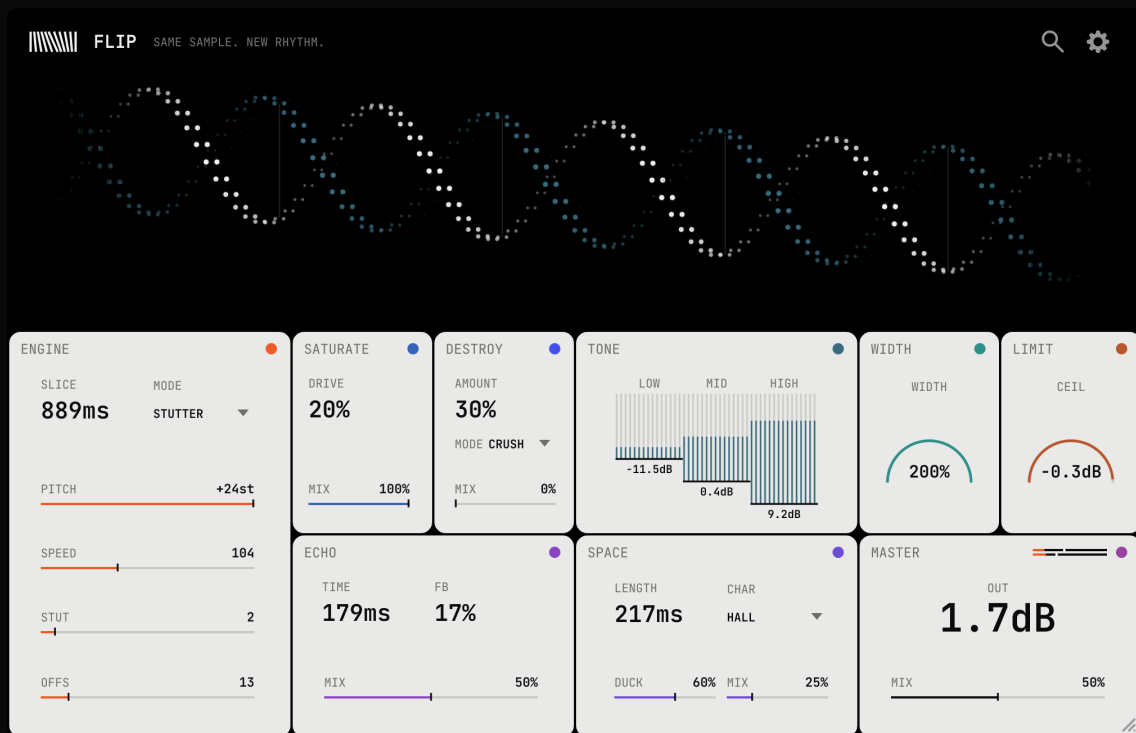




FLIP

MULTIFX

Same Sample. New Rhythm.



USER MANUAL | VERSION 1.0

thenatan.store/shop

Welcome to FLIP

FLIP is a modern MultiFX built to transform vocals, melodies, loops and samples into dreamy, lush, reversed, chopped, distorted and cinematic sounds - all from one powerful signal chain.

Reverse a vocal. Stutter a melody. Freeze a note. Pitch a phrase down. Crush it. Saturate it. Throw it into a massive hall. Send it bouncing across the stereo field. **One sound goes in. A completely different idea comes out.**

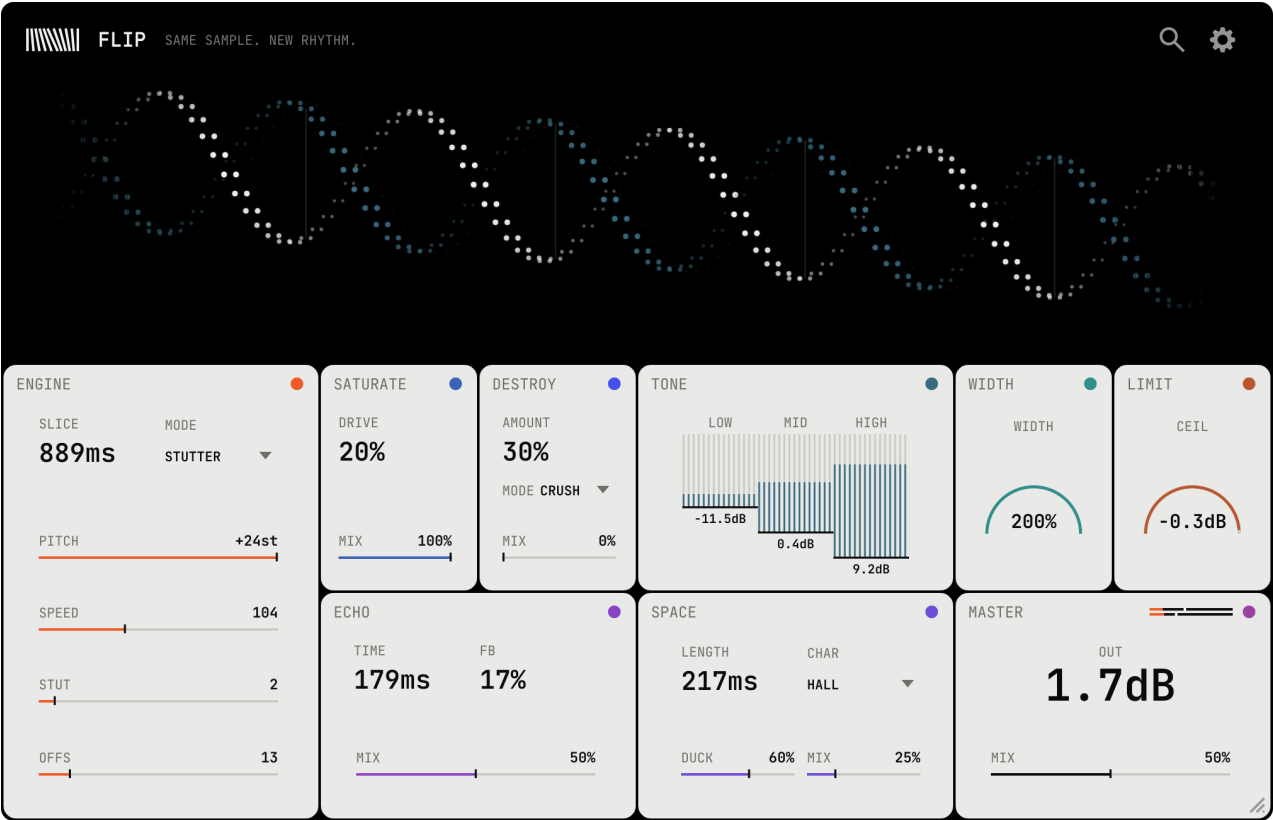
THE SIGNAL CHAIN

Audio flows through FLIP in a fixed, musical order. There are no routing decisions to make and no cables to patch:

ENGINE → TONE → SATURATE → DESTROY → SPACE → ECHO → WIDTH → LIMIT → MASTER

Every stage was gain-staged against every other stage as one path, so you can push several at once and it still holds together.

The Interface



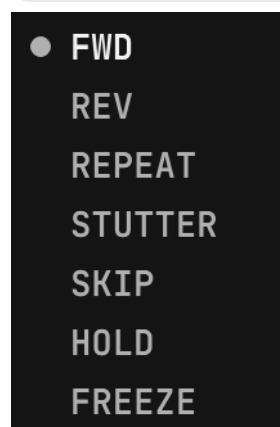
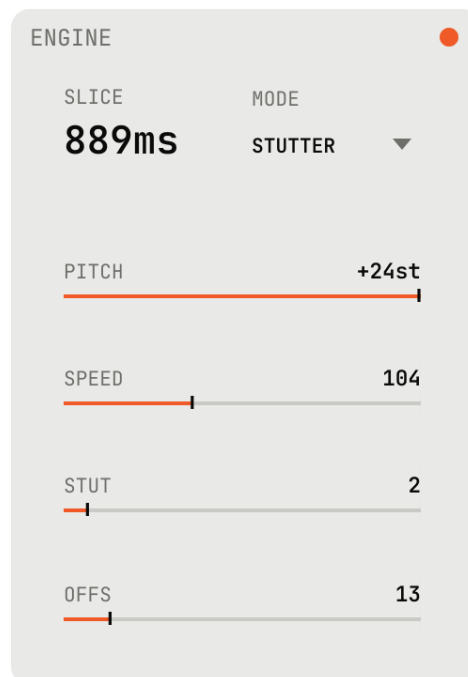
Colour dot	Every module has a coloured dot in its top-right corner. This is its bypass. Click to switch that module off - its knobs grey out and it stops processing entirely.
DNA display	The live visualisation across the top reacts to what each module is doing. Width splits it, Destroy shakes it, Space halos it, Echo trails ghosts behind it.
Caption line	Hover any control and a plain-English description appears next to the FLIP logo at the top of the window.
Adjusting	Drag a control to change it. Double-click to reset it to default.
Resizing	Drag the handle in the bottom-right corner to resize from 50% to 200%. Ctrl+click the handle to snap back to 100%.

ENGINE

The heart of FLIP. ENGINE continuously captures your incoming audio into a buffer and re-plays a slice of it however you tell it to. This is what turns a static loop into something that moves.

PARAMETERS

SLICE	Length of the captured window, 20 ms to 2000 ms. Short values give stutters and grains; long values re-play whole phrases.
MODE	How that window is played back. See the seven modes opposite.
PITCH	Transposes playback by -24 to +24 semitones, independently of speed.
SPEED	Playback rate from 50% (half speed) to 200% (double speed).
STUT	Stutter division, 1 to 16. Sets how many times the slice repeats within the window when MODE is STUTTER.
OFFS	Offset, 0 to 100%. Moves the start point within the captured window.



The seven playback modes

The Seven Modes

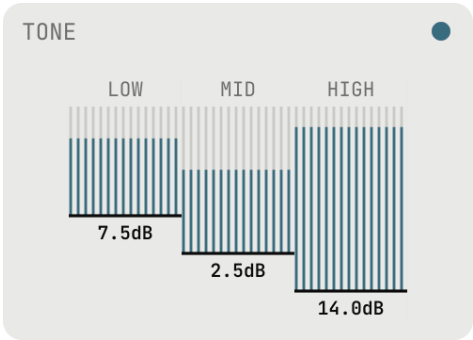
FWD	Forward. Plays the slice normally - the transparent starting point.
REV	Reverse. Plays the captured slice backwards. The classic reversed vocal or melody effect.
REPEAT	Loops the slice continuously, creating a locked rhythmic pattern.
STUTTER	Subdivides the slice using STUT and machine-guns it. Use for rolls, build-ups and fills.
SKIP	Plays alternating windows and silences the others, producing a gated, chopped rhythm.
HOLD	Holds a window and keeps re-playing it, so the sound stops moving forward.
FREEZE	Captures a moment and sustains it indefinitely as a static texture.

Try this: set MODE to REV with SLICE around 400 ms on a vocal phrase, then add SPACE at 40% mix. Instant reversed atmosphere.

TONE

Three musical bands sitting at the front of the destruction chain. Because TONE comes before SATURATE and DESTROY, it decides what those stages are fed - and therefore what they sound like.

LOW	Low shelf, -18 dB to +18 dB.
MID	Mid bell, -18 dB to +18 dB.
HIGH	High shelf, -18 dB to +18 dB.



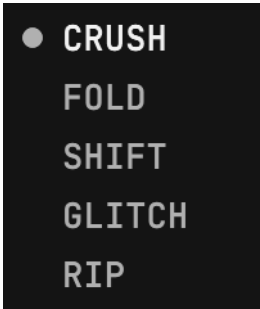
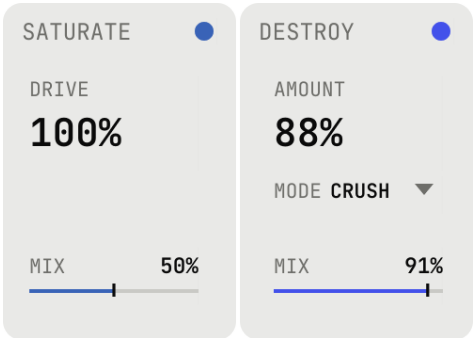
SATURATE & DESTROY

SATURATE adds warmth, grit and tape-style character. It is completely transparent at zero drive, so it adds nothing until you ask it to.

DRIVE	Amount of saturation, 0 to 100%.
MIX	Blend between dry and saturated signal.

DESTROY holds five completely different destruction algorithms. Only the selected one runs - the other four are switched fully off, so nothing is wasting CPU.

MODE	Chooses the algorithm - see below.
AMOUNT	How hard the selected algorithm is driven.
MIX	Blend between clean and destroyed signal.



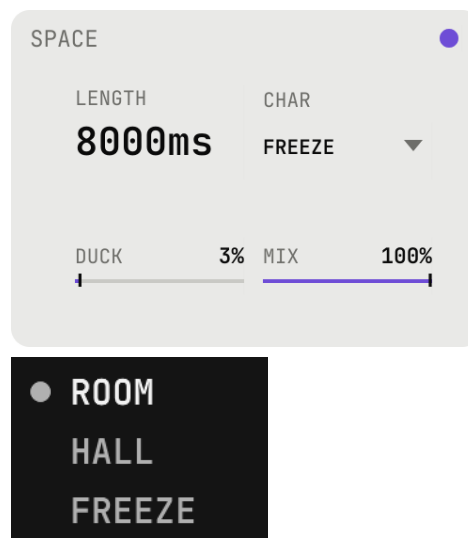
The five DESTROY modes

CRUSH	Bit and sample-rate reduction. Early-sampler grit and digital dirt.
FOLD	Wavefolding. Aggressive metallic overtones that grow with AMOUNT.
SHIFT	Frequency shifting. Inharmonic, clangorous, strange - not pitch shifting.
GLITCH	Audio-rate sample-and-hold. Stepped, broken, stuttering textures.
RIP	Heavy cubic distortion. Full-on destruction.

SPACE

Reverb with three characters and built-in ducking, so tails sit behind your sound instead of swallowing it.

LENGTH	Reverb size, 20 ms to 8000 ms.
CHAR	ROOM, HALL or FREEZE - see below.
DUCK	How much the reverb steps aside while input is playing. Higher values keep the dry signal clearer.
MIX	Dry / wet balance.



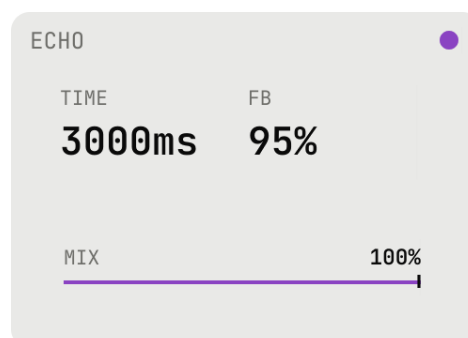
The three characters

ROOM	Short, tight ambience. Adds depth without washing the sound out.
HALL	Large, lush and wide. The cinematic setting.
FREEZE	Captures the space and sustains it, turning the reverb into a pad.

ECHO

A true ping-pong delay - repeats alternate between left and right, so it widens as it repeats.

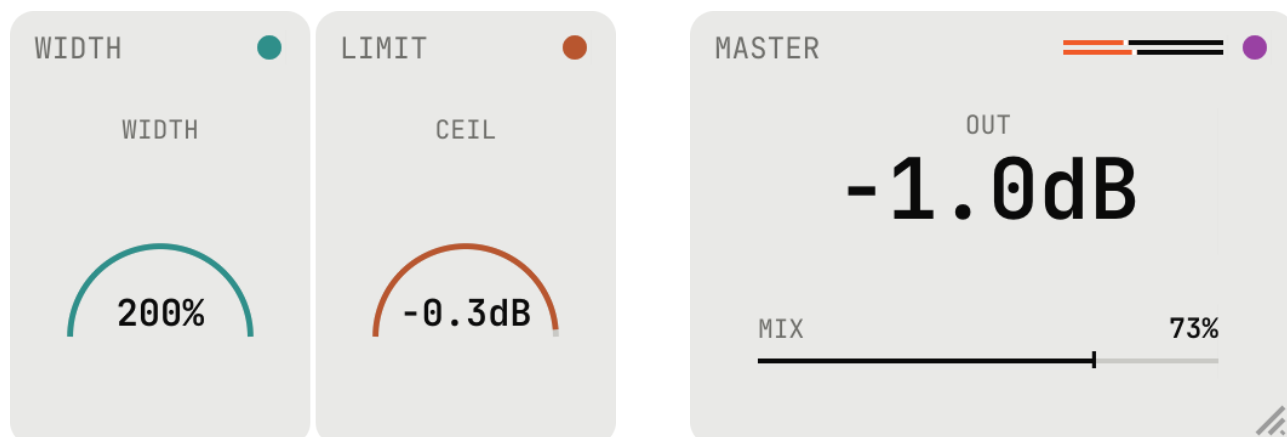
TIME	Delay time, 10 ms to 4000 ms. Short settings give slapback; long settings give spaced-out trails.
FB	Feedback, 0 to 95%. How many times the echo repeats.
MIX	Dry / wet balance.



Note: changing TIME while audio is running glides the delay, which is a pitch shift - the classic tape-style sweep. This is intentional.

WIDTH, LIMIT & MASTER

The output section. Everything above can be pushed as hard as you like - this is what catches it.

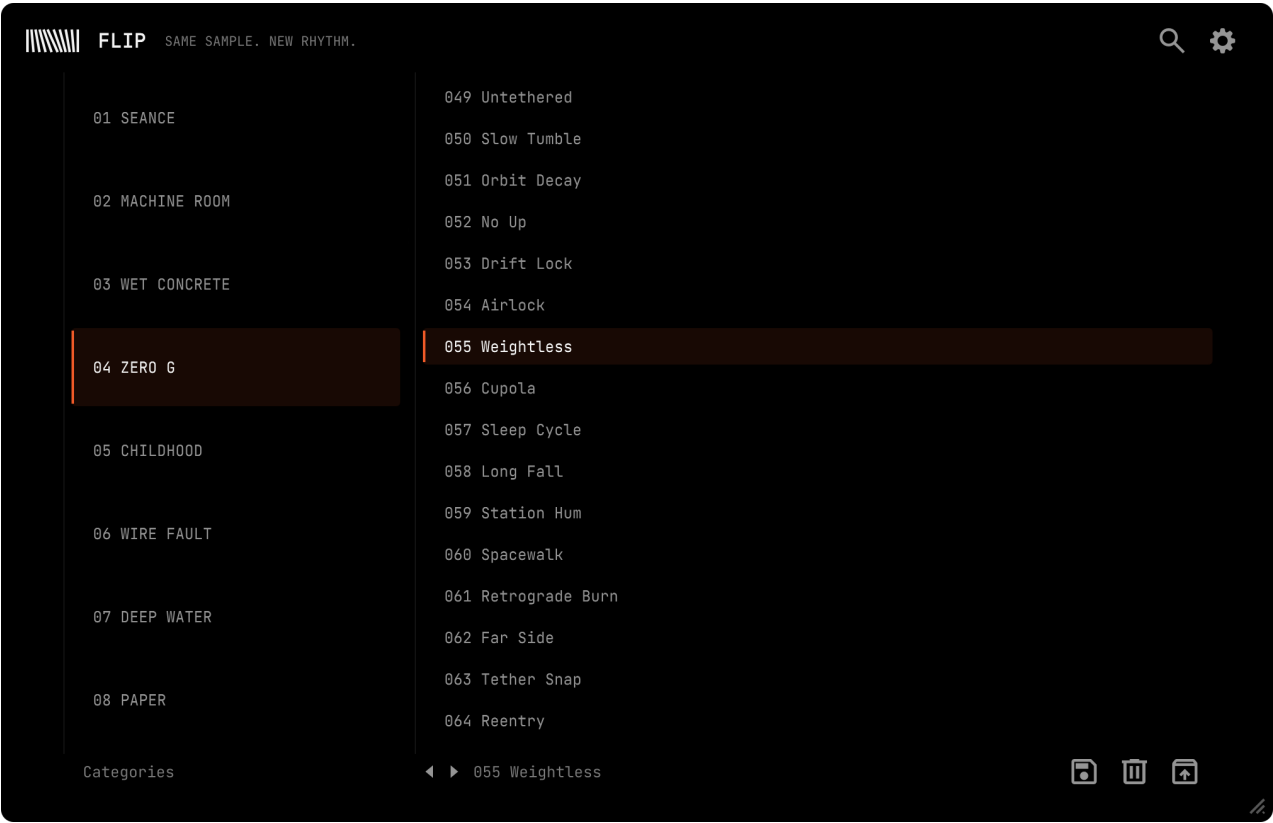


WIDTH	Stereo width, 0 to 200%. At 0% the signal collapses to mono - useful for checking club and vinyl compatibility. At 200% it is at its widest.
CEIL	The limiter ceiling, -12 dB to 0 dB. Nothing leaves FLIP above this level, so the plugin cannot clip your channel.
OUT	Final output trim, -24 dB to +12 dB.
MIX	Global wet / dry for the WHOLE plugin. Pull this back to blend your processed sound under the original - the fastest way to use FLIP as a parallel effect.

Bypass saves CPU. Each module runs in its own processing node. Switching one off genuinely stops it computing - it is not mixed to zero and left running. With all nine engaged FLIP uses under 4% CPU and adds zero latency, so you can track through it live.

The Preset Browser

128 hand-tuned factory presets across eight categories. Click the magnifier in the top-right of the plugin to open the browser.



Categories	The left column lists the eight banks. Click one to show its presets.
Presets	The right column lists the presets in that bank. Click to load instantly.
Arrows	Step to the previous or next preset without opening the browser.
Save	Stores the current settings as a new user preset.
Delete	Removes the selected user preset.
Folder	Opens your user preset folder on disk.

THE EIGHT CATEGORIES

01 SEANCE - ghostly, reversed, long-tailed. **02 MACHINE ROOM** - mechanical, rhythmic, industrial. **03 WET CONCRETE** - dark, heavy, close. **04 ZERO G** - weightless, drifting, frozen. **05 CHILDHOOD** - bright, pitched-up, nostalgic. **06 WIRE FAULT** - broken, glitched, damaged. **07 DEEP WATER** - submerged, dark, wide. **08 PAPER** - dry, thin, subtle.

Every preset also stores which modules are switched on, so stages that are not contributing are bypassed rather than left running.

Activation

FLIP runs in Demo Mode until it is activated. Click the gear icon in the top-right of the plugin to open the activation page.

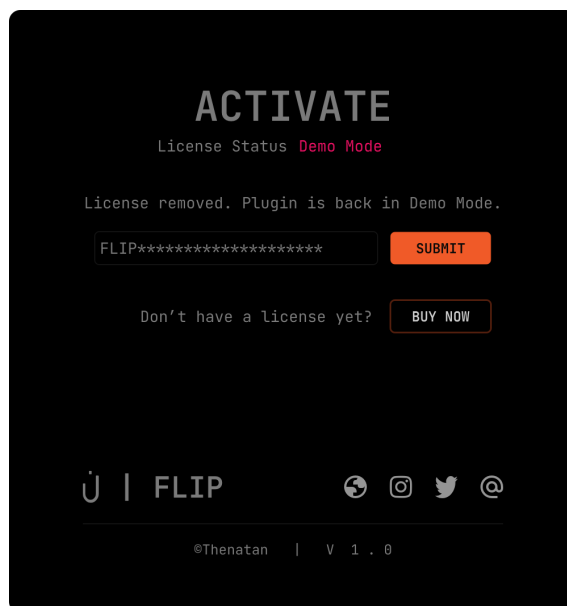
To activate:

1. Open the gear icon in the plugin.
2. Type or paste your serial number into the field.
3. Click **SUBMIT**.
4. The License Status line updates to confirm activation.

YOUR SERIAL NUMBER LOOKS LIKE THIS

FLIP*****

No serial yet? Click **BUY NOW** in the plugin, or visit thenatan.store/shop



Installation

All Thenatan plugins are either Instruments or FX. **FLIP is an FX plugin**, so look for it in your DAW's effects list. It appears there as **Flip**.

WINDOWS

1. Open the installer file for your plugin (e.g. **Flip 1.0.0.exe**).
2. Windows may ask if you want to run the file - click **Yes** or **Run**.
3. Follow the installer instructions on screen.
4. Choose the folder where you want the plugin installed.
5. Select the components you want and click **Next**.
6. Wait for the files to copy, then click **Finish**.
7. Open your DAW and check the **Effects** section.
8. Rescan plugins in your DAW if needed. Ready to use.

macOS

1. Right-click (or Ctrl+click) the installer file (e.g. **Flip 1.0.0.pkg**) and select **Open**.
2. If you see a warning, click **Open** to continue.
3. Follow the installer steps on screen.
4. Choose the plugin formats to install (VST, AU, etc.) and click **Continue**.
5. Wait for the files to copy and click **Finish**.
6. Log out and back in to complete installation (sometimes required).
7. If macOS blocks the installer via Gatekeeper, go to **System Preferences** → **Privacy & Security**, find the blocked app and click **Allow Anyway**.
8. Open your DAW and check the **Effects** section.
9. Rescan plugins so the new plugin appears. Ready to use.

Technical Specifications

FORMATS	Windows: VST / VST3 (64-bit) Mac: AU / VST / VST3 (64-bit)
CHANNELS	Mono and stereo compatible
ACTIVATION	Serial number - no iLok, no dongle
WINDOWS	Windows 7 or above. 4 GB RAM, 1 GB free space on system drive
macOS	macOS with native Apple Silicon support (M1, M2 and above). 4 GB RAM, 1 GB free space
DAW SUPPORT	FL Studio, Logic, Ableton Live, Cubase, Reaper, Studio One and most other major DAWs. Pro Tools is not supported (no AAX).
PERFORMANCE	Under 4% CPU with all nine modules engaged. Instant load. Zero added latency.
APPEARS AS	Flip - in your DAW's EFFECTS list

Quick Reference

Bypass a module	Click the coloured dot in its top-right corner
Reset a control	Double-click it
Resize the plugin	Drag the bottom-right handle (50% - 200%)
Reset the size	Ctrl+click the bottom-right handle
Open presets	Click the magnifier, top-right
Open activation	Click the gear, top-right
Parallel processing	Pull back MASTER MIX
What a control does	Hover it and read the caption beside the FLIP logo

NEED HELP?

More plugins, updates and support: thenatan.store/shop

Contact: thenatan.store/contact-us

Thank you for choosing FLIP. Same sample, new rhythm.