air

Ether

User Guide

English

Manual Version 1.0

Introduction

Thank you for purchasing the AIR Ether plugin effect. AIR Ether is a dynamic reverb plugin with components for adding harmony, modulation, delay, and motion to your sound.

This user guide explains the features and functions of the plugin. For more information on using this plugin with other software, please refer to your software's documentation for adding and using plugin effects.

System Requirements & Product Support

AIR Ether supports VST, VST3, AU, and AAX formats.

For complete system requirements and compatibility information, visit **airmusictech.com**.

For technical support, visit **support.airmusictech.com**.

Installation

1. Double-click the **.exe** (Windows) or **.pkg** (macOS) file you downloaded. Follow the on-screen instructions to install the software.

2. Open the plugin application. If you are using this plugin with other software, consult its documentation for scanning new plugins and adding plugin instrument tracks.

3. Open your digital audio workstation (DAW) of choice. Some DAWs will automatically scan for new plugins when the application is opened. If needed, consult your DAW's documentation for more information on adding or scanning new plugins.

4. Insert the AIR Ether plugin into a track and open it.

5. Click **Sign In** to sign into your inMusic Brands Profile using your Internet browser. If you do not have an inMusic Brands Profile yet, you will be prompted to create one.

6. Once you have signed in, click **Activate** in the plugin window to enter your serial key to unlock the plugin. You can unlock each plugin on up to three devices at a time.

7. If you do not have a serial key, you can click **Try Unlicensed** to explore the plugin with intermittent audio alerts. You can also click **10-Day Trial** to initiate a free, fully featured trial of the plugin for 10 days.

    If you would like to purchase a serial key, click the link to purchase a license at **profile.inmusicbrands.com**.
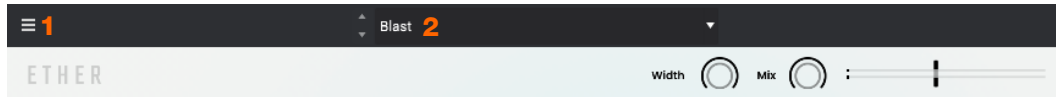
Operation

Overview

Click a part of the screen below to skip directly to that part of this user guide.

Global Controls

Effect Controls

Global Controls

1. **Menu:** Click this icon to open the menu, where you can find the following options:

    - **Scale:** Click here to select a value to scale the plugin window to a new size.

    - **Load Preset:** Click here to load a saved preset.

    - **Save Preset:** Click here to save the current preset.

    - **Open User Guide:** Click here to open this User Guide.

    - **About:** Click here to view plugin version information.

    - **Check For Updates:** Click here to check for software updates for your plugins.

2. **Preset:** Click this drop-down menu to view the list of included plugin presets. You can also click the up and down arrows next to this field to move to the previous or next preset.

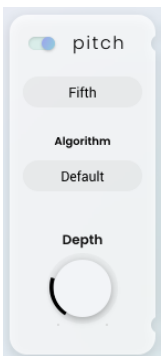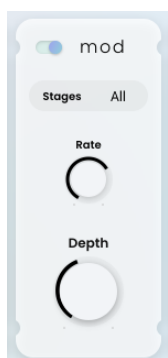| Parameter	Description	Value Range
Width	Stereo width of the effect output.	0–100%
Mix	Wet/dry amount of the overall effect.	0–100%
Gain	Output gain of the effect.	-Inf dB – 0.0 – +12.0 dB

Effect Controls

Reverb Controls

Parameter	Description	Value Range
Pre-Delay	Amount of time between the original audio event and the onset of reverberation.	0–250 ms
Time	Length of the reverberation's decay.	0–100%
Damp	Adjusts the high-frequency damping of the reverberated signal. At lower levels, the sound is duller, and at higher levels, the sound it brighter.	-100 – 0 – +100%
Space	Type of reverberation environment.	Dense, Gritty, Loose, Roomy, Boxy, Cramped, Tiny, Nano
Low Gain	Amount of attenuation or boost applied to the low frequency band of the reverberated signal.	-12.0 – 0.0 –12.0 dB
LP	Center frequency of the low-pass filter.	200 – 20000 Hz
HP	Center frequency of the high-pass filter.	20 – 6000 Hz
High Gain	Amount of attenuation or boost applied to the high frequency band of the reverberated signal.	-12.0 – 0.0 –12.0 dB

Pitch Controls

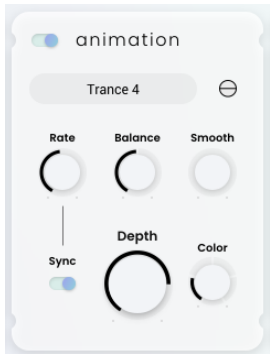| Parameter	Description	Value Range
Pitch	Use the switch in the upper-left corner of the section to enable or disable the pitch shifting effect.	Off, On
Interval	Amount of pitch shifting applied, and in what direction.	Oct High, Oct Low, Minor, Minor Low, Major, Major Low, Fifth, Fifth Low, Detune, Detune High, Detune Low
Algorithm	Adjust the pitch shifting algorithm based on the type of content being processed.	Default, Notes, Bass, Perc, Chords, Textures
Depth	Amount of pitch shifting applied.	0–100%

Mod Controls

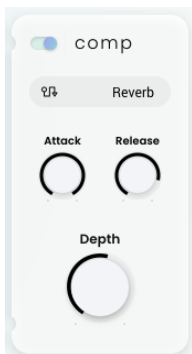| Parameter	Description	Value Range
Mod	Use the switch in the upper-left corner of the section to enable or disable the pitch modulation effect.	Off, On
Stages	Adjusts the shape of the pitch modulation.	1, 2, 3, 4, 5, 6, 7, All, All (Inv)
Rate	Rate of pitch modulation.	0.1 – 10.0 Hz
Depth	Amount of pitch modulation applied.	0–100%

Delay Controls

Parameter	Description	Value Range
Delay	Click the button in the upper-left corner of the section to enable or disable the delay effect.	Off, On
Input	Audio input source for the delay effect.	Dry, Pitched, Reverb, Reverb Ani., Mix
Time	Amount of time between the dry signal and the delayed signal.	
	When **Sync** is **Off**: 1.0 – 4000.0 ms	
	When **Sync** is **On**: 32 – 8/4	
Sync	Sync the Delay **Time** to the **Global Tempo** or turn off to adjust **Time** by milliseconds.	Off, On
Feedback	Amount of signal fed back into the delay line.	0–100%
Cross	When set to **On**, the delay feedback will cross between left and right stereo channels.	Off, On
Mix	Wet/dry amount of the delay effect.	0–100%

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Animation Controls

Parameter	Description	Value Range
Animation	Click the button in the upper-left corner of the section to enable or disable the animation effect.	Off, On
Shape	Adjusts the modulation waveshape for the animation effect.	Rect 1–2, Saw 1–2, Exp 1–2, Tri 1–2, Sine 1–2, Pump 1–6, Trance 1–4
Phase	Activate to invert the shape phase.	Off, On
Rate	Amount of time between the dry signal and the delayed signal.	
	When **Sync** is **Off**: 0.1 – 20.0 Hz	
	When **Sync** is **On**: 4 bars – 1/32	
Sync	Sync the Delay **Time** to the **Global Tempo** or turn off to adjust **Time** by milliseconds.	Off, On
Balance	Adjust the left/right stereo balance of the animation effect.	-100 – 0 – +100%
Smooth	Adjusts the animation shape to smooth out the transition between points.	0–100%
Color	Adjust the tonal character of the animation effect.	Higher, High, Low, Lower
Depth	Amount of animation effect applied.	0–100%

Comp Controls

Parameter	Description	Value Range
Comp	Use the switch in the upper-left corner of the section to enable or disable the compression effect.	Off, On
Routing	Audio input source for the compression effect.	Mix, Sidechain, Reverb
Attack	Length of time to apply the compression.	0.01 – 20.00 ms
Release	Length of time for compressed signal to return to original level.	100 – 2500 ms
Depth	Amount of compression applied.	0–100%

LFO Controls

Parameter	Description	Value Range
LFO	Use the switch in the upper-left corner of the section to enable or disable the low-frequency oscillator.	Off, On
Rate	Speed of the LFO modulation.	
	When **Sync** is **Off**:	0.1 – 2.0 Hz
	When **Sync** is **On**:	4 bars – 1/32
Sync	Turn **On** to sync the LFO modulation **Rate** to the Global Tempo, or turn **Off** to adjust Rate by Hz.	Off, On
Trigger	Determines how the LFO modulation is activated.	LFO (Free), LFO (Sync), LFO (Trig), Env (Trig)
Threshold	When **Trigger** is set to **LFO (Trig)** or **Env (Trig)**, this setting adjusts the threshold at which the LFO is activated.	0–100%
Targets	Select the output targets for the LFO modulation.	Pitch Depth, Mod Rate, Mod Depth, Ani. Depth, Ani. Balance, Ani. Rate
Depth	Amount of LFO modulation applied to the target.	0–100%
Phase	Activate to invert the phase of the LFO modulation wave.	Off, On

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