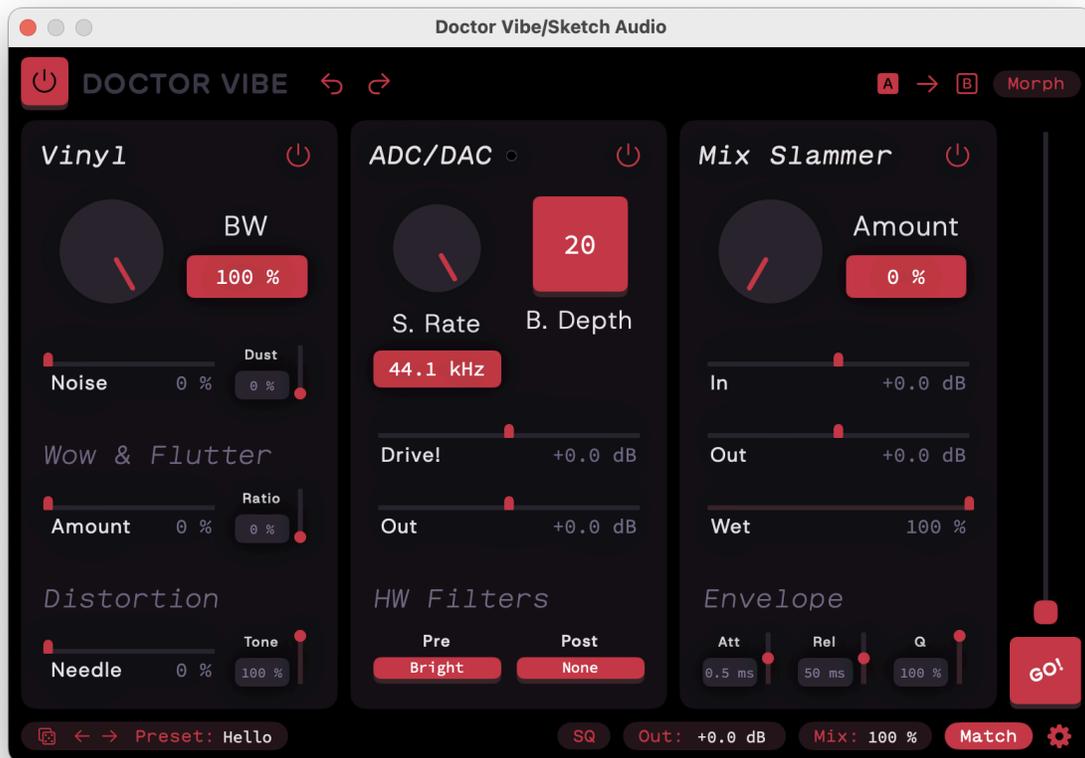


# Doctor Vibe

User Guide, 1.5.x



## Introduction

Doctor Vibe puts the sound of the sampling workflow in your DAW: a warm vinyl source, the crunch and sparkle of early converters, and that *singular* Detroit-style compression. We hand crafted a DSP module for each stage in the signal path. You can use each one on its own, but together, they become something we think is really special.

Doctor Vibe is an audio effect plug-in for macOS and iOS and is available in the AUv3, CLAP, and VST3 formats. It can be downloaded through the Apple App Store. The CLAP and VST3 formats require a quick installation from the standalone app which you can see here:

[▶ How to Install Your CLAP Plug-In](#)

[▶ How to Install Your VST3 Plug-In](#)

# Modules

## Vinyl

*The Vinyl module gives you a few simple controls to quickly add some warmth and wooze to your signal before hitting the converters.*

**BW:** Adjusts the recording bandwidth. Adds a subtle warmth, rolls off highs and lows.

**Noise:** Increases the noise amount. This is not simple white noise!

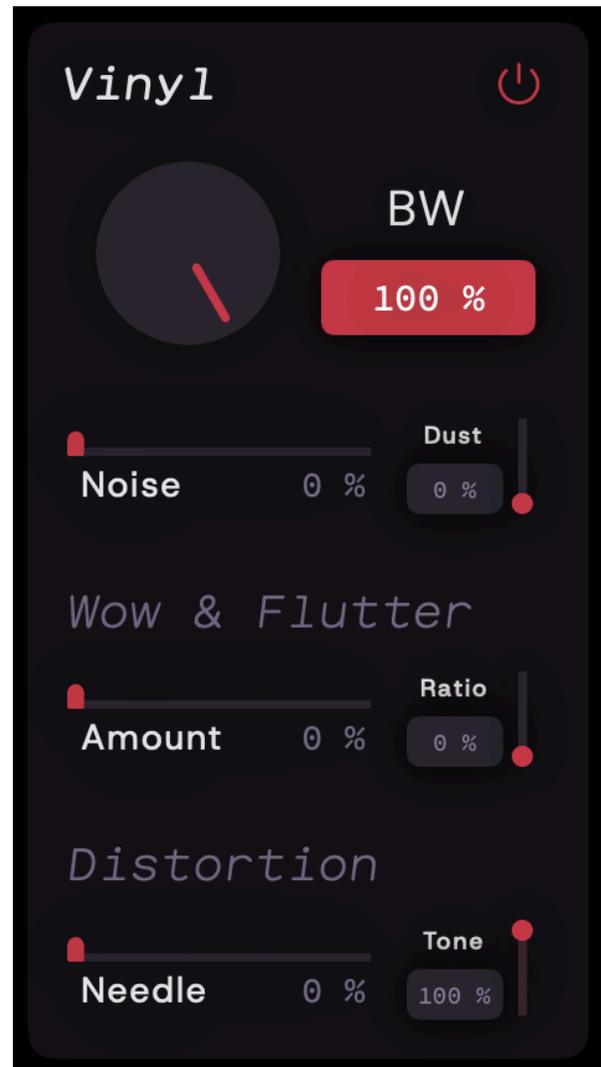
**Dust:** Increases the amount of clicks and pops heard due to particles on the vinyl surface.

**Wow & Flutter Amount:** Increases the amount of pitch variation due to wow and flutter.

**Wow & Flutter Ratio:** Sets the relative amounts of wow (slow) and flutter (fast) modulations.

**Needle:** Applies a geometric distortion characteristic of old record players. Subtle to extreme!

**Tone:** Darkens the tone of the needle distortion, can help tame high-frequency artifacts.



## ADC/DAC

*The ADC/DAC module gets you the crunch and sparkle characteristic of early digital converters.*

**S. Rate:** Sets the hardware sample rate.

**B. Depth:** Sets the hardware bit depth. The 8-bit option is  $\mu$ -law encoded.

**Drive!:** Sets the level of the signal going into the input stage. Pull it back a few dB for a little more headroom or hit it hard and clip it!

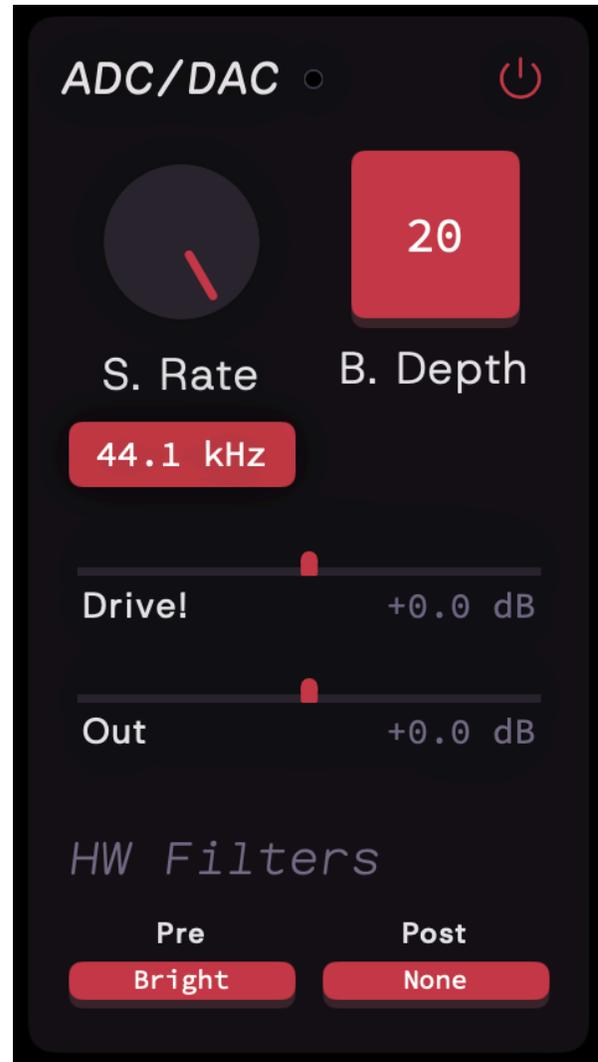
**Output:** ADC/DAC output gain stage.

**HW Filters Pre:** Selects the type of *anti-aliasing* filter (pre sample rate conversion).

**Smooth:** A sixth-order butterworth characteristic of a line of classic rack-mount samplers from the late 80s.

**Steep:** A high-order Chebyshev filter designed to approximate an entry-level Japanese sampler from the 90s.

**Bright:** A ninth-order butterworth with a high cutoff, our take on the lo-fi sample grades of an early 00s workhorse.



**HW Filters Post:** Selects the type of *anti-imaging* filter (post sample rate conversion).

**None:** No anti-imaging filter is applied. This is the brightest option and gives sounds a bit of digital sparkle.

**Gentle:** A first-order anti-imaging filter is applied. This is useful if you want the sparkle that comes from using "None" just a bit quieter.

**Same:** The pre filter is also used for the post filter. This is the darkest option and sounds more like conventional filtering at half the hardware sample rate.

## Mix Slammer

*The Mix Slammer is the pumping heart of Doctor Vibe and is modeled after a famous single-knob compressor found on an early 00s workhorse sampler.*

**Amount:** Sets the amount of compression.

**Input:** Sets the level of the signal going into the compressor. Due to irregularities in the Mix Slammer's transfer curve, changing the input gain can make a big difference in the sound.

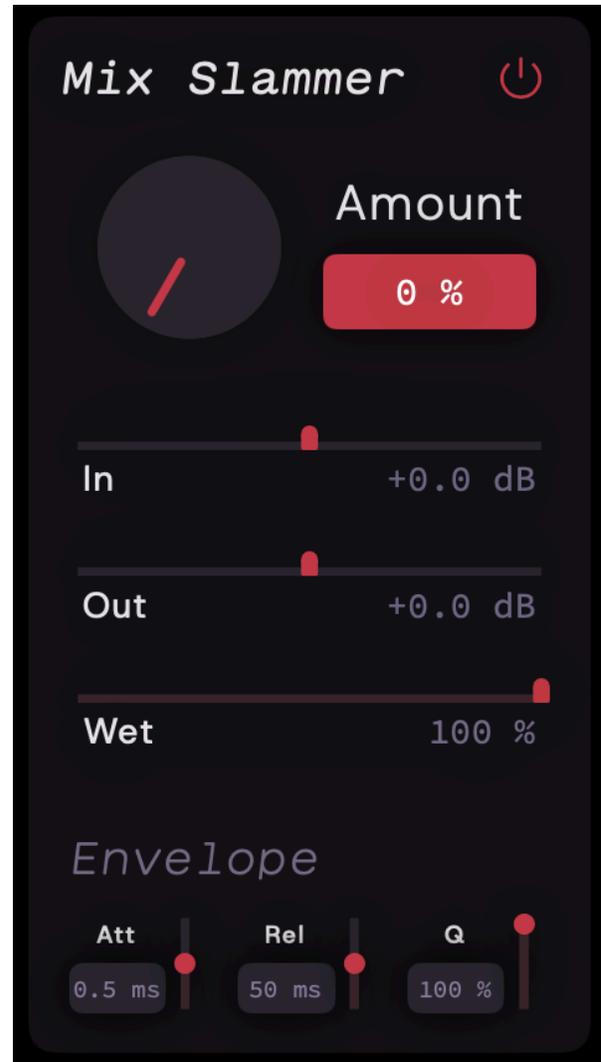
**Output:** Compressor output gain stage.

**Wet:** Sets the compressor dry/wet mix.

**Att:** Sets the envelope follower's attack time.

**Rel:** Sets the envelope follower's release time.

**Q:** Sets the relative quality of the envelope follower. Lower values result in a noisier envelope and more distortion in the compressed signal. Don't sleep on this control!



# Common Features

## General Usage

**Adjust a control's value** by dragging *anywhere* inside the control's general region.

**Fine-adjust a control's value** by holding the shift key while you drag (macOS only).

**Restore the last-loaded preset value** by double clicking on the control.

**To restore a default value**, right click (macOS) or long press (iOS) and select the "Restore Default" option.

**To type in a value**, right click (macOS) or long press (iOS) and select the "Enter Value" option.

**To see a brief description of what a control does**, hover (macOS) or long press and select the "Enter Value" option (iOS).

## Top Bar

**Bypass Button:** Globally enables or disables the plug-in's processing.

**Undo & Redo Buttons:** Our plug-ins have their own undo/redo stack. Only user actions are recorded into the undo/redo stack. The undo button restores the state before the most recent user interaction. The redo button restores the state before the most recent undo.

**AB Settings Buttons:** Toggles between two sets of plug-in settings. Use the "A" and "B" buttons to select which set is *active*. Tap the arrow to copy settings from the *active* to the *non-active* settings. This operates independently from the Morph Settings feature, and morph values are not changed by using the AB settings.

**Morph Button:** Toggles Morph Edit mode off and on. Also displays Morph Actions (right click on macOS). For a full guide to the Morph Settings feature, see here: [Manuals – Sketch Audio](#)

## Side Bar

**Morph Slider:** Transitions between the current parameter values and the morph values. Can be set to the left side of the plug-in in the settings menu.

**GO! Button:** Immediately sets the Morph Slider to the top position. Useful for a quick cut to the morph values. Momentary by default, can be set to latch mode in the settings menu.

## Bottom Bar

**Preset Menu:** Displays the name of the current preset (with a “\*” if the preset is modified). Tap the preset name to display the presets menu. The dice button changes to a random factory preset. The L/R arrows cycle through the current bank of presets.

**Quality Mode:** Toggles between the *Standard* and *High* quality modes. High quality mode enables oversampling plus additional advanced anti-aliasing techniques where relevant. Read more about our quality modes on our blog.

**Out:** Sets the global output gain of the plug-in (pre-mix). Useful for output level matching in conjunction with Match Gain (see below).

**Mix:** Sets the global dry/wet for the effect.

**Match Gain:** Sets the Out gain such that the perceived input and output levels match. Match Gain uses the signal’s K-weighted RMS value with a 400 ms integration time to estimate perceived loudness. This means the Match Gain value will vary somewhat depending on when you tap the button.

**Settings Button:** Shows the settings menu.

## Menu

**Auto Gain:** When enabled, automatically changes a *module’s* output gain by the opposite amount of the input gain or drive change.

**Auto Bypass:** When enabled, automatically bypasses the plug-in’s processing when the input is silent *and* the input is silent. Saves with preset.

## Presets

**Save Preset Button:** Saves a user preset. Your user presets are synced across all your devices. To save to a user-selected location, see *Swipe Actions*.

**Import Preset Button:** Imports a user preset from a user-selected location.

**Share All User Presets Button:** Saves all the presets in the user bank to a user-selected location.

**Delete All User Presets Button:** Deletes all the presets in the user bank.

**Swipe Actions:** Swipe left on a user preset to reveal the *share* and *delete* actions. The share action lets you save to a user-selected location. You can also right-click to access these actions.