

DECCO

tape saturation & doubletracker **PLUGIN**

USER MANUAL

strymon®

Contents

Introduction	3
Installation & Activation	5
Minimum System Requirements.....	5
Installing Deco Plugin.....	5
Activating Deco Plugin	6
Deco Plugin Overview.....	9
Mono and Stereo Operation.....	9
Presets	10
The Plugin Toolbar Controls.....	13
The Effect Parameters.....	16
Input Level & Saturation Ranges.....	20
Lag Time Ranges	22
Lag Time - Using the Tap Tempo.....	23
Lag Time - Configuring Project Tempo Sync	24
Parameter Automation.....	25
Features.....	26
Troubleshooting.....	27

Introduction



The Deco plugin interface

Thank you for purchasing the Strymon Deco plugin! This software offers the same unique effects as in our Deco v2 Tape Saturation & Doubletracker pedal on a fully digital and intuitive platform.

From the inherent warmth and luscious tape saturation to the forgotten art of tape machine manipulation, Deco plugin brings this original inspiration back, giving you vintage tape effects from the earliest recording studios right within your own DAW projects. Now you can easily apply Deco to any instruments or even your entire mixes!

Deco Plugin consists of two separate effects that can be engaged independently of each other: **TAPE SATURATION** and **DOUBLETRACKER**.

The **TAPE SATURATION** effect is applied to your input signal, which smooths out your sound with delicious tape compression and saturation while fattening your tone with subtle tape-driven, transparent overdrive. The controls on the left side of the plugin are used to vary the amount of saturation, EQ, and overall output volume.

The **DOUBLETRACKER** effect routes your signal into two virtual tape machines: the Reference Deck, which can be thought of as your “dry” signal, and the Lag Deck, which can be considered the “wet” doubled signal.

The Doubletracker controls on the right side of the plugin are used to manipulate the Lag Deck’s delay time, modulation, and blend amount with the Reference Deck signal to shift your sound in many ways, easily allowing you to achieve syrupy slapback tape echoes, psychedelic tape flanging, and gorgeous tape chorusing sounds.

You will need to create a Strymon account to download the Deco plugin software and manage your software license. Please visit www.strymon.net to set up your account. This also allows us to notify you about any updates to the software as they become available.

The features and instructions described within this manual are the same for the Deco plugin on Mac or Windows® computers, unless otherwise noted. If you run into any trouble using the Deco plugin, or would like to report any issues you may encounter, please visit the [Strymon Support](#) page for FAQs and information on activation, installation, and troubleshooting.

NOTE: Deco plugin is available in AAX®, AU, and VST®3 plugin formats and can be operated at any standard sample rate from 44.1kHz to 192kHz, at either 16-bit or 24-bit resolution.

Installation & Activation

Minimum System Requirements

Mac

- macOS Big Sur 11.6.4
- Intel® Core™ i5 or Apple M1
- 8GB RAM
- AAX, AU, or VST3 compatible plugin host software
- iLok account and Internet connection for activation

Windows

- Windows 10
- Intel Core i5 processor or AMD multi-core processor
- 8GB RAM minimum
- AAX or VST3 compatible plugin host software
- iLok account and Internet connection for activation

Installing Deco Plugin

The downloads for the Deco plugin can be found at the following link:

strymon.net/support/deco-plug-in

Please download the correct installer for your computer's operating system.

Install Locations

The following lists the default install locations for each Deco plugin format:

Mac

- AAX - Library/Application Support/Avid/Audio/plugin-ins/Strymon
- Audio Units - Library/Audio/plugin-ins/Components
- VST3 - Library/Audio/plugin-ins/VST3/Strymon

Windows

- AAX - C:\Program Files\Common Files\Avid\Audio\plug-ins\Strymon
- VST3 - C:\Program Files\Common Files\VST3\Strymon

Activating Deco Plugin

Activating the Deco Plugin Free Trial

The Deco plugin can be evaluated with a 7-day free trial by clicking on the **Try** button from the Activation window that pops up the first time you launch the plugin within your DAW or plugin host application before activation. The trial includes a single, non-transferable activation for 7 days of full-featured use of the plugin.

When you purchase an iLok-compatible Strymon software product, the first step is determined by where you purchased the software.

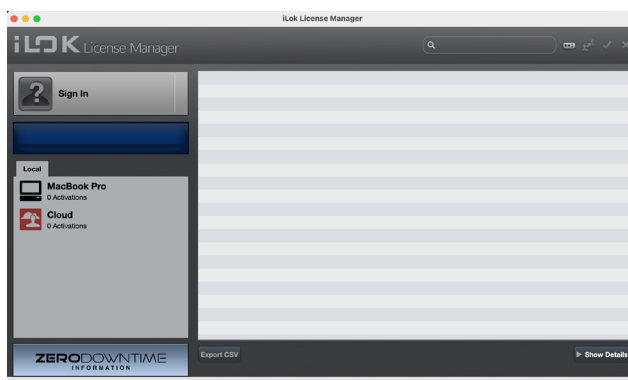
If you purchased the software from the Strymon online store, you can skip to the following **iLok Activation Process** section.

If you purchased the software from one of our software partner dealers, you must redeem the redemption code you received from that purchase at the following link to receive your activation code. Once you have received the activation code from our site, you can begin the activation process below.

[Redeem Redemption Code](#)

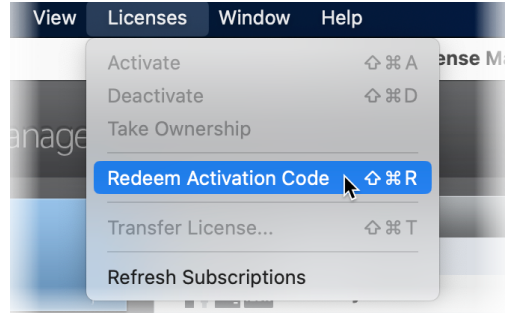
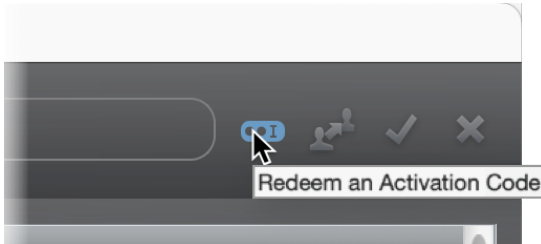
iLok Activation Process

- 1 Create an iLok account at [ilok.com](https://www.ilok.com).** An iLok account is required to complete the activation process. You can skip this step if you already have an iLok account.
- 2 Download and install the iLok License Manager software from the [ilok.com](https://www.ilok.com) website** onto your computer. If you already have the iLok License Manager software installed, it is recommended to check for updates from the application's menu and install the newest version.
- 3 Open the iLok License Manager software** and click the Sign In button to log into your iLok account.



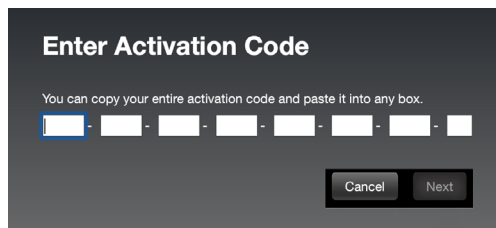
The iLok License Manager main window

- 4 Redeem your software license by clicking on the **Redeem an Activation Code** button at the top right of the iLok License Manager window, or choose **Redeem Activation Code** from the Licenses menu.



iLok License Manager - selecting Redeem Activation Code




In the **Enter Activation Code** window that appears, enter the activation code that you received from your plugin purchase and click **Next**.*



***NOTE:** If you purchased the Deco plugin from one of our software dealer partners rather than directly from the Strymon.com online store, you must first [redeem the code you received from them here](#) to receive the iLok activation code.

- 5 Once you have redeemed your software license, select the Deco plugin license from the list of licenses under your username and click **Activate**.

You'll be prompted to choose the location for your activated licence:

-  To an iLok USB dongle (make sure to have it connected to the computer before selecting to activate the license)...
-  To your computer...
-  Or, to the iLok Cloud.

Click **Activate** again.

- 6 After you have activated the software license, you can exit the iLok License Manager and insert a Deco plugin instance within your DAW or plugin host project. If activated to an iLok USB dongle, you must connect the USB device to the computer to authorize the use of the Deco plugin.

Returns

We cannot accept returns of any purchase containing an iLok License authorization because the iLok license keys are managed by a 3rd party. If you have experienced a billing or activation issue related to an iLok License purchase, please reach out to [Strymon Support](#) for assistance.

Transfers

Purchased iLok Licenses may be “moved” between two iLok devices that are registered to your iLok.com account. Purchased iLok Licenses may also be transferred from your iLok account to another iLok account. Move and Transfer instructions are provided on [iLok.com](#). There may be a nominal fee assessed by iLok.com. Trial and other free iLok Licenses may not be moved or transferred.

Deco Plugin Overview

Much like the Deco v2 pedal, the Deco plugin utilizes a simple user interface, consisting of a top toolbar of controls and a main plugin window containing independent controls for the **TAPE SATURATION** and **DOUBLETRACKER** effects.



The Deco plugin interface

Mono and Stereo Operation

In DAW host applications that offer the option, Deco plugin can be inserted as a mono, mono-stereo, or stereo plugin instance. When the Deco mono instance is in use, its left & right outputs are summed to mono. Note that some parameter settings will affect the mono/stereo operation of the plugin:

- For mono plugin instances, **WIDE STEREO** is disabled.
- For stereo plugin instances, when **WIDE STEREO** is enabled, its wet signal is summed to mono and routed to both the Reference Deck signal on the left output channel and the Lag Deck signal on the right output channel.
- For stereo plugin instances, when the **TYPE - BOUNCE** mode is selected, the right channel of the Lag Deck is phase-inverted and bounced to the left channel input, resulting in a ping-pong like stereo effect.

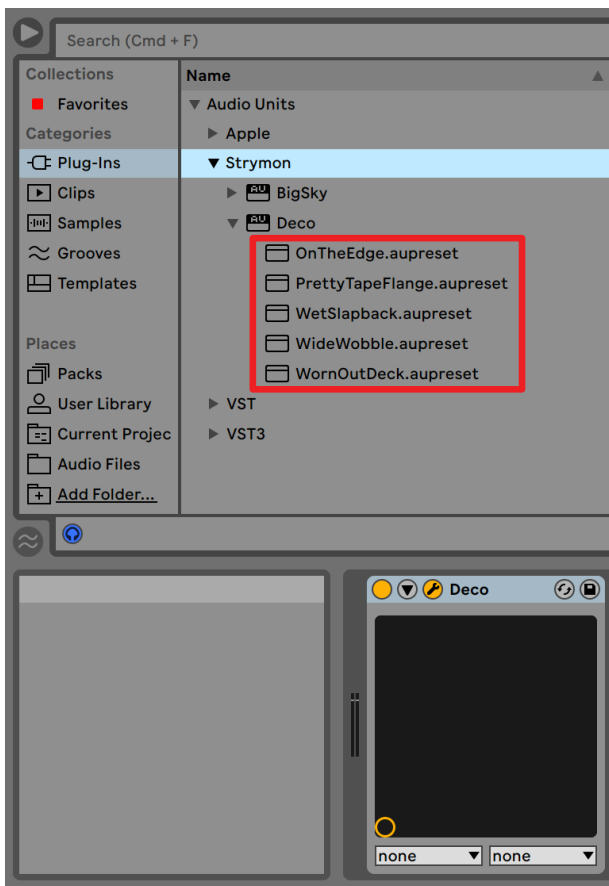
Presets

We've provided a set of Deco Factory Presets to get you started. These can be loaded and used as they are, or edited to your liking and then saved or copied for use in all your DAW host's projects.

The loading and saving of all Deco presets is managed within your DAW host application. Each DAW host application presents this Preset Menu and its Preset Load and Save commands slightly differently, as shown in the following examples. Please check your DAW host application's documentation for details.

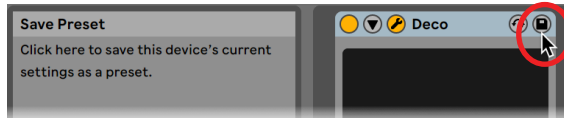
Presets - Ableton[®] Live

In Ableton Live, you'll find Deco's factory presets within the Browser window's Plug-Ins Category list. Double-click on a preset here to launch a new Deco instance with the preset loaded. Or, you can drag one of the presets onto an existing Deco plugin instance within the Device View at the bottom of Live's screen.



Accessing Deco factory presets from the Ableton Live Plug-Ins Browser

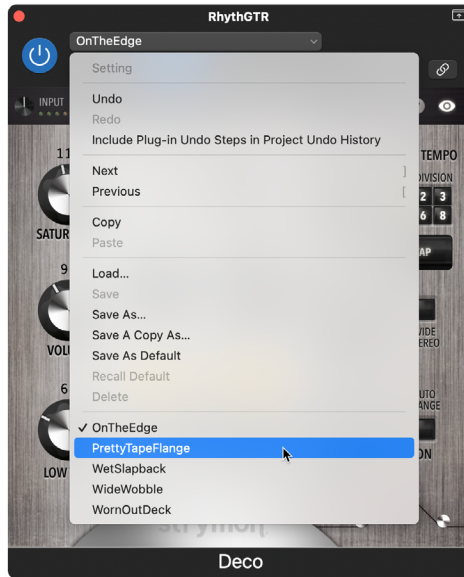
To save your own presets, click the Save button of Live's Device View's Deco plugin interface. Your saved presets are accessible within Live's User Library from the Browser window.



Saving Deco plugin's current settings as a user preset in Ableton Live

Presets - Apple Logic

In Logic, click on the Preset menu found at the top of the Plugin Window of your Deco plugin instance and select one of the presets from the bottom of the menu.

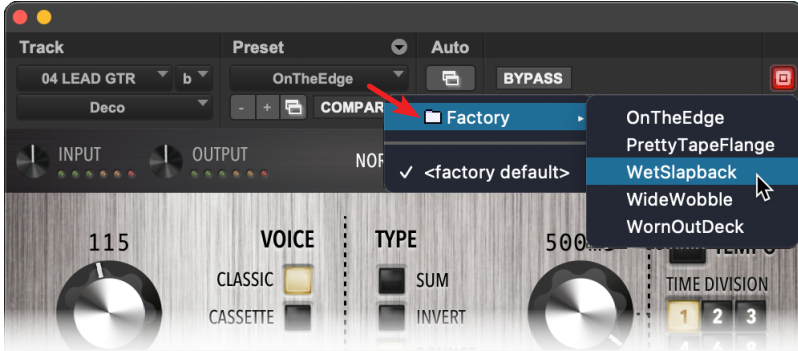


Loading a Deco preset from Logic's Preset Menu

To save your own presets, use the Save options within the menu. Your saved presets will appear at the bottom of the Preset menu list.

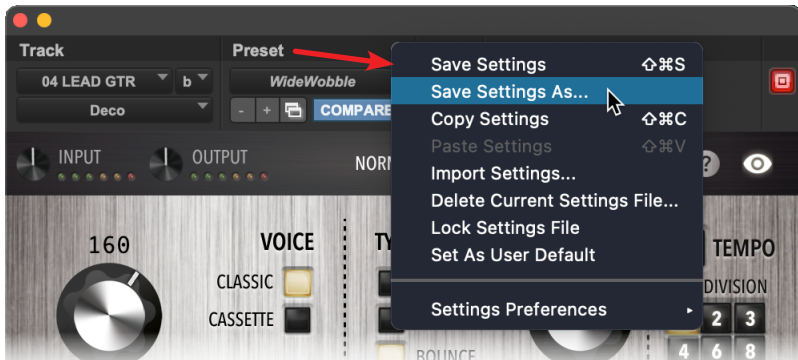
Presets - Avid® Pro Tools®

In Pro Tools, click on the Preset Library menu found at the top of the plugin window of your Deco plugin instance, and select one of the presets from the Factory folder.



Loading a Deco factory preset in Pro Tools

To save your own custom presets, use the Save Settings options within the Preset Settings menu. Your saved presets will appear within the Preset Library menu.



Saving a custom Deco preset in Pro Tools

The Plugin Toolbar Controls



The Deco plugin Toolbar

All the toolbar controls' settings are applied globally per each instance of the Deco plugin (not saved per preset).



INPUT - Turn the knob to adjust input level to the plugin. The LED meter lights **GREEN** to **YELLOW** when the input level signal is within a normal range. The **RED** LED lights when an overload condition occurs, in which case you should use the knob to reduce your input level. The Input knob provides +/-36dB of gain. Also see the **NORMAL/STUDIO** input level option below.



OUTPUT - Turn the knob to adjust the output level of the plugin. The output meter to the right of the control lights **GREEN** to **YELLOW** when the plugin's output signal is in a normal range, and **RED** when an overload condition occurs. The Output knob provides +/-36dB of gain. Note that the Tape Saturation's **GAIN** and **LEVEL** controls also affect the plugin's output level.

TIP: To quickly reset the Input or Output Level controls to their default (0dB) value, Option + click (Mac) or Alt + click (Windows) directly on the knob.



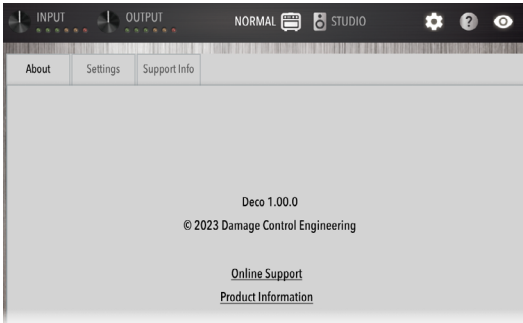
NORMAL/STUDIO - Click on **NORMAL** or **STUDIO** to select the desired input headroom

for the plugin. Also see [page 20](#).

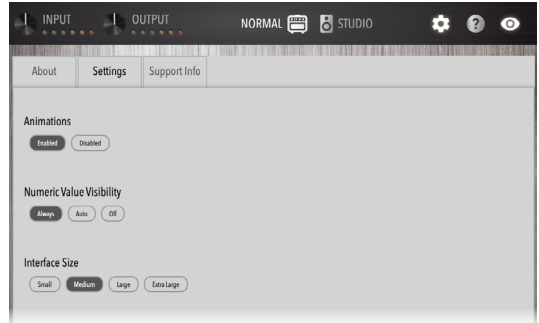
- **Normal** - Recommended when an instrument level source, such as a D.I. guitar or a bass, is fed into the plugin.
- **Studio** - Recommended when a hotter signal is fed into the plugin, such as when receiving input from a line level source. 10dB of headroom is added.



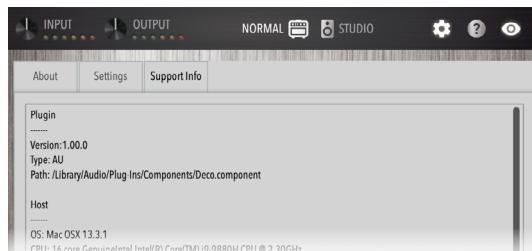
ABOUT/SETTINGS/SUPPORT INFO - Click to launch the plugin's About, Settings, and Support Info window.




The About tab



The Settings tab



The Support Info tab

- **The About tab** shows the current Deco plugin version and links to the Strymon website's Online Support and Deco Product Information.
- **The Settings tab** offers several global options for the plugin.
 - **Animations** - If you prefer not to have the "tape reel" spinning within the Deco plugin main window, click the Disabled button.
 - **Numeric Value Visibility** - This is a global option for the behavior of the values that can be displayed above the knobs in the plugin window. (You can use the  button on the plugin toolbar to configure this behavior individually for each plugin instance.)
 - **Interface Size** - Choose the plugin window size that best fits your screen and workflow.
- **The Support Info tab** displays details about the Deco plugin, your DAW host and computer system, and current parameter settings. If you are encountering issues using Deco or your DAW host, use the Copy to Clipboard button to copy all the info from this tab and paste into a text document, which can be useful to send to Customer Support for evaluation.

Click the Settings button again to return to the plugin Interface.



HELP WINDOW - Click to display a handy, on-screen Help Window. While the window is open, it will display tips for the plugin's controls as you hover your mouse cursor over them. Click the button again to close the window.



NUMERIC VALUE VISIBILITY - Click the “eye” 3-way switch to show or hide the rotary controls’ parameter values.

NOTE: This toolbar setting changes the numeric values’ display behavior only for the current instance of the plugin. You can apply the behavior globally, for all plugin instances, within the Settings tab— see [page 14.](#)]



Always - Values are shown above controls (the initial default setting, the toolbar button appears illuminated).



Auto - Click again to momentarily show values only when the mouse cursor hovers over or adjusts the control (the toolbar button appears dimmed).



Off - Click once again to hide values (the toolbar button appears crossed out and dimmed).

The Effect Parameters

The Deco interface’s main window offers simple controls for its two effects: **TAPE SATURATION** and **DOUBLETRACKER**.



The Deco plugin user interface

TIPS: To enter precise knob settings, click on any knob’s numerical value, type in your desired value (0-255), and hit the Return/Enter key.

You can reset any knob control to its initial default value by using Option + click (Mac) or Alt + click (Windows) directly on the knob.

You can globally customize the size of the Deco plugin interface within the plugin’s Settings tab—see [page 14](#).

TAPE SATURATION CONTROLS

Deco is well suited for a last-in-chain, “always on” sweetening effect. Everything sounds better on tape! Want to push the limits of tape beyond what was originally possible? Use Deco as a tape-style, transparent overdrive—crank the Saturation all the way up to “peg the meters” and gently overload the machine’s input.

All Tape Saturation controls’ values are saved per preset.



VOICE - Selects between two tape machine styles:

CLASSIC: produces the response and saturation characteristics of 2-track mastering reel-to-reel machines.

CASSETTE: employs an auto level control (ALC) process, common to many high-end cassette recorders, resulting in a compressed, fat tone.



SATURATION - Sets the amount of tape drive by adjusting the preamp gain. At low levels, a subtle harmonic enhancement occurs. As the knob is turned up, the dynamic compression and distortion increases. See [page 20](#).



TONE - Adjusts the overall tone of the Tape Saturation, from dark to bright.



VOLUME - Controls the output volume of the Saturation. Note that this control, along with the **SATURATION** knob affects the plugin’s output level, as indicated on the plugin’s output meter.



LOW TRIM - Applies a subtle high pass filter to reduce the low end, which can clean up some rumble and muddiness from your effected tone. At the minimum setting the signal is full bandwidth, with no high pass filtering applied.



TAPE SATURATION - Clicking the button toggles the Tape Saturation effect On (button is lit, as shown at left) or Off, independently of the plugin’s Doubletracker effect.

DOUBLETRACKER CONTROLS

Your signal is run through two virtual tape machines, the Reference and Lag Decks, allowing you to delay one deck to intensify and widen your sound with a range of classic phasing, flanging, chorusing, and delay effects. All Doubletracker controls' values are saved per preset.



TYPE - Selects phase and internal routing to tailor tonality and low-end:

SUM: the Reference and Lag Decks are summed in phase.

INVERT: the repeats of the Lag Deck are phase-inverted and summed with the Reference Deck signal.

BOUNCE: the right channel of the Lag Deck is phase-inverted and bounced to the left channel input. With mono output or **WIDE STEREO** enabled, you get a double-repeat effect. With **WIDE STEREO** disabled, there is a ping-pong-like stereo effect.



LAG TIME - Manually sets the delay offset between the Reference Deck and the Lag Deck, creating a full range of doubletracking tape effects. Transition from flange on the first half of the knob, to chorus, slapback, and then echo

with a maximum 500ms delay. See [page 22](#).



LAG TIME TEMPO - Enabling the **SYNC** button sets the **LAG TIME** control to automatically follow your DAW host project's tempo or your custom Tap tempo, entered via the **TAP** button. The set of **TIME DIVISION** buttons allow you to choose a different note value for the current tempo. Both Tempo Sync and the Tap tempo follow the selected **TIME DIVISION** setting. See [page 23](#).

NOTE: When the **SYNC** button is enabled for host tempo sync (or if the **AUTO FLANGE** switch is enabled), manual adjustment of the **LAG TIME** parameter is disabled.



BLEND - Sets the relative mix level of the two tape decks using the **TYPE** switch's current mode. Turn counter-clockwise to add more of the Reference Deck, which can serve to tame your doubletracking effect. Turn clockwise to blend in more of the Lag Deck. At 12 o'clock, both decks are equally mixed.



WOBBLE - Adds a random modulation to the Lag Deck. At lower settings, the variations are mild and create time-varying flange effects. At higher settings, the variations become more extreme.



WIDE STEREO - Click to engage (button is lit) to generate a wide stereo image by sending the Reference Deck signal to the plugin's left channel output and the Lag Deck to the right channel output. Use the **BLEND** knob as a pan control by adjusting the relative levels of the decks.

NOTE: When using a mono instance of the Deco plugin, the **WIDE STEREO** function is not available. When using a stereo instance, stereo input into the plugin is summed to mono while **WIDE STEREO** is enabled.



AUTO FLANGE AND AF RATE - Click to engage (button is lit) to emulate a “virtual audio engineer” manning the faders and tape reels to create a smooth and predictable, through-zero flange experience on the fly. The **AF RATE** knob sets the sweep time for the **AUTO FLANGE** effect between fast (at minimum) and slow (at maximum).

TIP: The **DOUBLE TRACKER** button must be enabled (lit) for the **AUTO FLANGE** to be audibly engaged.

NOTE: **AUTO FLANGE**, when engaged, takes priority over the **SYNC** button's ability to be enabled (for host tempo sync) as well as over manual adjustment of the **LAG TIME** parameter.

The **TYPE**, **BLEND**, **WOBBLE**, and **AF RATE** controls' changes made while **AUTO FLANGE** is enabled are ignored. Only the **TYPE** and **AF RATE** controls affect the sound of the **AUTO FLANGE** effect. The **BLEND** and **WOBBLE** settings do not affect how the **AUTO FLANGE** sounds as these parameters are taken over and automatically adjusted by the **AUTO FLANGE** effect.




DOUBLETRACKER - Clicking the button toggles the Doubletracker effect on (button is lit, as shown at left) or off (button is dimmed), independently of the plugin's **TAPE SATURATION** effect.

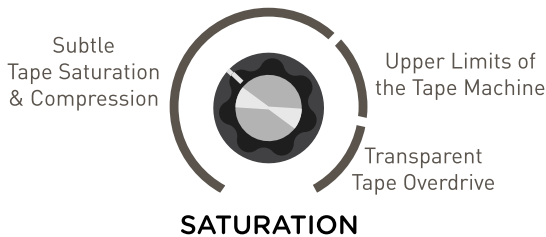
Input Level & Saturation Ranges

The **SATURATION** knob allows for a wide range of level options to provide a nicely saturated tape effect. The overall range of tape saturation is affected by the level of the input signal entering Deco plugin. Since it is possible to feed various types of input signals into your DAW host, you'll want to consider the Deco plugin's **NORMAL/STUDIO** and **INPUT** level settings. The following are some general guidelines for adjusting your levels for different input signal types.

INSTRUMENT LEVEL

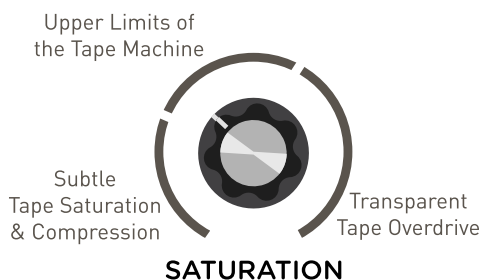
For unprocessed, D.I. guitar & bass signals, such as when inserting the Deco plugin *preceding* an amp modeler plugin (the equivalent of a Deco pedal "in front of an amp"), it is recommended to set the toolbar's **NORMAL/STUDIO** input level switch to **NORMAL** . Start with the toolbar's **INPUT** knob at the 12 o'clock position (unity), and you can fine-tune the plugin's input level from there as desired. Keep an eye on Deco plugin's Input meter—clipping, as indicated by the meter's red LED, should always be avoided.

Lower output, single-coil guitar pickups will experience a rich harmonic enhancement and a lighter overdrive effect.



Typical saturation range when using a single coil guitar


Higher output humbucker pickups will experience heavier overdriven harmonics when the Saturation knob is turned to maximum.



Typical saturation range when using a humbucker guitar

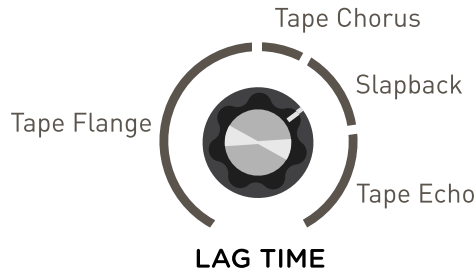
LINE LEVEL AND HOTTER INPUT LEVEL SOURCES

Alternatively, for guitar and bass tracks, you may prefer inserting Deco plugin *after* an amplifier modeling plugin. Or, you'll likely also want to use Deco plugin to add its luscious tape textures and effects to vocals, drums, keyboards, recorded music files, or even sound effects. In many cases, these sources enter Deco plugin as line level or hotter than a D.I. instrument.

When sending this type of signal into the Deco plugin, it is recommended to set the **NORMAL/STUDIO** input level switch to **STUDIO** , which adds 10dB of headroom to accommodate the higher input signal. Start with the toolbar's **INPUT** knob at the 12 o'clock position (unity), and you can fine-tune the plugin's input level from there to achieve the desired amount of saturation. Keep an eye on Deco plugin's Input meter—clipping, as indicated by the meter's red LED, should always be avoided.

Lag Time Ranges

The Deco plugin is capable of several types of delay-based effects, which you can access by adjusting the Lag Time control. To follow are tips for achieving several distinctive tape-based studio effects.



TAPE FLANGE

LAG TIME Setting	Tape Flange Settings
<p>-.3 to 3 ms</p> <p>Very short LAG TIME settings produce a moving comb-filter/flange effect—which goes ‘through-zero’ when the LAG TIME is set to minimum. A static filter effect is achieved when the WOBBLE is turned to minimum.</p>	<ul style="list-style-type: none"> • Set the BLEND to 50/50 (value of 127) for the most pronounced flange effects. • Through-zero effects are more intense when using distorted guitars or high-bandwidth input signals. Add some SATURATION to enhance a clean guitar input. Experiment with the difference between the SUM and INVERT modes in this area for very different experiences. • For an inverted flange that doesn’t cancel completely, try setting the BLEND lower than 127 to favor the Reference Deck, or turn the LAG TIME to around 80 so the delayed Lag Deck doesn’t cross through zero. • Try minimum LAG TIME and set BLEND to maximum (no Reference Deck mixed in) for a random vibrato when WOBBLE is at maximum.

TAPE CHORUS

LAG TIME Setting	Tape Chorus Settings
<p>3 to 50 ms</p> <p>Longer LAG TIME settings result in a thicker sound, as if there are two performers playing the same part. Increasing the WOBBLE control adds more movement and separation between the two decks.</p>	<ul style="list-style-type: none"> • For a more subtle effect, reduce the BLEND knob to favor the Reference Deck. • Changing TYPE from SUM mode to the INVERT mode will change the response of the low frequencies for another tonal possibility. • Increase LAG TIME to get a wider chorus sound.

Lag Time Ranges (continued)


SLAPBACK

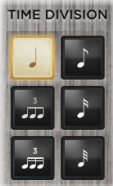
LAG TIME Setting	Slapback Settings
<p>50 to 150 ms</p> <p>First heard in the rock 'n roll records of the '50s, a slapback echo produces the sound of a performance in a large space where the echo reflects back from an opposing wall.</p>	<ul style="list-style-type: none"> • With the BLEND past 127, the slap can be louder than the input. Try this with shorter slap times. • Try slap echoes with TYPE set to the INVERT option. This represents a true physical reflection where the sound waves invert as they bounce off a wall, which can add a "3D" feel. Add some mild modulation with the WOBBLE to create subtle movement in the echo sound. • Try the TYPE set to the BOUNCE option for a thicker slap that has two distinct repeats.

TAPE ECHO

LAG TIME Setting	Tape Echo Settings
<p>150 to 500 ms</p> <p>Longer LAG TIME settings can create delays suitable for soloing or for adding ambience or rhythmic effects to your playing.</p>	<ul style="list-style-type: none"> • Try lower BLEND knob settings for a distant echo effect. Add some WOBBLE for a random modulation-delay effect. • Switching TYPE to the BOUNCE option will create two repeats to further fill out the sound field.

Lag Time - Using the Tap Tempo

- 

If you prefer set Deco's **LAG TIME** to your own rhythm, you can use the **TAP** button to tap in a tempo. The tapped tempo is determined by the selected **TIME DIVISION** setting. The quarter note **TIME DIVISION** option is selected by default.
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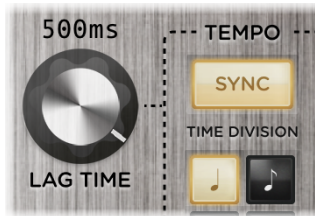
Optionally, you can choose a different **TIME DIVISION** option to achieve different note values. The additional options offered are eighth note, eighth note triplets, sixteenth note, sixteenth note triplets, thirty-second note, and the initial quarter note division.*

***NOTE:** Deco's maximum Lag Time is 500ms, therefore, higher **TIME DIVISION** settings with a slow Tap or synced project tempo may exceed this limit (in which case the **LAG TIME** will remain at 500ms).

Lag Time - Configuring Project Tempo Sync

The preceding examples demonstrate manually setting the **LAG TIME** to produce specific effects. But you can also utilize the **TEMPO** controls to sync the **LAG TIME** to your DAW project's tempo. This allows you to have your slapback or delay repeats in time with your song, with options for different note division values.

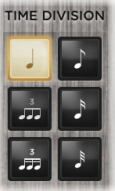
- 1 Click the **SYNC** button to its lit state enable the Tempo Sync option. You'll see the Lag Time knob turn gray to indicate that manual adjustment is disabled while Tempo Sync is enabled..



The Tempo set to “Sync” to the project tempo

NOTE: The **AUTO FLANGE** button takes priority over the **SYNC** button—the **TEMPO** host sync remains disabled while **AUTO FLANGE** is enabled.

With the **TIME DIVISION** - quarter note button selected (the default), this results in the Lag Time syncing at 1/4 notes of your project's tempo. Deco's Lag Time will remain in sync even if your project tempo changes.

- 2  Optionally, you can choose a different **TIME DIVISION** option to achieve different note values. The additional options offered are eighth note, eighth note triplets, sixteenth note, sixteenth note triplets, thirty-second note, or the initial quarter note division.*

***NOTE:** Deco's maximum Lag Time is 500ms, therefore, higher **TIME DIVISION** settings with a slow Tap or project tempo may exceed this limit (in which case the **LAG TIME** will remain at 500ms).

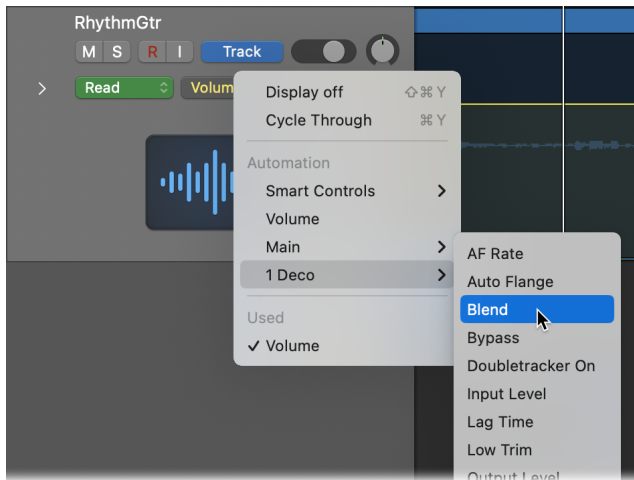
Parameter Automation

Parameter automation is a feature that most DAW applications provide as a manner to change one or more of a plugin's available parameters, either by recording the changes made to these parameters in real-time, or by using an editable track envelope to "draw" changes. These parameter automations can be played back, affecting your project mix. Automating Deco parameters can be a great way to add some unique textures or extreme effects to your track!



The Deco plugin's Blend parameter is automated within a Logic Pro audio track

The list of automatable parameters is available in the host application's parameter automation menu, which is typically found with the track where you've inserted the plugin, or in a menu within the plugin window header itself. Every DAW host software handles automation in their own unique way, so please refer to the user manual of the DAW host for information and instructions.



Selecting a Deco plugin automation parameter within a Logic Pro audio track

NOTE: The **AUTO FLANGE** switch parameter, when enabled (either manually or via host parameter automation), will disable the manual or automation use of the **LAG TIME** knob parameter.

Features

- Detailed recreation of the mechanics of two vintage studio reel-to-reel tape decks and their interactions
- Nuanced sonic delivery of the classic saturation effects of the tape record/playback process
- Simple and intuitive Lag Time control allows for slapback delays, tape echoes, tape flanging, and tape chorusing
- Two Tape Saturation voicings: Classic and Cassette
- Three Tape Saturation adjustment and tone shaping knobs: Saturation, Volume, and Tone
- Tape Saturation controls provide 40dB of volume compensated gain
- Three Doubletracker types to tailor the doubletracked sound: Sum, Invert, and Bounce
- Three Doubletracker adjustment and tone shaping knobs: Lag Time, Blend, and Wobble
- Studio-inspired Auto Flange effect
- Individual Tape Saturation and Doubletracker On/Off switches
- Fully adjustable plugin Input and Output levels with metering
- +10dBu maximum input level easily handles instrument and line level signals
- Switchable Input Mode (Normal and Studio) to tailor the range of the Tape Saturation for your input signals
- Resizable plugin user interface with selectable window sizes
- A set of factory presets included
- AU (Mac) and AAX & VST3 (Mac and Windows) plugin formats for support with all major DAW host applications
- DAW host support for mono, mono-stereo, and stereo plugin instances and standard sample rates from 44.1 kHz to 192 kHz, at 16-bit or 24-bit resolution
- Support for DAW host automation of plugin parameters
- 32-bit floating point processing

Troubleshooting

How to Obtain Service Under this Warranty

Deco plugin is very simple to operate, but if you have any problems, help is available here:

strymon.net/support/deco-plugin-in

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