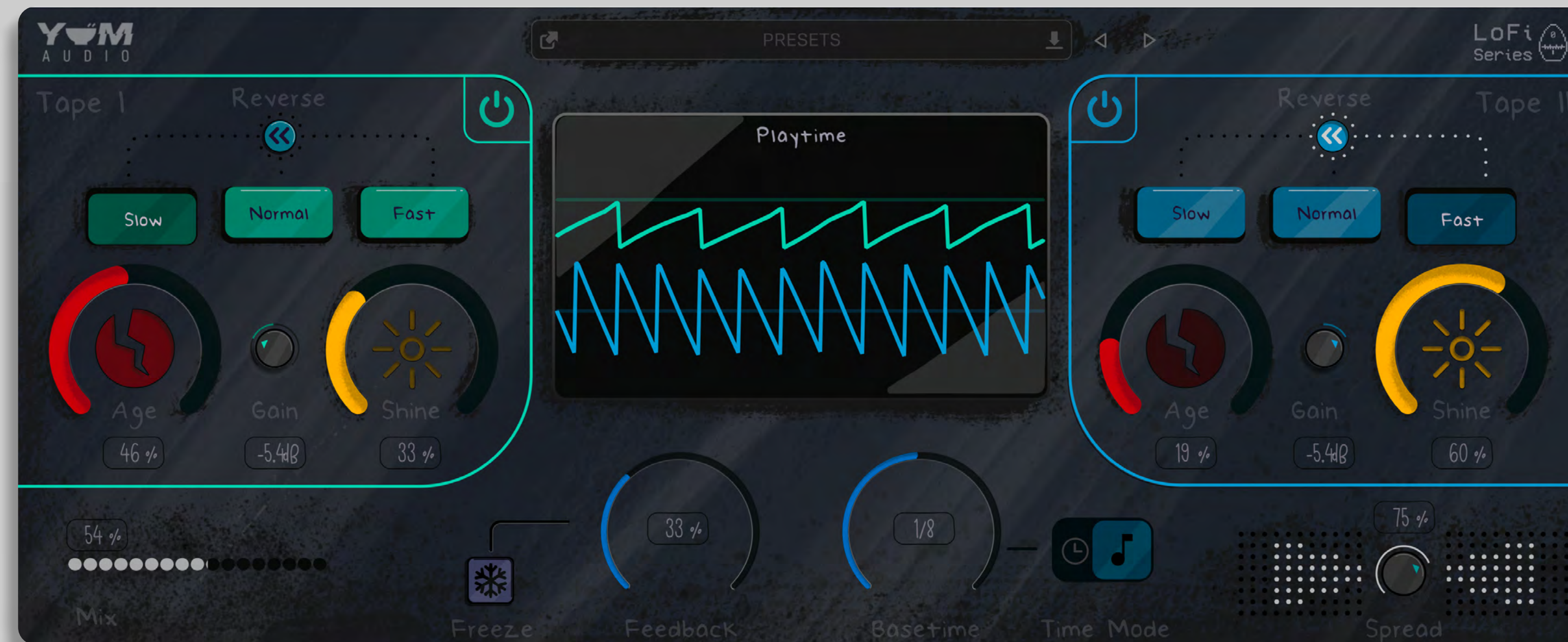


# Owners Manual



PLAYTIME

# Hello and thank you!

Thanks a lot for buying a plugin from Yum Audio!

We hope that you will experience as much fun and creativity using it as we do.

Our mission is to create indispensable tools that stand out from the crowd through quality of sound, performance, and design.

We strongly believe that audio software should inspire you and help to fuel creative endeavors, not complicate them. Most importantly, our plugins should allow you to effortlessly focus on the joy of creating music and sound, so have fun and keep being creative!

This manual will guide you through the plugin and help you integrate it into your audio production arsenal.

If something remains unclear, you can always read our FAQ online and get in touch on [www.yumaudio.com/support](http://www.yumaudio.com/support). We're happy to hear from you and see what you created with our software. Share it on your social media, tag your post with #yumaudio, and we might just share your work!

Now let's get started - have fun and create some tasty sounds!

# MANUAL & SYSTEM REQUIREMENTS

## System Requirements:

AAX, VST3, AU versions included

64-bit only (Mac / PC)

Mac OS X 10.11 or higher

Windows 10

At least 4GB of RAM, 16GB is recommended

At least 200MB of free drive space (OS drive)

## This Product is supported by the following DAWs:

Ableton Live 10.1+ (Mac & PC: AU, VST3)

Bitwig 2+ (Mac & PC: AU, VST3)

Cubase 8+ (Mac & PC: VST3)

Digital Performer 10+ (Mac & PC: AU, VST3)

FL Studio 12+ (Mac & PC: VST3)

Garageband 10+ (AU)

Logic Pro 9+ (AU)

Pro Tools 11+ (Mac & PC: AAX)

Presonus Studio One 4+ (Mac & PC: AU, VST3)

Reaper 5+ (Mac & PC: VST3)

Cakewalk by BandLab (PC: VST3)



# TABLE OF CONTENTS

- 1. INSTALLATION & ACTIVATION
- 2. GLOBAL CONTROLS
- 3. PLUGIN FEATUERS & CONTROLS

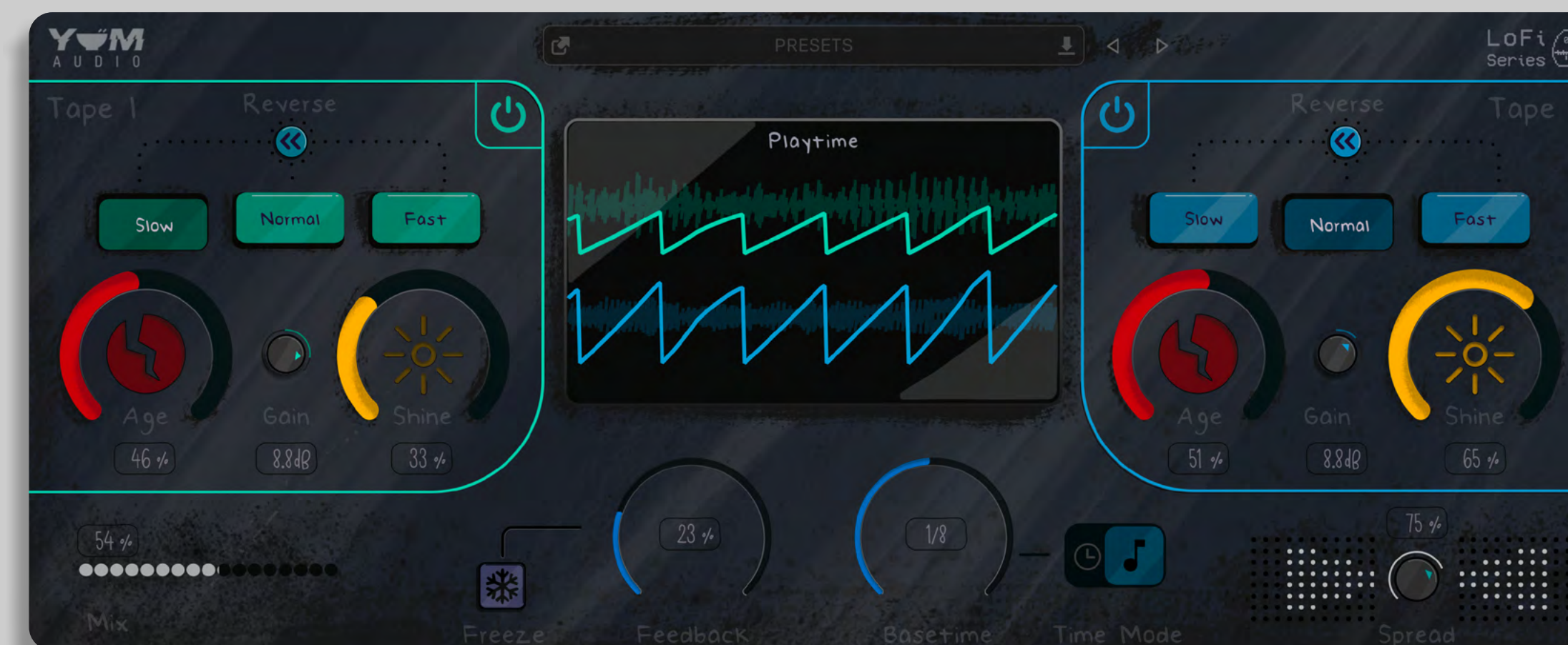


# INTRODUCING PLAYTIME

## WHAT IS IT?

Playtime is a magical and unique plugin that allows you to literally [play with time](#).

We took our virtual tape circuits and used them in a way that would be quite complex to re-create on an analog device. The result is a very characterful and distinctive effect that you can use to pitch, reverse, or add delays and space to your audio.



# 1. INSTALLATION

## WINDOWS

We provide distinct installers for Mac and PC. Choose the one for your operating system and open it.

The Yum Audio installer will guide you through the installation process and install all relevant plugins on your system.

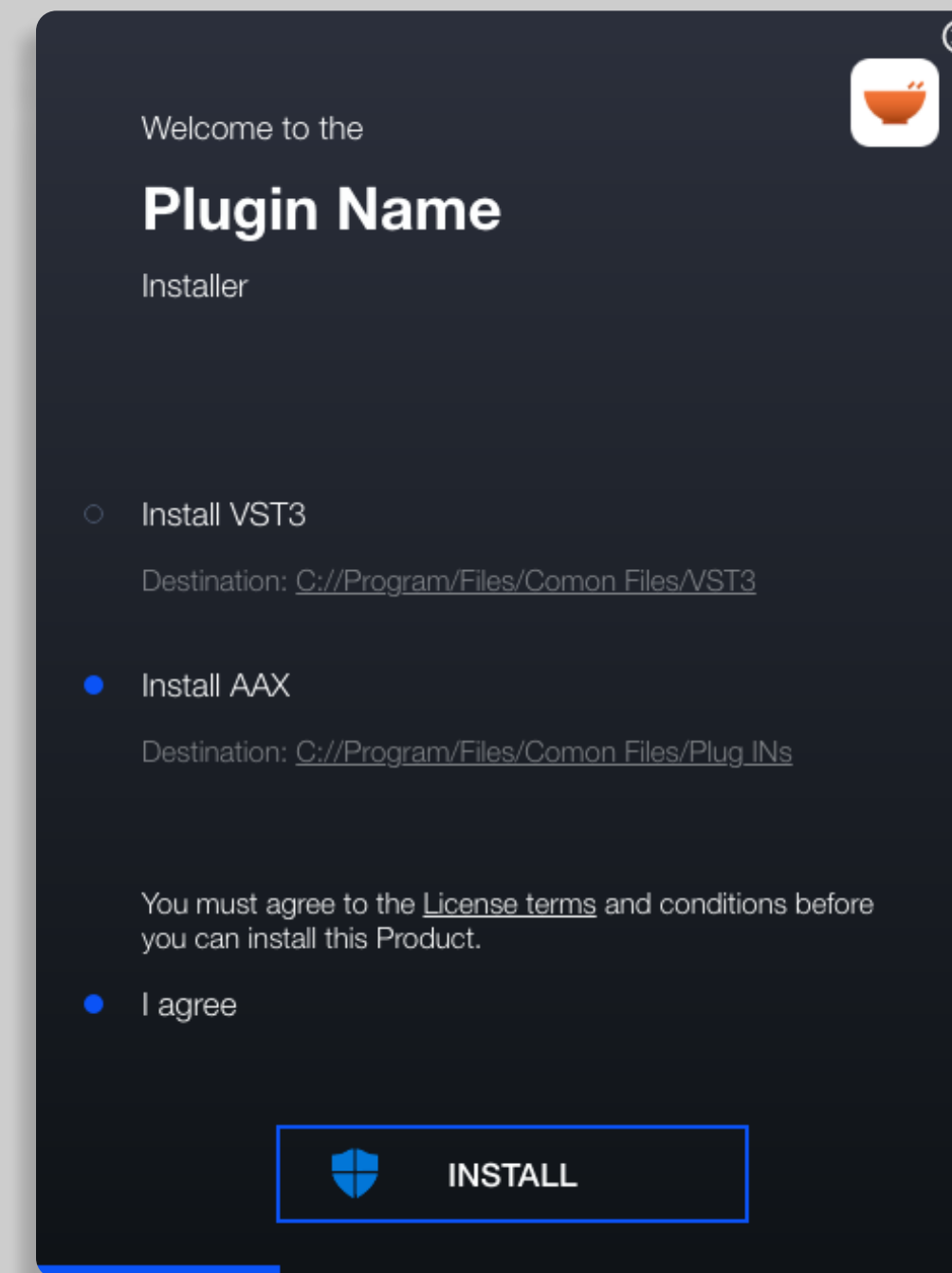
The following plugin types are available for Windows and Mac.

### Windows:

VST3 (64bit) and AAX

### Mac:

VST3 (64bit), AAX and AU



Plugins are installed to the following locations on Windows:

VST3 Plugin:

C:\Program Files\Common Files\VST3

AAX Plugin:

C:\Program Files\Common Files\Avid\Audio\Plug-Ins (AAX)

# 1. INSTALLATION

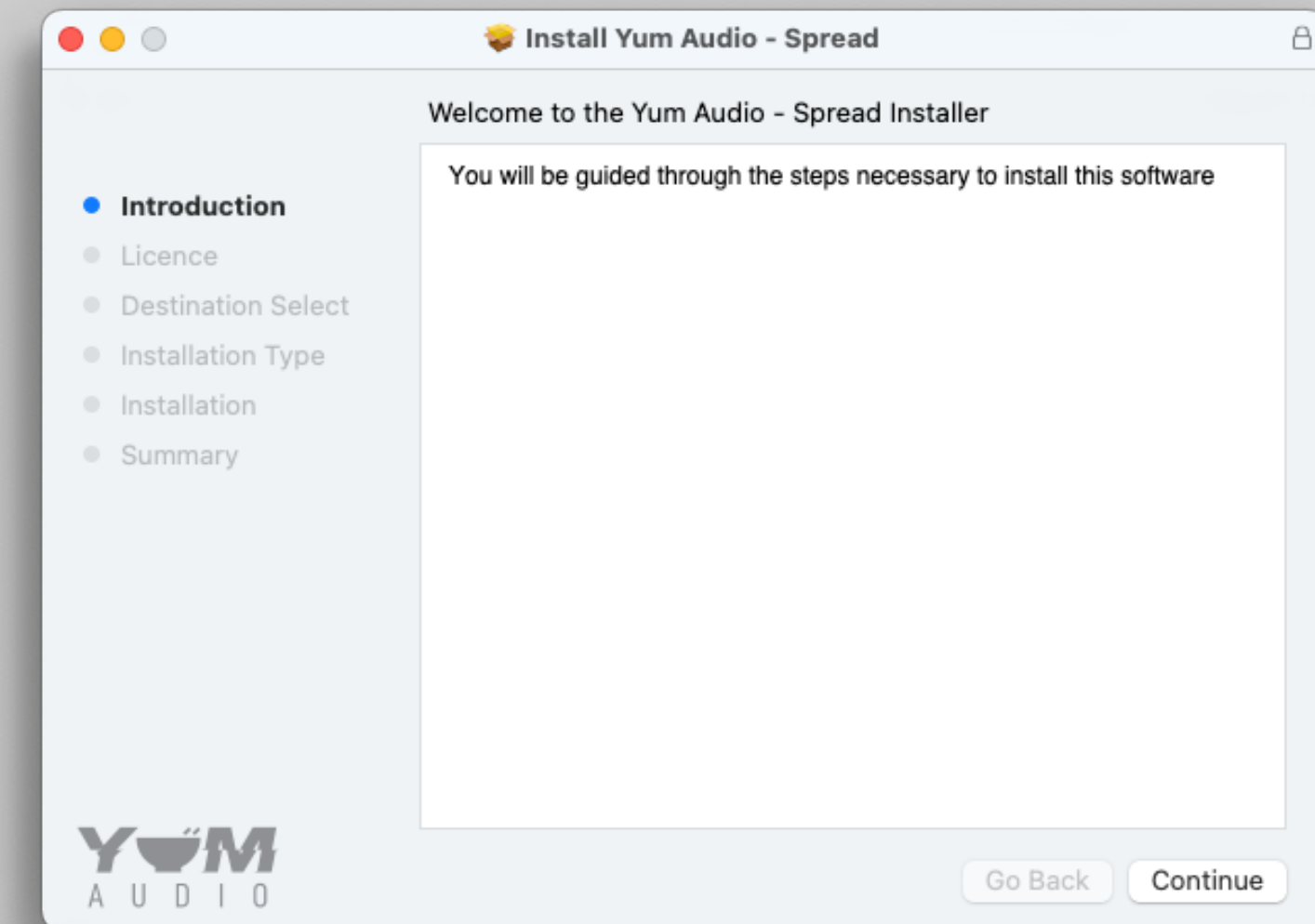
## APPLE MAC

The Mac installer will automatically install every plugin to the relevant path on your system.

To start the installation on Mac launch the corresponding .pkg file of the plugin installation you downloaded.

This will automatically launch the Yum Audio installer and guide you through the installation.

Select the plugin types you require and click Continue to start the installation:



**Plugins are installed to the following locations on Mac:**

AU Plugin:  
/Library/Audio/Plug-Ins/Components

VST3 Plugin:  
/Library/Audio/Plug-Ins/VST3

AAX Plugin:  
/Library/Application Support/Avid/Audio/Plug-Ins



## 1.2 LICENSE ACTIVATION ONLINE

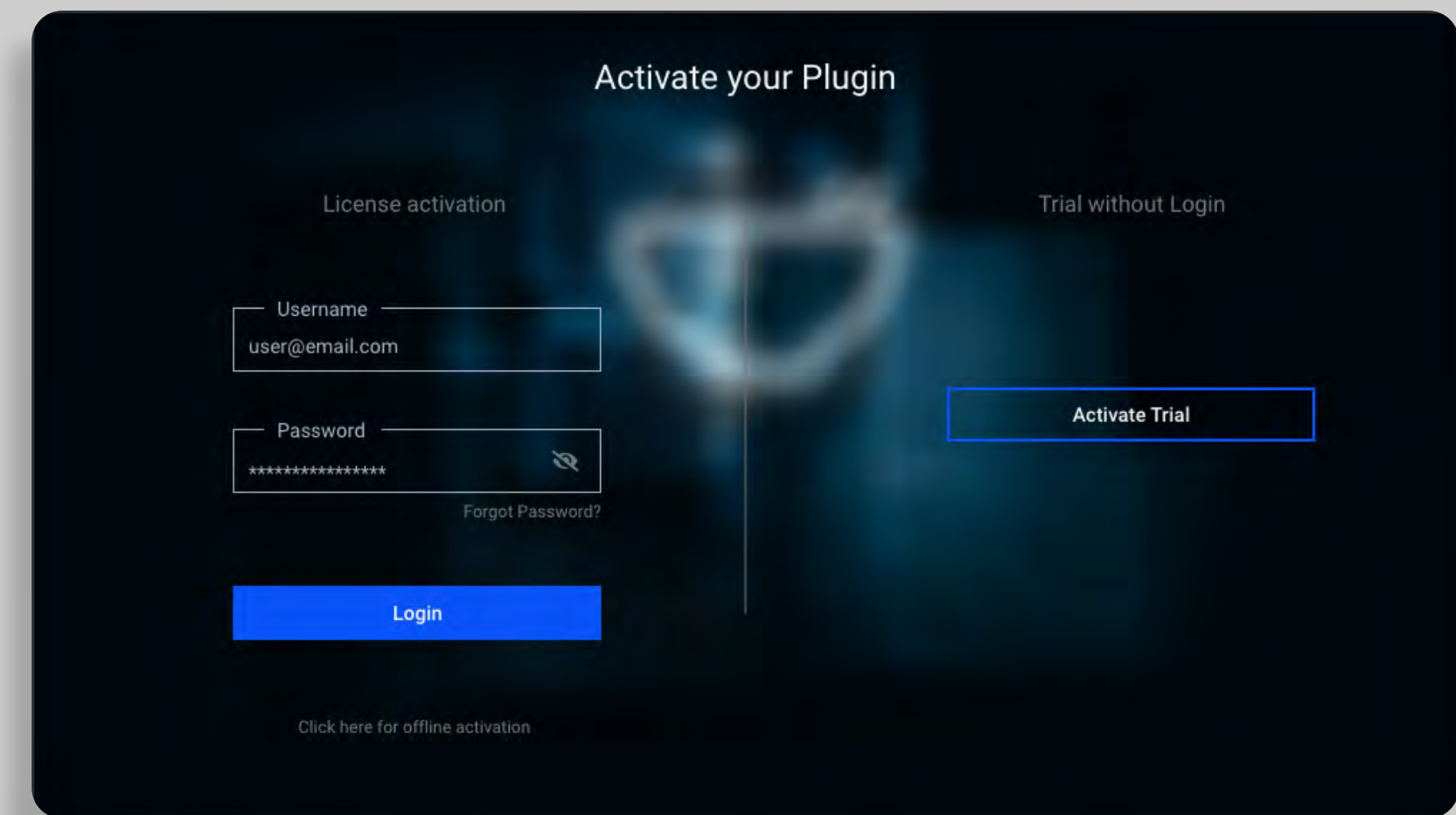
Yum Audio plugins offer online and offline license activation methods as well as license deactivation. With every purchase you get two activations, which allows you to install a plugin on two of your workstations at a time. **No dongles required!**

On a new installation of a plugin you will be prompted with the login and activation screen. While in trial mode this screen can always be accessed by clicking on the Yum Audio logo in the plugins menu .

Activating a license online is done simply by logging into your **Yum Audio account**.

After you enter your credentials on the login and activation screen the plugin will automatically check for remaining activations in your account and if successful, it will activate your plugin on your machine.

Plugins activated online check their activation status on launch to make sure that your activation is valid. This does not mean that you can't use them without an internet connection; but if your system stays offline for more than 14 consecutive days, the plugin will logout and you'll have to go online to login again.





## 1.2 LICENSE ACTIVATION

### OFFLINE



If you have a machine without access to the internet that you would like to activate, choose Offline Activation by clicking on the option below the login button.

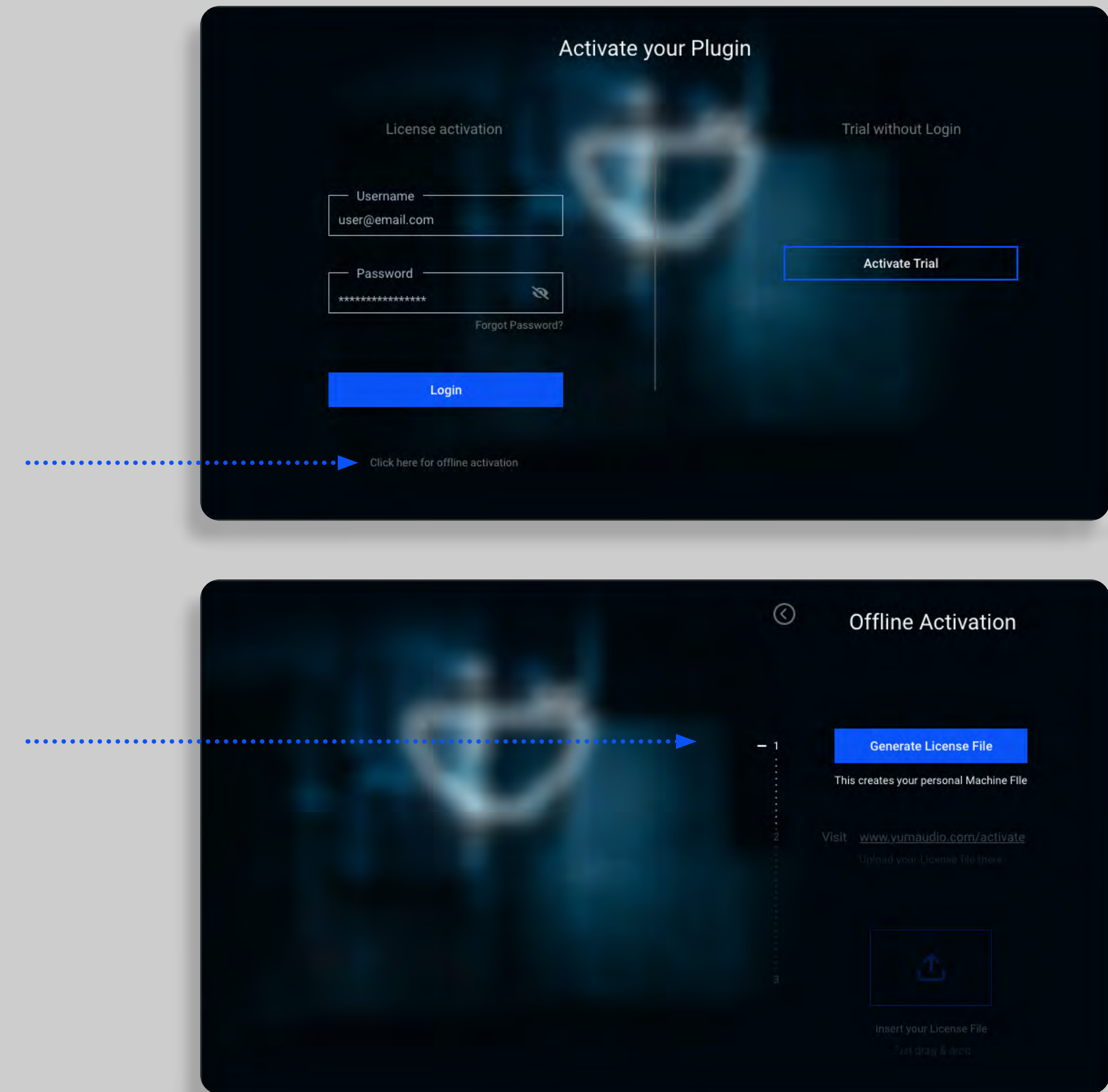
For the activation process generate a file that contains your machine ID by clicking on the Generate Machine File button.

Copy this file to a machine with access to the Internet, go to [www.yumaudio.com/activate](http://www.yumaudio.com/activate) and follow the instructions.

You will receive a license file from the webstore that you can select on your offline machine by either dropping it directly onto the button with the little arrow or clicking the button and selecting the file manually.

This will activate your offline machine with a valid Yum Audio license, and you're ready to use the plugin.

Note that offline activations are NOT REVOKABLE and permanently bound to your machine.



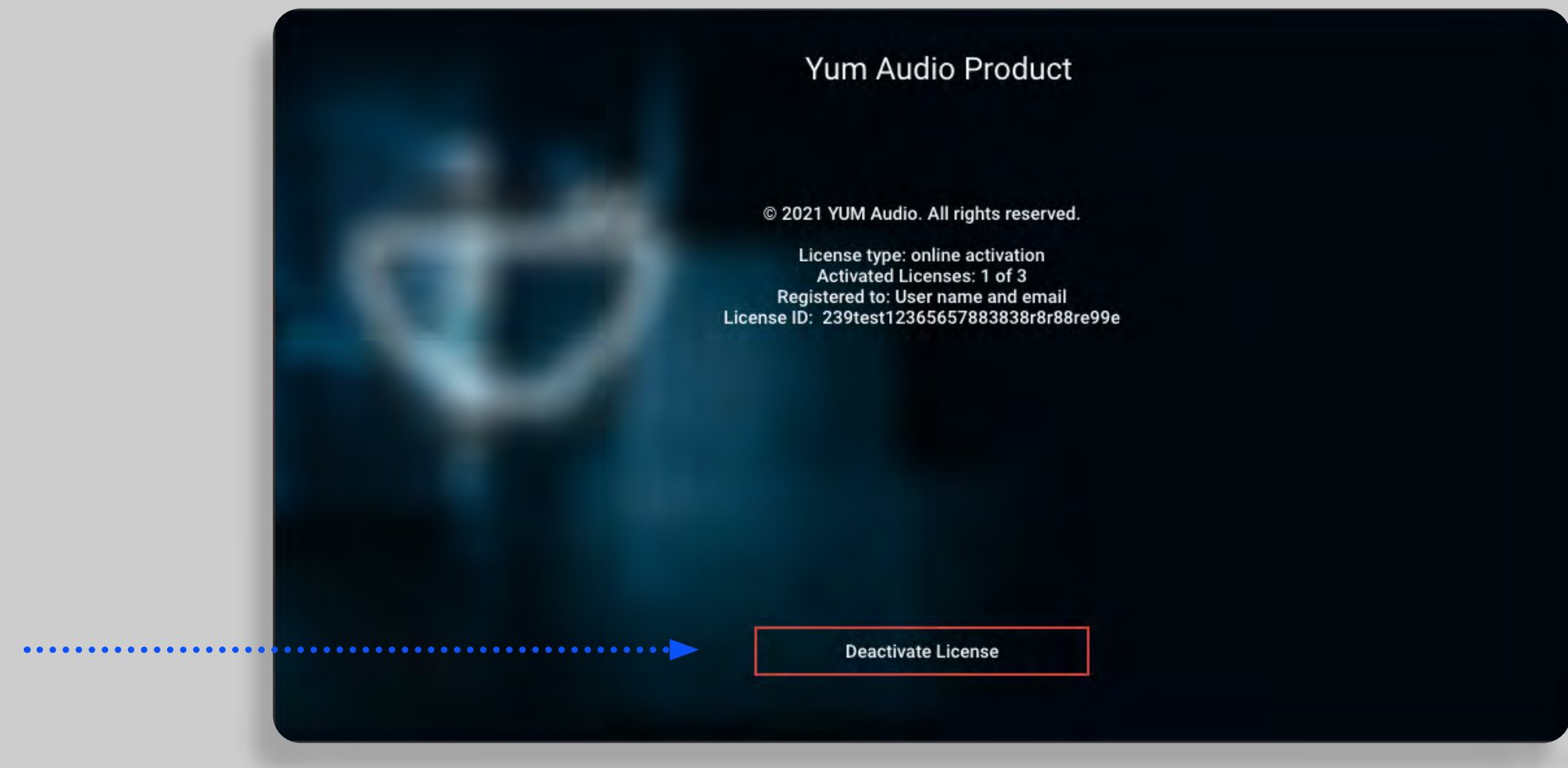
## 1.2 LICENCE DEACTIVATION OFFLINE

On an activated plugin clicking the Yum Audio logo will show your licence info and an option to deactivate .

You can deactivate a license in any of our plugins with an active Internet connection by clicking the Deactivate License button.

Deactivating a license activated online will free up one activation on your Yum Audio account and you can activate the plugin again on another machine right away.

Important: no deactivation is allowed for machines activated offline - every offline activation will **permanently remove one** of the activations from your account.



## GET MORE ACTIVATIONS FOR A PURCHASED PLUGIN

Every purchase of a plugin comes with two activations of the plugin license in your Yum Audio account. Due to the option of deactivation of the online licenses this should have you covered for all of your devices in the future.

If you are a larger studio or academic institution, or if you want to increase your personal license count, this can be done simply by buying another issue of the plugin from the [Yum Audio store](#).

Every purchase will grant **2 licenses** in your account. This way you can easily manage larger studio setups with many machines from a single Yum Audio user account.

## 2. THE MENU BAR

### MENU BAR

The Yum Audio menu bar is shared across all Yum Audio plugins.



The menu bar offers access to global functions of each of our plugins:

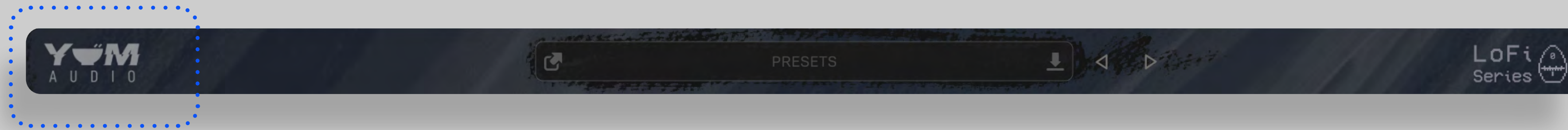
- Plugin info & license status
- Preset browser, loading, saving and selecting presets



## 2. THE MENU BAR

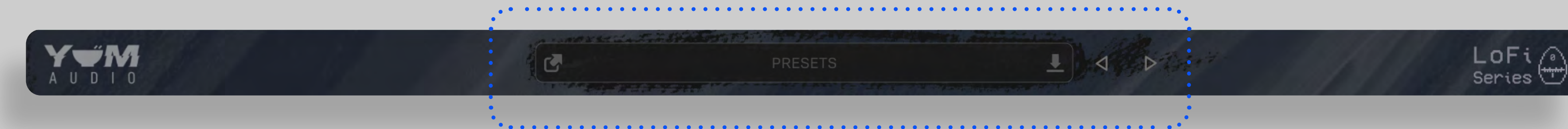
### PLUGIN INFO & LICENSE STATUS

You can open the plugin info & license status by clicking on the Yum Audio logo in the top left corner of the plugin.



This will open the plugin info window where you can see the version number and the license status of your activation or trial.

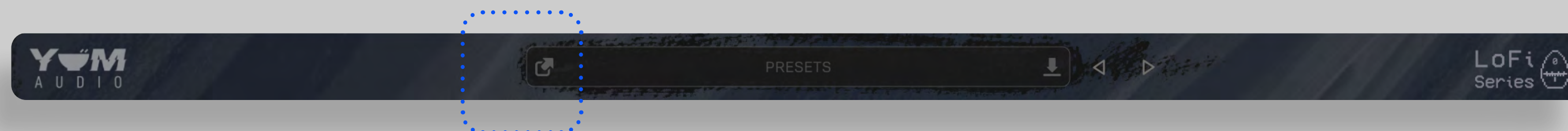
### THE PRESET TAB



All functions that you need to save, load, and maintain your presets are located in the preset tab

## 2. THE MENU BAR

### LOCATE PRESET FOLDER



The locate preset folder button to the left of the preset tab allows you to access presets on your PC or Mac file system. This will open the Finder if you are on a Mac, or File Explorer if you are on Windows. You can reorganize, rename, or sort presets to separate folders. The plugin will automatically update all the changes you make.

### PRESET NAME

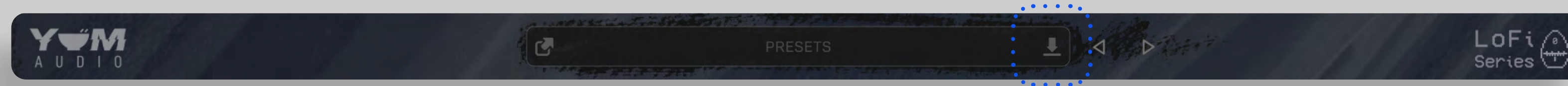


The preset tab shows the name of the currently loaded preset. By clicking anywhere in the tab the Yum Audio preset browser will open.



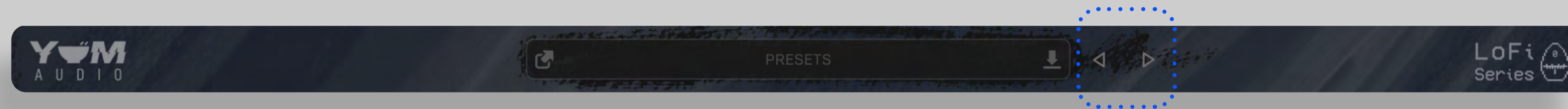
## 2. GLOBAL CONTROLS

### SAVE PRESET



Click on this button to save a new preset of the current plugin state so that you can use it later.

### PRESET SELECTORS



These two arrows will allow you to instantly switch to the previous or next preset in alphabetical order.



Each of our plugins has its own logo as part of the interface on **the right side of the menu bar.** Clicking on the logo will open the respective **manual for each plugin.**

## 2. THE PRESET BROWSER

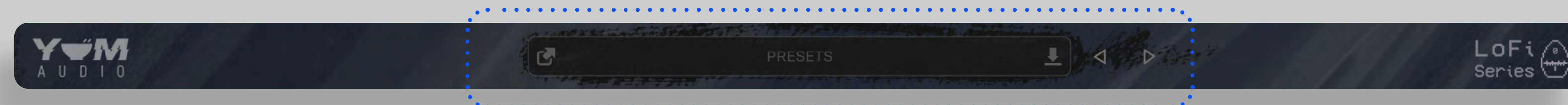
The preset browser is at the heart of every Yum Audio plugin and allows instant access to all your Yum Audio presets.

### ACCESSING THE PRESET BROWSER

You can open the preset browser by clicking on the preset tab in the menu bar.

In the preset browser you will see all factory and user presets of the loaded plugin.

The preset browser can be closed by clicking on the close button in the upper right corner, the preset tab in the menu bar or any empty space in the menu bar.



## 2. PRESET BROWSER

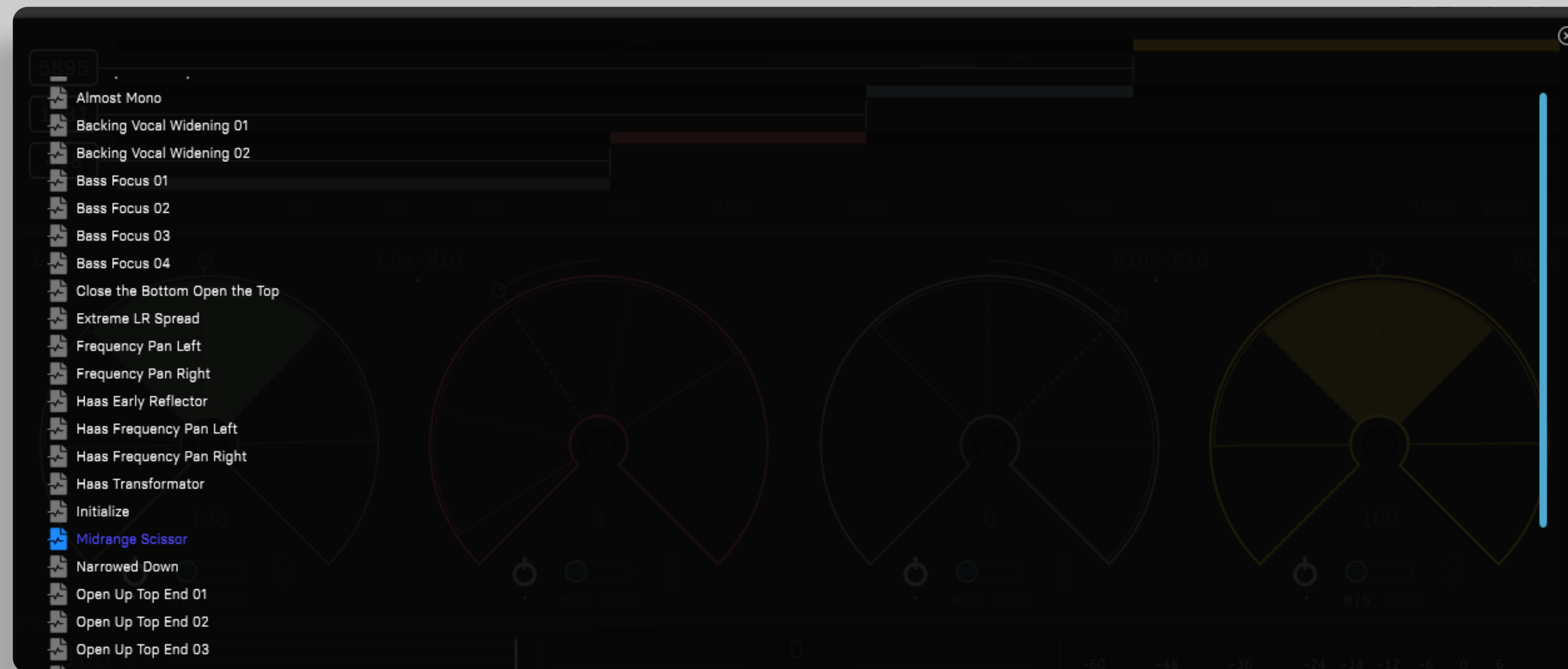
### PREVIEWING AND SELECTING PRESETS

To load a preset **single-click** on any entry.

You can also load a preset and immediately close the preset browser by **double-clicking** on an entry.



To organize presets or access them on your PC or Mac click the Locate Preset Folder icon to the left of the preset tab. There you can organize and rename presets or sort them to separate folders. The plugin will automatically pick up all the changes you make.





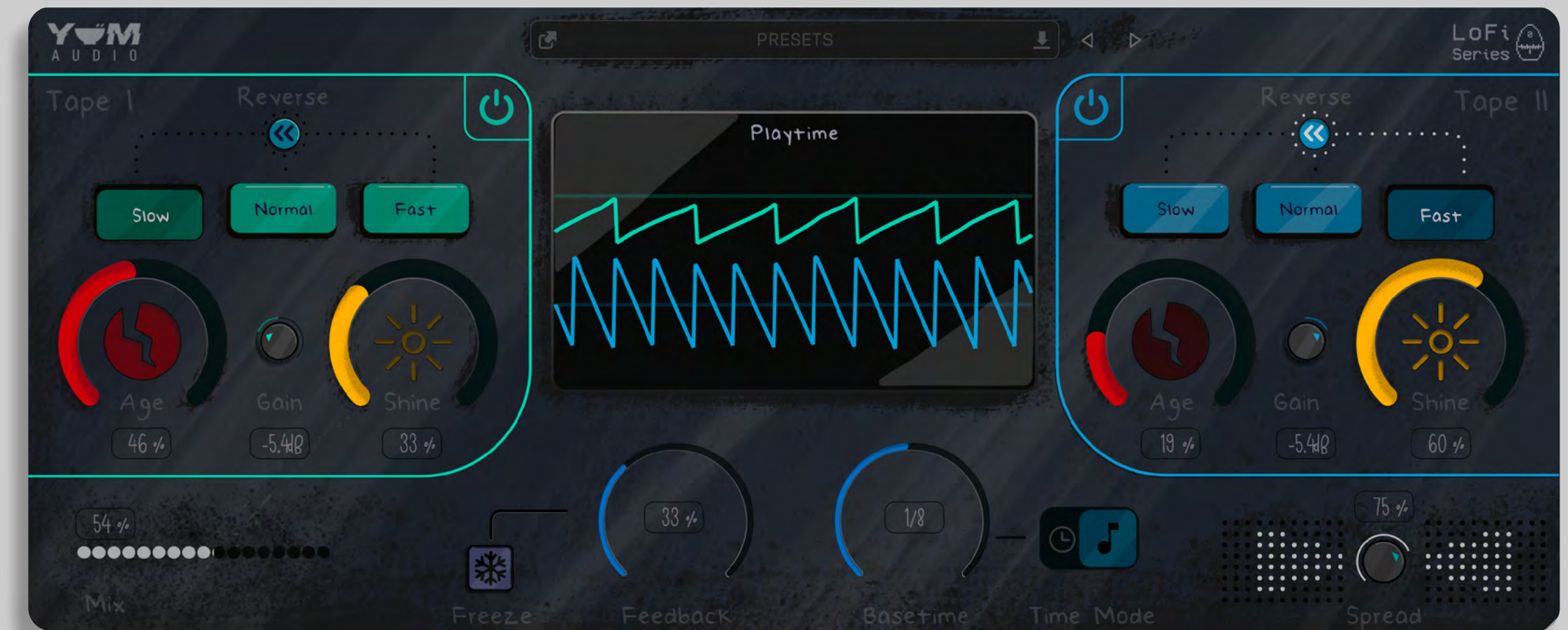
### 3. PLAYTIME CONTROLS

#### OVERVIEW OF THE INTERFACE

The interface is designed to be easily accessible.

All functions are displayed on the main page.

The signal entering Playtime goes into our virtual tape circuit which is connected to a second delay machine. The user has **full control of the readout speed** of the tapes, so you can pitch the signal an octave up or down, reverse it, or make each of the tapes more worn out.

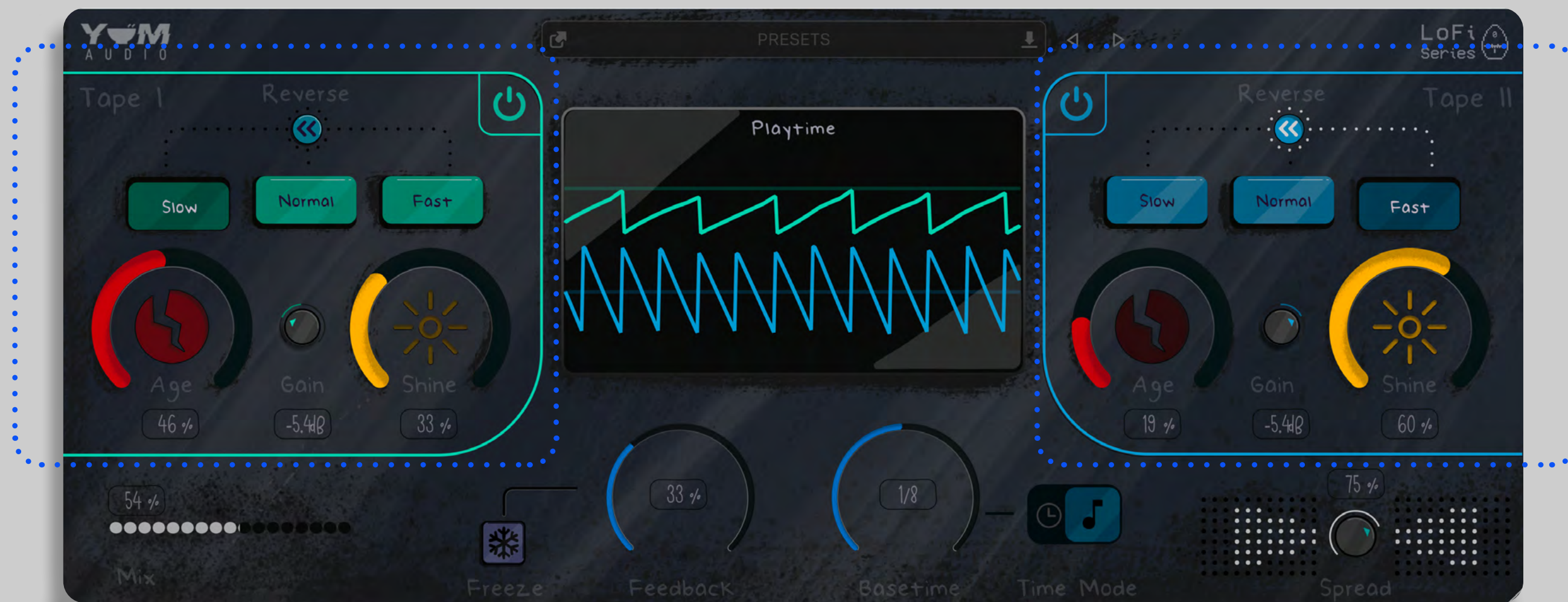




### 3. PLAYTIME CONTROLS

#### THE TWO TAPE HEADS

In these two sections of the plugin you can control the the [two tape heads](#) that are integrated into the virtual tape circuit.





### 3. PLAYTIME CONTROLS

#### TAPE SPEED CONTROLS

In the upper part of each tape head you will find the playback speed controls.

Each tape can read out with **slow, normal, or fast speed**.



The **slow setting** will slow down your audio signal and play it back an octave lower.

The **fast setting** will read the signal at a higher rate and play the audio back an octave higher.

We added Yum spices so that this works instantly and allows you to just blend in a bit of extra character or completely change your sound.

**Reverse** will reverse your audio. The timing of these reverse steps is linked to the readout time explained later in the manual.

#### TAPE AGE

Each tape head has an age dial which allows you to set how long the virtual tape has been in use. When it is set to 0%, the tape is of pristine quality and will have **no pitch fluctuation**. When the values are **higher, more dropouts and warble** will happen and artifacts will be added to the signal character.



### 3. PLAYTIME CONTROLS

#### TAPE BRIGHTNESS

This control allows you to **define the brightness** for each Playtime tape. At 100% tapes will be fully bright in frequency. The more you decrease the value, the more **muffled** your sound will become and the more harshness will be smoothed out by a **subtle low-pass filter** applied to the tape signal.



Tip: especially in combination with the speed controls, the tape brightness can be a great option to achieve different timbres in your repitched signals.

#### TAPE GAIN

Each virtual Tape Head has a gain control that allows you to change the signal loudness from **-12dB to +12dB** before both are mixed together. Use this function to blend the output of the two tapes together in different intensities and gain more **control over your sound design**.



### 3. PLAYTIME CONTROLS

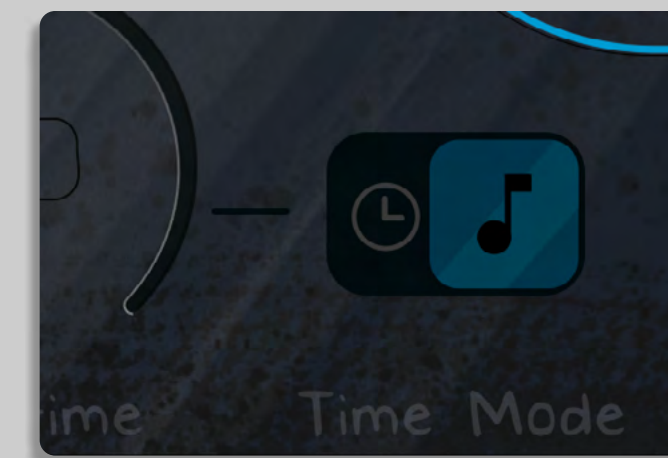
#### BASETIME

The basetime dial is a central control parameter of the plugin and defines the duration of every readout step. This can be set for each of the tape heads individually.

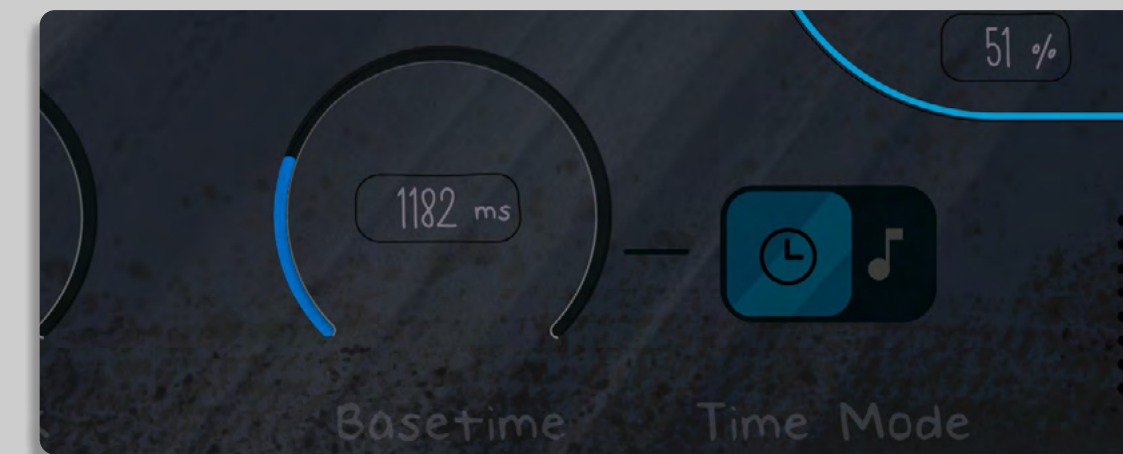
You can easily hear this when changing the playback option to reverse—increasing the read-out time will increase the time in which the reverse steps happen. For example, with a base-time of 500ms every cycle of the virtual tape heads will take 500ms.



Next to the readout time there is a toggle to switch between the [time and synced mode](#),



When set to time the basetime dial can be set in milliseconds, allowing you to set a time that runs independently of your DAW.



With the time mode set to note sync, the time will be set in note values and the plugin will use the global tempo set in your DAW and restart its cycle when starting to playback.



### 3. PLAYTIME CONTROLS

#### FEEDBACK

While the tape sections of Playtime alone offer a great deal of creative options, we decided to add a **delay section** as the icing on the cake.



The delay is directly synced with the readout time, so having a readout time of 500ms will create a delay of 500ms when the feedback slider is on more than 0%.

The more you increase the feedback slider, the longer the feedback of each delay line will last.

The tape age will also affect each of the delays written on the virtual tape individually, so **every delay will have a subtly different character**.

#### FREEZE

The freeze control allows you to create a very interesting **looping texture** from your input signal. When the Freeze is toggled, the virtual tapes heads will always **keep on reading** from the last written timeframe.



This is also directly linked to the readout time. Having a higher time value here will have a **signal frozen for longer**.



The best thing about it: you can change the tape speed, age, brightness, and also reverse the tape even when the tape is frozen. This means that you can freeze your signal at any point in time and create amazing textures.



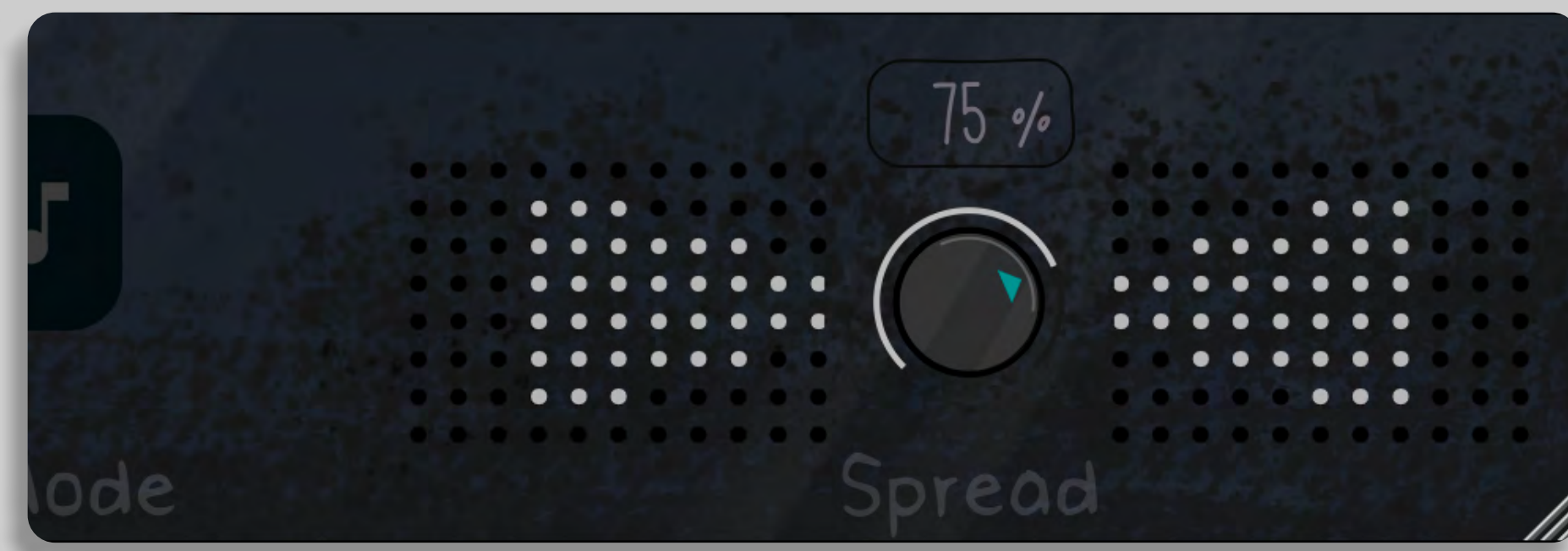
### 3. PLAYTIME CONTROLS

#### SPREAD

This slider does what it says. It spreads the sound of the two virtual tape heads.

Note: this control is only available when the plugin is loaded on a [stereo track](#).

It will be faded out in the mono version.



The following happens when you [turn this knob](#):

When spread is at [0%](#):

-> The two tape heads will both read and write the stereo (= left and right) signals.

When spread is at [100%](#):

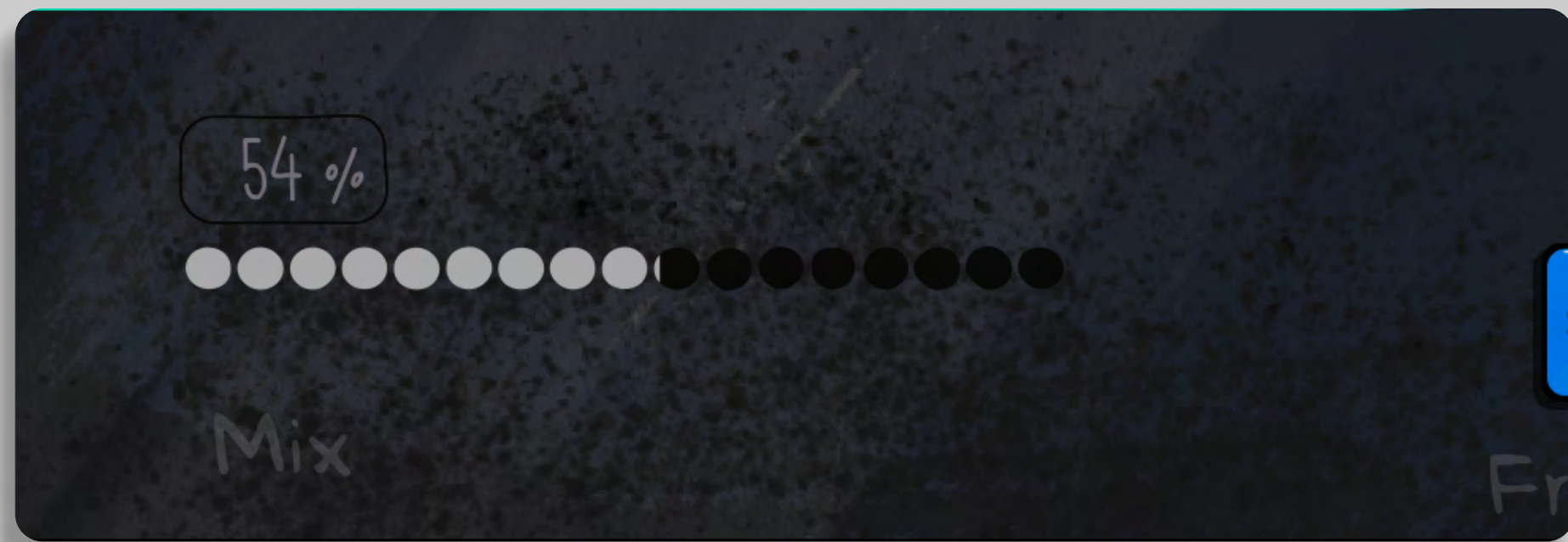
-> The left tape head will read and write only the left signal, the right tape head will read and write only the right signal.

You will hear the effect very clearly once you set up different playback speeds or tape ages for the two virtual tapes. Try different settings to create anything from wide and warm detunes to completely transformed layers of sound that can [reach the edges of your stereo image](#).

### 3. PLAYTIME CONTROLS

#### MIX

Playtime can be used to fully transform sound, create a warm vintage delayed space, or inject subtle character and flux into your input signal.



You can have **full control** over this via the mix control. It allows you to continuously blend between the dry signal and the signals fed through the virtual tape circuits.

# THANK YOU!

Thank you for using a Yum Audio plugin!

We hope that it will take your productions to the next level and allow you to create yummy sounds and mixes - and most importantly, to have fun!

If you enjoy our plugins, let us know. We'd love to hear from you and what you created with our software.

[Your friends at Yum Audio](#)

## SUPPORT AND CONTACT

Our [FAQs](#) contain many helpful answers. You can find them at:

[www.yum-audio.com/support](http://www.yum-audio.com/support)

If you need further support you can find our customer support contact form at:

“inert final link here”

Please have the following information ready to help us assist you:

- Product version and Yum Audio registered email address (see license screen, click on the Yum Audio logo in the plugin)
- Your DAW version (e.g. ProTools 12.1.2, Cubase 10.0.1, Ableton 10.1.0)
- Your computer and operating system (e.g. MacPro OS X 10.15.7, Windows 10)
- Description of the problem



## CORPORATE CONTACT

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