

DAW LP

Vinyl Player Simulation



Welcome!

This is the user manual for DAW LP, a vinyl simulation plug-in effect available for iPad (AUv3) and Mac & Windows (AU/VST/AAX). It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden.

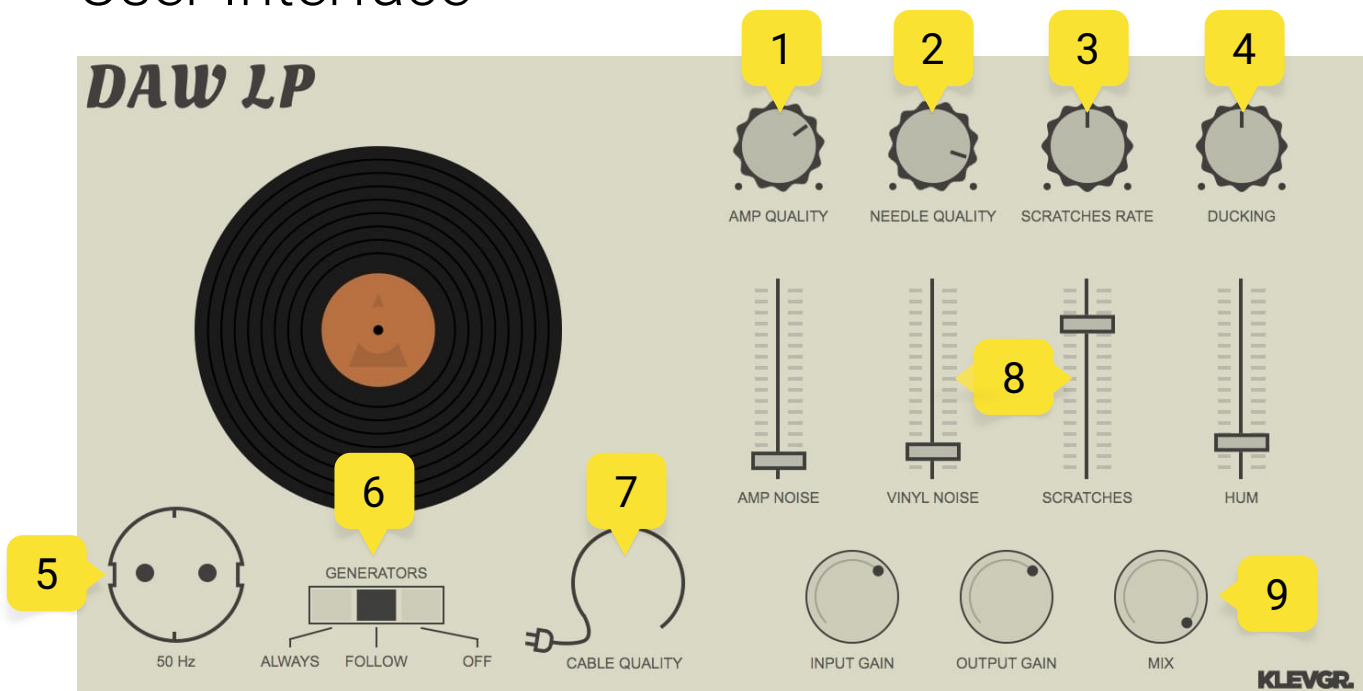
[Get the iOS version at the App Store](#)

[Get the AU / VST / AAX version at klevgrand.se](#)

Licensing (Desktop only)

Until unlocked, the plug-in will output 1 second of silence every 30 seconds. To unlock the full version, click the DEMO ribbon (in the top left corner) and type / paste your license key.

User Interface



1. AMP QUALITY

Sets the quality of the RIAA amplifier. Lower value = more artifacts, higher = less.

2. NEEDLE QUALITY

Sets the quality of the pickup needle. Lower value = more treble end distortion.

3. SCRATCHES RATE

Sets the number of scratches to be emulated on the disc. A low value dispatches fewer clicks and pops (per second), and a high value more.

4. DUCKING

Controls how much the audio signal should be lowered during each scratch. A minimum value causes no ducking, and the maximum value causes a lot of ducking to the audio signal.

5. POWER TYPE

A switch that swaps between 50 Hz and 60 Hz hum.

6. GENERATORS

Determines when generated audio (noise, hum, scratches) should be rendered.

ALWAYS	FOLLOW	OFF
Generated audio is always generated	Only generates audio when the host is playing.*	Generated audio will be muted

* If the host doesn't contain a playhead/timeline, this setting will be equal to ALWAYS

7. CABLE QUALITY

Emulates the quality of the audio cable between the riaa and external amplifier. A low value makes the quality very low, and the maximum value simulates a "perfect" cable.

8. LEVELS

Use these controls to set the mix between the different elements:

AMP	VINYL	SCRATCHES	HUM
The noise generated by the riaa amplifier.	The noise generated by the pickup needle and the vinyl disc.	The scratches in the vinyl disc.	Mains hum (Select type at POWER TYPE)

9. INPUT / OUTPUT / MIX

INPUT	OUTPUT	MIX
Sets the input gain level of the incoming audio (before any emulation occurs).	Sets the output gain level of the outgoing audio (after all emulation)	Mixes between dry (unaffected audio) and wet (processed audio) signal. A maximum value will only output the emulated audio signal.

Specifications / System requirements

Mac	Windows	iOS
64 bit AU/VST/AAX plug-in Mac OS X 10.7+	64 bit VST/AAX plug-in Windows 7+ with SP1 or higher	AUv3 plug-in iPad Air 2 or better with iOS 9.1 or later.

klevgrand.se/products

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