1. PHOENIX SERIES

Thanks for choosing Phoenix Series plugins! This series fuses classic effects as a springboard for deep and intuitive creative sound tools. Moving beyond K-Devices origins in Max for Live, the Phoenix Series plugins are available as VST, AU, AAX, AUv3, and work for a variety of instruments and styles. Capable of familiar effects as well as experimental and randomized sound shaping, the Phoenix Series is a new spin on essential plugins.

SYMBOLS: by default, all labels are graphical – for text labels, click the switch in the lower-right hand corner.

READOUT: as part of encouraging more musical and creative applications of Phoenix Series, in addition to using symbols for controls, the controls do not have individual readouts. We encourage you to let your ears determine the right knob positions whenever you can! If you’d like a precise readout, however, you can see it by clicking on any parameter and looking in the upper-right corner of the GUI.
2. INSTALLATION

1. Unzip the downloaded file
2. Double click on Windows of MacOS package
3. Follow the instructions

2.1 REQUIREMENTS

- Any 64bits compatible DAW
- MacOS 10.9 or higher
- Windows 8.1 or higher
- iOS 9.3 or higher

2.2 FORMATS

- MacOS: VST / VST3 / AAX / AU
- Windows: VST / VST3 / AAX
- iOS: AUv3
This document will guide you through a complete overview of the products. After reading it, you should be able to use them on perfect, so we recommend that you take the time to read this guide in its entirely.

We suggest to follow K-Devices via Facebook and Twitter, or sign up our Newsletter, in order to stay updated with K-Devices news and future free updates.
Follow us up also on YouTube for video tutorials, or via Instagram, where we share quick tip videos!

**A note for iOS users**

Objects and knobs may have different position, but iOS versions have same features than desktop ones. iOS users can refer to this manual.
3. WOV

WOV is a tremolo with advanced features that you won’t find in other tremolos!
From standard tremolo sounds, to radically shapeable patterns, to experimental and noisy things.
4.1 WOV PARAMETERS
1. **Sync** - enable/disable sync with DAW transport
2. Modulation **Rate** parameters if Sync = 1 Otherwise a Hz dial is displayed
3. **Response** - Bipolar, add/subtract incoming audio value to rate. It introduces dynamic rate variations according to incoming audio
4. **Variation** - Bipolar, chance to generate cycles of the half (left) and double (right) of given frequency. It introduces time variations in modulation
5. **Wave** - The modulation wave, morphing between a quasi-sine to a just-a-little-smoothed square
6. **Peak** - Bipolar, it acts as a sort of attack for the waveform
7. **Warp** - Bipolar, it squeezes/expands the waveform increasing silent intervals before and after the waveform, all keeping the cycle given length. In case of square wave, it acts as a sort of duty cycle
8. **Silence** - Chance to set amplitude to zero for some cycles. If = 0% then all cycles are amped, going thru 100% the chance to get silent cycles increases
9. **Depth** - Depth of modulation over the dry input signal
10. **Multislider** - Set modulation amp value for each step
11. **Right channel offset** - If enabled, a 1 step delay is applied to right channel. Useful for pan effects. It requires Stereo Mode = 1
12. **Stereo Mode** - WOV can either preserve the stereo placement of its input signal, or it can add stereo offset to the output signal. Enabling the Stereo switch directly affects (exclusive processing per channel) the Response, Silence, and Sequencer for a wider sound.

Double click on an object restores its **default** value.
For precise editing, select a parameter, then see its value in the **readout** in upper right corner. Double click on readout to edit displayed value.
5. TTAP

TTAP is a double tape delay/manipulator. Delay a signal, then process it via two independent tape manipulators, and several common parameters. TTAP works well as a delay, but it can also generate patterns, rhythmic accents, glitched textures, and more!
5.1 TTAP PARAMETERS
1. **Time Mode** - Enable/disable sync with DAW transport
2. **Delay Time** if Time Mode = 0 - Otherwise numerator / denominator / type are displayed
3. **Section Mode** - Enable/disable sync with DAW transport
4. **Section** if Section Mode = 1 - Otherwise a ms dial is displayed. **Section** - This is a main parameter: it defines a section of tape, a length and a time resolution used as reference by other parameters. Section is the maximum delay range for the second tape (Gap percentage refers to it). It's also the time res/length of repeated segments, it's the length of tape segment bent by the bend section; it's the time resolution for the Spread. It's the length of the envelopes
5. **Gap** - Shifts the second tape head by a range of 0-100% Section
6. **Balance** - Handle amplitude of tape 1 and 2
7. **Reverse** - Reverse tape 1 and/or tape 2
8. **Repeat** - Chance that a section of tape is repeated. The section length is = Section value
9. **Bend** - Tape section playhead follows non linear ways, from logarithmic (left) to exponential (right)
10. **Bend Modulation** - An LFO (frequency = Section value) modulates Bend value
11. **Spread** - Sections are randomly placed in panorama
12. **Feedback** - Delay's feedback
13. **Filter** - Lopass (left) / Hipass (right) filter. Center = bypass
14. **Dry / Wet**
15. **Envelope** - Enable/disable envelope for this tape. Envelope length = Section value. Please note: disabling envelopes, can brings some clips in your audio signal (specially if using Repeat, Reverse, and Spread). This is part of the design of the effect
16. **Envelope wave** - Select the amplitude envelope waveform
17. **Peak** - Bipolar, it acts as a sort of attack for the waveform
18. **Warp** - Bipolar, it squeezes/expands the waveform increasing silent intervals before and after the waveform, all keeping the cycle given length
19. **Length** - Length of the waveform

**iOS users:** in AUv3 GUI, the **GAP** knob has been replaced with this “grip” icon on top of bottom envelope: just drag it horizontally to set GAP value!
Double click/tap on an object restores its **default** value.

For precise editing, select a parameter, then see its value in the **readout** in upper right corner. Double click/tap on readout to edit displayed value.