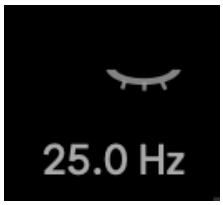


Rec50%Feed50%

Overdub 100%



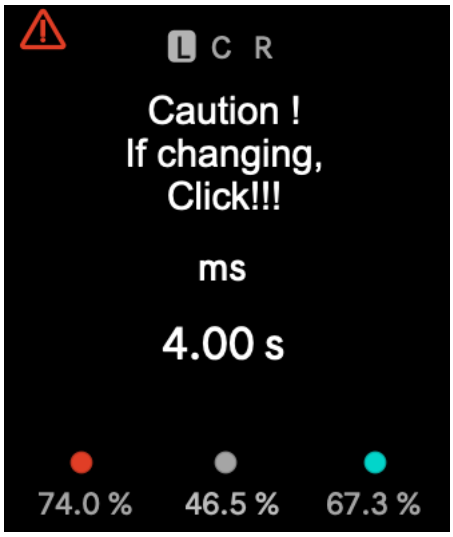
If the recording level is 0% and the overdub level is 100%, no new recording will be made, and the recorded sound will not be erased but will continue to play.
This allows for use similar to a looper.



Blink
When off(close), amp 0.
it also effect feedback.

Broken
When this setting is turned on, changing the recording speed will result in a sound similar to downsample or click noise.

!!! Caution !!!

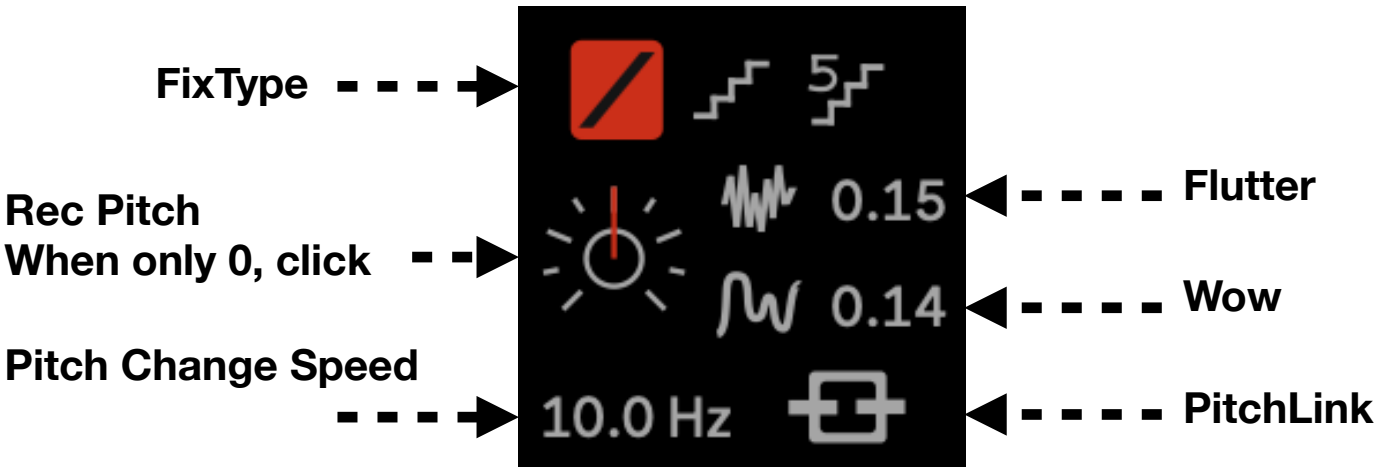


Important Setting.

Here,
you select the tape length, and the LCR for the displayed waveform.
For tape length, you choose and set either ms or rate.
!! changing this setting will cause a noise click !!

C represents the mix of L and R on waveformUI.

1. Rec Pitch



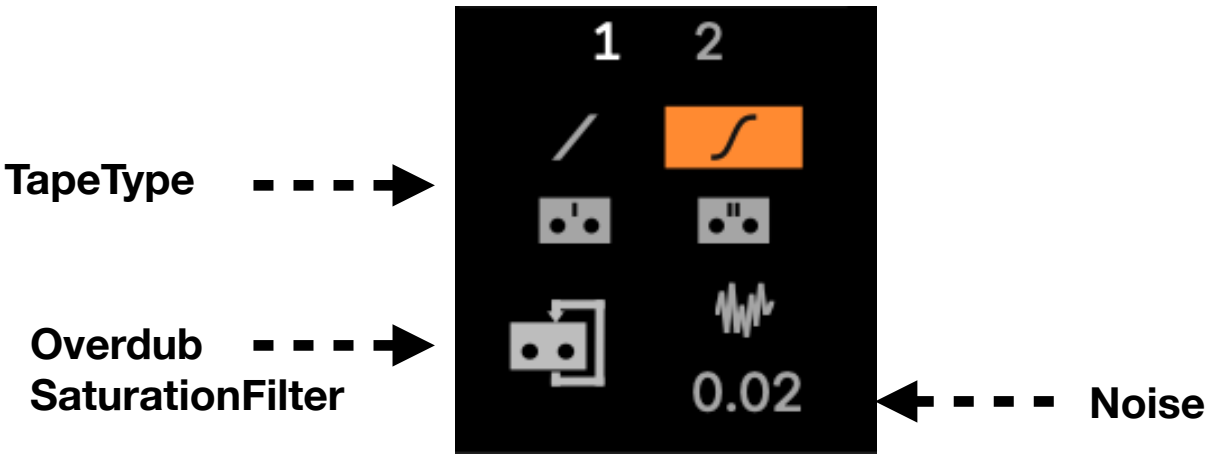
You can adjust the recording speed.
If you slow down the recording speed, the playback pitch will increase even if the playback speed is set to 1.
In the case of actual tape, the recording and playback pitches are always the same, so no pitch change occurs.
However, in TapeLeap, the recording and playback pitches are independent, which is why this phenomenon occurs.

FixType
The recording speed can be set from 0 to 4. You can choose to output the value. directly or octave or 1.5

Pitch Change Speed
This adjusts the speed of pitch change interpolation. At 100Hz, there will be no interpolation.

PitchLink
When turned on, the play speed (explained in detail later) is synchronized with the recording speed, and Play pitch is controlled by Rec pitch. This will be the same as the actual tape condition.

2. Tape Type and Noise



Tape type

1:none 2:saturation only 3:sat and filter1 4:sat and filter2
filter2 is the more filter.

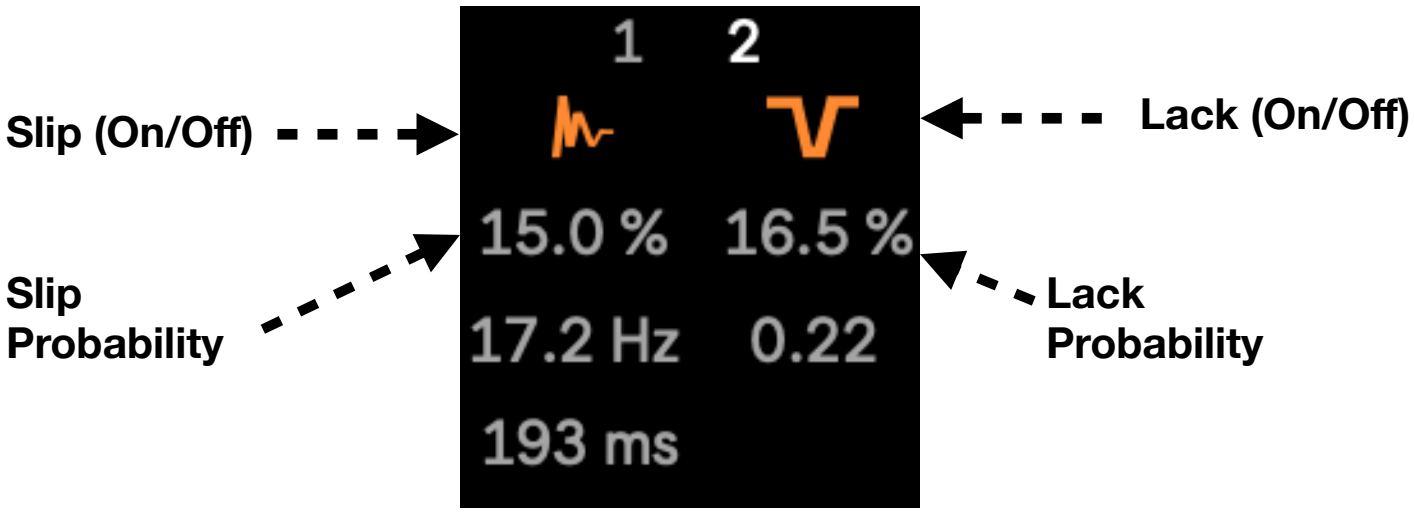
Overdub SaturationFilter

Turning this on will apply tape saturation and filters to the overdub sound as well.

Noise

White noise amount.

3. TapeError



Slip Speed Random Range
Set the maximum random time before returning after a slip.

Slip Length Random Range
Set the maximum random length for the slip.

Lack Random Range

Set the maximum random amount for lack.

4. Play Pitch

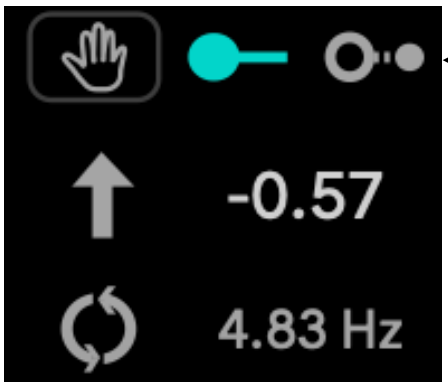
Adjust the playback pitch; the range is -4 to 4.
If PitchLink on, this is controlled by Rec Pitch.

FixType
The recording speed can be set from -4 to 4. You can choose to output the value. directly or octave or 1.5

Play Flutter
Add fluctuations and to the playback speed.

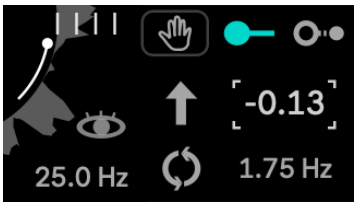
LFO
Add an LFO with a sine wave to the playback speed.

5. Play Mode

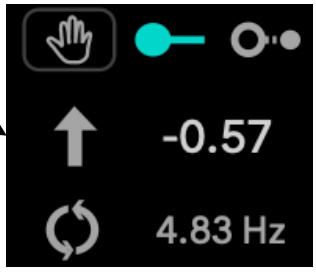


Play Mode
Select

Play Mode 1 : Reset Mode



Reset
Trigger



Reset Position
(Range : -1 - 1)

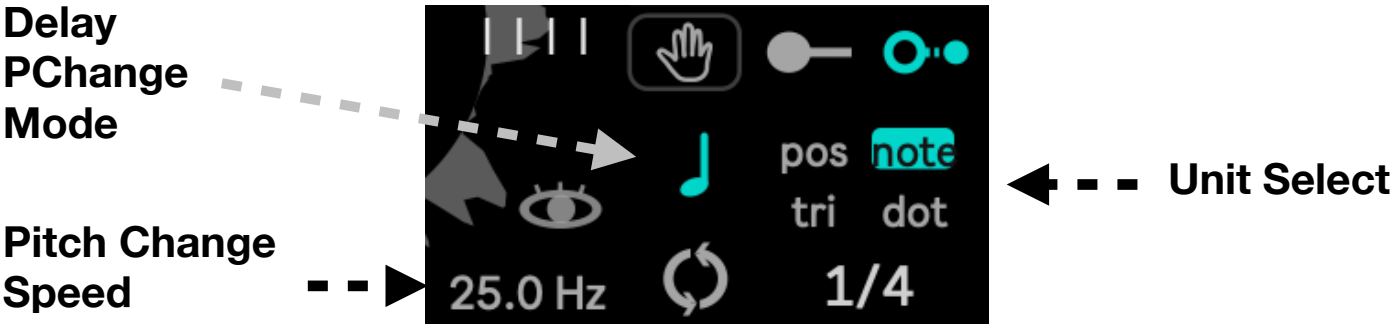
Loop and
Loop Speed

You can reset to the specified position.
On the UI, the white dot represents the reset position, and the white arc represents the length of the loop.

Reset Position

When the live sequence starts, the current position is acquired as 0, so it can be reproduced even if it's recorded with automation.
However, if Rec pitch changes, it will no longer be in sync. In other words, the 0 position on sync will change.

Play Mode 2 : Delay Mode



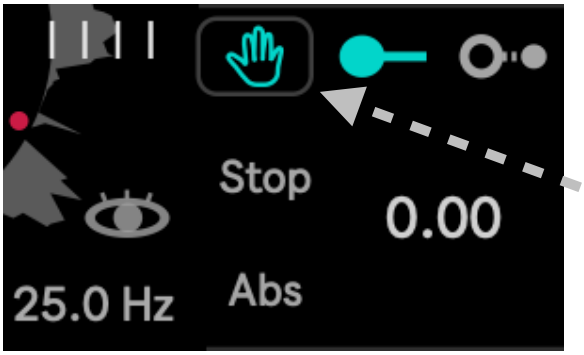
Delay Pitch Change Mode
You can choose whether or not the audio will be re-pitched when the delay time is changed.

Pitch Change Speed.
Adjust the speed of the re-pitch function.
This is shared with the Scratch mode.

Unit Select
position or sync
positon : 0-1 -> 0-Tape Length

Loop
The loop is shared with the reset mode.

Scratch



Scratch mode On/Off

Scratch
When in SCR mode, Values between -1 and 1 are possible.

Pitch Change Speed
Adjust the speed of the SCR.
This value is shared with Delay mode.

Stop
If stop on (green),
scatch only. it is not influenced by play speed.

Abs / Rel
Abs : The position acquired at the live sequence starts is 0, the absolute position on UI. (-1 - 1)
So, when Rec pitch changes, the start position will no longer be in sync.

Rel : the current position and value are acquired, and scratching is performed based on the deviation from that value.

6. Filter/Dry/Wet

this filter is also passed by feedback.

For Push

Sorry, I don't currently have push so I can't guarantee it will work, but it should probably work.
I recommend using macro mapping for the parameters you want to use.