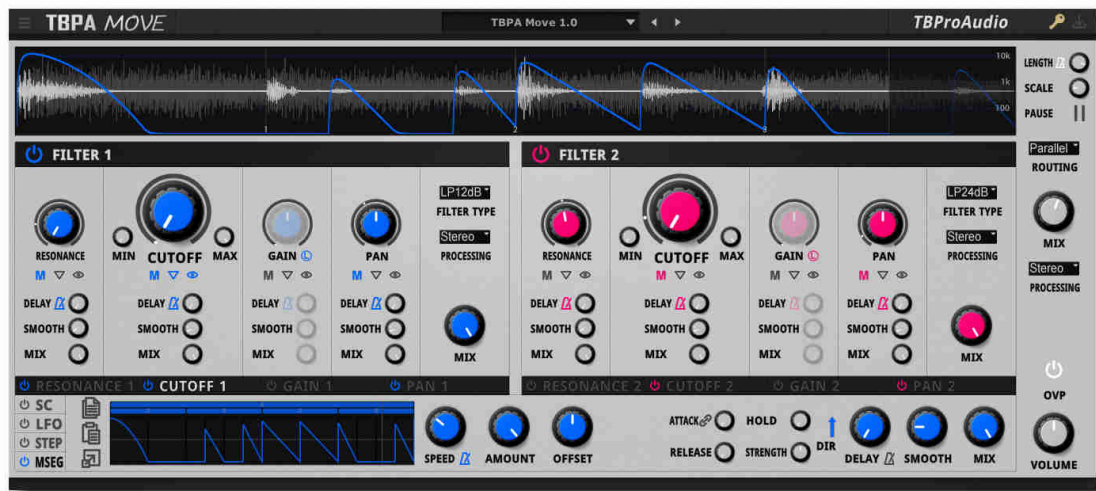


# TBPA MOVE



## MANUAL

TBProAudio 2024

# 1 Introduction

**TBPAMove** is a DAW plugin for creating rhythmic filter, gain and pan effects.

**TBPAMove** consists of two independent filters and a high-resolution oscilloscope.

Each parameter of the filter (resonance, cutoff, gain and pan) can be controlled by DAW automation and a modulator.

The DAW automation can be customized (delayed, smoothed and mixed with default).

The modulation types can be side-chain, LFO, step sequencer or multi-stage envelope generator.

# 2 Features

**TBPAMove** offers the following features:

- 2 independent filter with resonance, cut-off, gain pan controls
- various filter types (e.g. low pass, high pass, peak and shelf)
- serial and parallel processing
- 8 independent modulators
- side-chain modulator
- LFO modulator
- step sequencer modulator
- multi-stage envelope generator
- multiple randomization options
- AHR envelope
- delay of parameter changes
- smoothing of parameter changes with low aliasing
- copy/paste modulator settings across plugin instances
- VST3 sample accurate automation data processing
- large oscilloscope with audio and parameter envelope display
- GUI scale
- 64-bit internal processing

### 3 Overview



Oscilloscope:

The oscilloscope provides a real-time and DAW sync view of input/output audio and parameter modulation curve.

Filter section:

The filter sections controls 2 independent filters with resonance, cutoff, gain and pan. Additional it provides many to options to adjust DAW automation.

Modulator selector:

The modulator selector gives quick access to the multiple modulators.

Modulator section:

Each filter parameter is control by its own modulator. The modulator can be either side-chain (SC), low frequency oscillator (LFO), step sequencer (STEP) or multi-stage envelope generator (MSEG)

### 4 How does TBPAMove work

TBPAMove is a filter plugin. Most of the plugin parameter can be automated by the DAW. The 4 filter parameters resonance, cutoff, gain and pan have special controls (delay, smooth and mix) to adjust the data coming from DAW automation.

Additional to DAW automation the 4 filter parameters are connected to individual modulators. Each modulator can adjust the filter parameter by side-chain signal, LFO, step sequencer or multi-stage envelope generator.

## 5 Plugin controls

### Mouse control:

- left mouse click and drag: value change
- shift: enables fine control
- double click: open value entry box
- control click: set value to default



- 1) left mouse click and drag: resize GUI  
left mouse double click: either resize to default or 150%

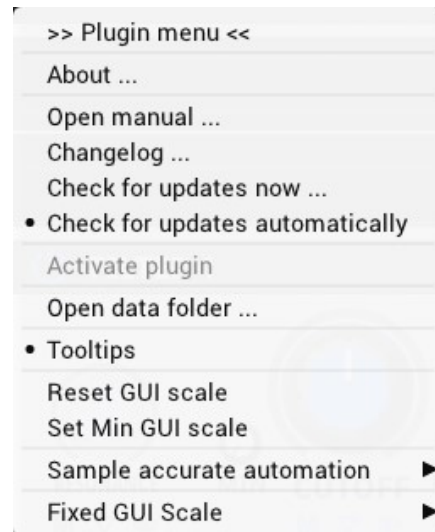
### 5.1 Main plugin area



- 2) Plugin menu
- 3) Preset menu
- 4) Logo: click to prevent audio mute in dome mode
- 5) Icon: indicates if plugin is activated
- 6) Icon: indicates if update of plugin is available

#### 5.1.1 Plugin menu

- 1) About: shows plugin version and further information
- 2) Open manual: opens plugin manual
- 3) Change log: opens web site with latest version info
- 4) Check for updates now: new version check
- 5) Check for updates automatically: auto version check
- 6) Activate plugin: shows plugins activation screen
- 7) Open data folder: opens local data folder
- 8) Tooltips: enables display of parameter information
- 9) Reset GUI scale: resets GUI scale to default
- 10) Set Min GUI scale: sets GUI to minimum scale
- 11) Sample accurate automation: VST3 only, enables sample accurate DAW automation data
- 12) Fixed GUI scale: sets GUI to defined sizes



### 5.1.2 Preset menu

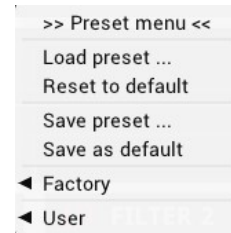
Preset menu loads and saves user presets.

Presets stored under %localappdata%/TBPAMove (Windows) or

/Users/xxx/Library/Application Support/TBPAMove (Mac OSX) are imported as user presets.

Previous and next button step through all presets

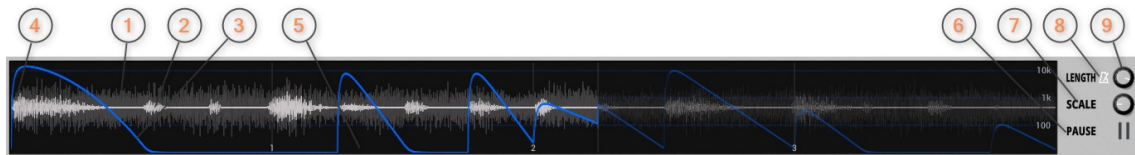
- 1) Load preset: opens load preset dialog
- 2) Reset to default: resets plugin state to default
- 3) Save preset: open save preset dialog
- 4) Save as default: saves current state as default plugin state



### 5.2 Oscilloscope

The oscilloscope shows the live input/output audio signal and the selected parameter curve.

The x and y axis can be zoomed.



- 1) Input audio signal
- 2) Output audio signal
- 3) Parameter curve
- 4) Mouse click and drag up/down here to zoom magnitude
- 5) Mouse click and drag up/down here to zoom time frame, mouse click and drag left/right here to adjust offset of time frame,
- 6) Pause oscilloscope
- 7) Adjust the oscilloscope scale
- 8) Enable DAW synced display
- 9) Set oscilloscope length either in ms or in tempo synced beats

#### Mouse control:

- left mouse click and drag left/right over left area of oscilloscope: zoom audio magnitude
- double click: reset zoom
- left click and drag up/down and left/right over bottom area oscilloscope: zoom time frame
- double click: reset zoom

### 5.3 Filter section

The filter section provides the controls for the two independent filters, gain and pan. Additionally there are controls for the DAW automation and signal processing.



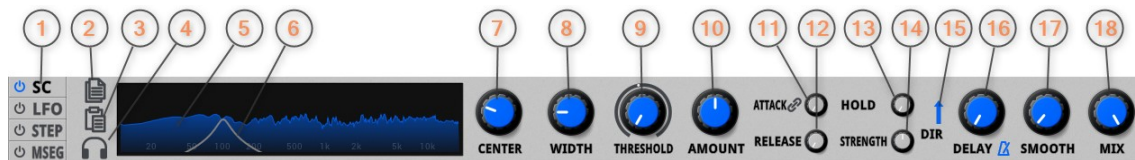
- 1) Enable filter section
- 2) Resonance
- 3) Minimum cutoff frequency
- 4) Cutoff frequency
- 5) Final cutoff frequency including modulator processing
- 6) Maximum cutoff frequency
- 7) Gain
- 8) Limit gain to negative values (avoids gain overshoot's)
- 9) Pan
- 10) Mixes the signal to the input signal
- 11) Different filter types provide access to resonance, cutoff and gain parameter
- 12) Selects signal processing mode: stereo/left/right/mid/side signal
- 13) Show parameter curve in oscilloscope
- 14) Display connected modulator area
- 15) Enable modulator
- 16) DAW automation: delays the incoming parameter changes
- 17) DAW automation: smooths the incoming parameter changes
- 18) DAW automation: mix the incoming parameter changes to default value
- 19) The modulator selector gives a quick access to the multiple modulators.

## 5.4 Modulator section

The Modulator can be set either to side-chain (SC), LFO, step sequencer (STEP) or multi-stage envelope generator (MSEG). Each of the four filter parameter (resonance, cutoff, gain and pan) has its own modulator.

### 5.4.1 Side-chain

The side-chain modulator normalizes the side-chain signal and adds it to the connected filter parameter. The internal normalized signal can be further processed by e.g. AHR envelope, delay and smooth function.



- 1) Modulator type: side-chain (SC), LFO, step sequencer (STEP) or multi-stage envelope generator (MSEG)
- 2) Copy current side-chain modulator settings to internal clipboard (also across plugin instances)
- 3) Paste settings from internal clipboard to current side-chain modulator
- 4) Enable side-chain signal monitoring
- 5) Side-chain spectrum
- 6) Curve of side-chain filter
- 7) Center frequency of the pre-filter
- 8) Width of the pre-filter
- 9) Side-chain signal below threshold is suppressed
- 10) Controls the amount of the side-chain signal
- 11) Attack and link with release
- 12) Release
- 13) Hold
- 14) The strength control compresses or expands the internal normalized signal
- 15) Direction of the internal signal (up = addition, middle = centered, down = subtraction)
- 16) The internal signal is delayed either freely or DAW tempo synced
- 17) The internal signal is further smoothed to avoid too fast signal changes
- 18) Mix controls how much of the internal signal is added to the connected filter parameter

### 5.4.2 LFO

The LFO creates a normalized signal to control the connected filter parameter.



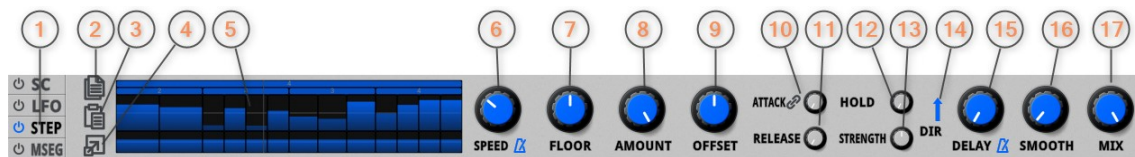
- 1) Modulator type: side-chain (SC), LFO, step sequencer (STEP) or multi-stage envelope generator (MSEG)



- 2) Copy current LFO modulator settings to internal clipboard (also across plugin instances)
- 3) Paste settings from internal clipboard to current LFO modulator
- 4) Various predefined LFO curves
- 5) Randomize LFO curve, mostly curve magnitude and pulse width (pulse and S&H only)
- 6) Controls the frequency of the LFO, either freely or DAW tempo synced
- 7) Pulse width (pulse and S&H only)
- 8) Amount of the LFO curve
- 9) Offset of the LFO curve
- 10) Attack and link with release
- 11) Release
- 12) Hold
- 13) The strength control compresses or expands the internal normalized signal
- 14) Direction of the internal signal (up=addition, middle=centered, down= subtraction)
- 15) The internal signal is delayed either freely or DAW tempo synced
- 16) The internal signal is further smoothed to avoid too fast signal changes
- 17) Mix controls how much of the internal signal is added to the connected filter parameter

### 5.4.3 Step Sequencer

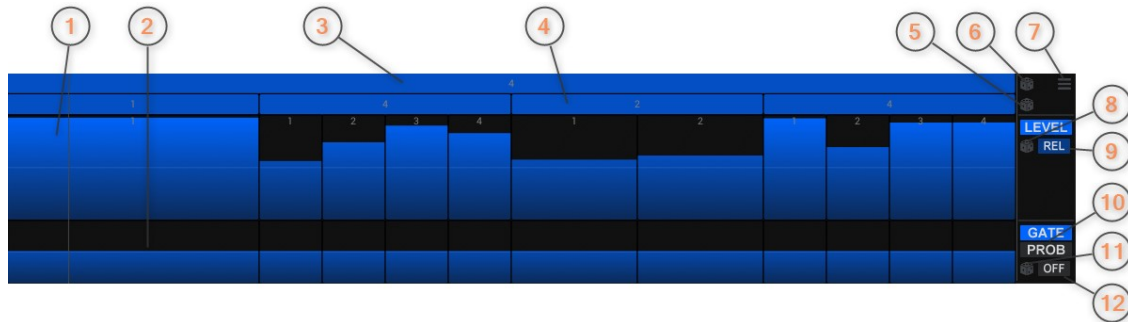
The step sequencer creates a normalized signal to control the connected filter parameter. It works with steps and sub-steps that create rhythmic patterns in a very musical way. If you set the steps/sub-steps to 4-/4/4/4 you get a “normal” 16 beats step sequencer.



- 1) Modulator type: side-chain (SC), LFO, step sequencer (STEP) or multi-stage envelope generator (MSEG)
- 2) Copy current step sequencer modulator settings to internal clipboard (also across plugin instances)
- 3) Paste settings from internal clipboard to current step sequencer modulator
- 4) Enlarge step sequencer control
- 5) Step sequencer control (with limited mouse control)
- 6) Controls the frequency of the step sequencer, either freely or DAW tempo synced
- 7) The floor level determines the level that is set after gate-time is passed
- 8) Amount of step sequencer signal
- 9) Offset of step sequencer signal
- 10) Attack and link with release
- 11) Release
- 12) Hold
- 13) The strength control compresses or expands the internal normalized signal
- 14) Direction of the internal signal (up=addition, middle=centered, down= subtraction)
- 15) The internal signal is delayed either freely or DAW tempo synced
- 16) The internal signal is further smoothed to avoid too fast signal changes
- 17) Mix controls how much of the internal signal is added to the connected filter parameter



### 5.4.3.1 Large control



- 1) Sub-step level: draw with mouse click and drag or change with mouse wheel
- 2) Sub-step gate-time or probability: draw with mouse click and drag or change with mouse wheel
- 3) Step count: change with mouse wheel or click and drag up/down
- 4) Sub-step count: change with mouse wheel or click and drag up/down
- 5) Randomize all sub-step counts
- 6) Randomize step and all sub-step counts
- 7) Step sequencer file menu: load/save user sequences
- 8) Randomize all sub-step levels
- 9) Auto randomize mode: off, rel (relative to current levels), abs (totally random level)
- 10) Switch between gate-time display and probability display
- 11) Randomize all sub-step gate-time or probability
- 12) Auto randomize mode (gate-time only): off, rel (relative to current gate-time), abs (totally random gate-time)

#### Mouse control in step area and sub-step area:

- mouse wheel, left click and drag: change step count
- shift left click: increase step count
- ctrl left click: decrease step count
- shift ctrl left click, or right click: open step menu

#### Step menu:

Step
+1
-1
Randomize step and sub step counts

#### Sub-Step menu:

Sub Step
+1
-1
Randomize sub step count
Randomize all sub step counts

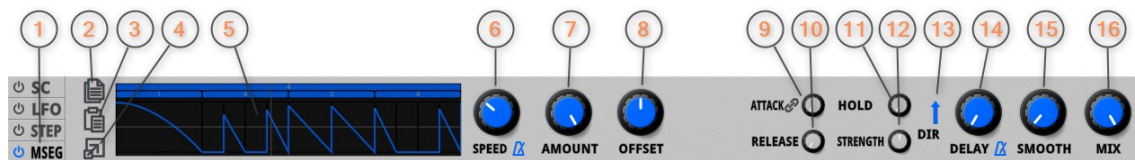
#### Mouse control in level and gate-time/probability area:

- mouse wheel or left click and drag: change level, gate-time or probability
- shift left click: set value to 0

- control left click: set value to 1
- alt click and drag: change all values (in ProTools use right mouse button instead of alt key)
- alt shift click: set all values to 0 (in ProTools use right mouse button instead of alt key)
- alt control click: set all values to 1 (in ProTools use right mouse button instead of alt key)
- shift control alt click: randomize all values (in ProTools use right mouse button instead of alt key)

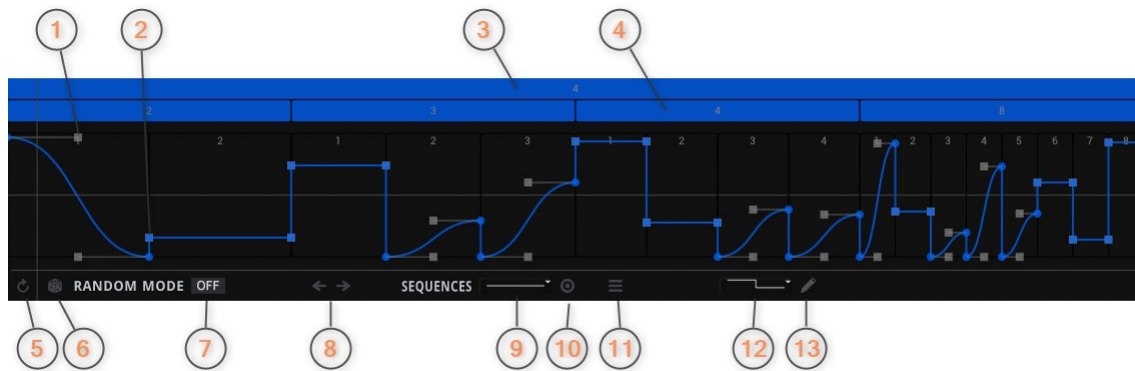
#### 5.4.4 Multi-stage envelope generator

The multi-stage envelope generator creates a normalized signal to control the connected filter parameter based on splines. It works with steps and sub-steps that create rhythmic patterns in a very musical way. If you set the steps/sub-steps to 4-/4/4/4 you get a “normal” 16 beats step sequencer.



- 1) Modulator type: side-chain (SC), LFO, step sequencer (STEP) or multi-stage envelope generator (MSEG)
- 2) Copy current multi-stage envelope generator modulator settings to internal clipboard (also across plugin instances)
- 3) Paste settings from internal clipboard to current multi-stage envelope generator modulator
- 4) Enlarge step sequencer control
- 5) Step sequencer control (with limited mouse control)
- 6) Controls the frequency of the multi-stage envelope generator, either freely or DAW tempo synced
- 7) Amount of step sequencer signal
- 8) Offset of step sequencer signal
- 9) Attack and link with release
- 10) Release
- 11) Hold
- 12) The strength control compresses or expands the internal normalized signal
- 13) Direction of the internal signal (up=addition, middle=centered, down= subtraction)
- 14) The internal signal is delayed either freely or DAW tempo synced
- 15) The internal signal is further smoothed to avoid too fast signal changes
- 16) Mix controls how much of the internal signal is added to the connected filter parameter

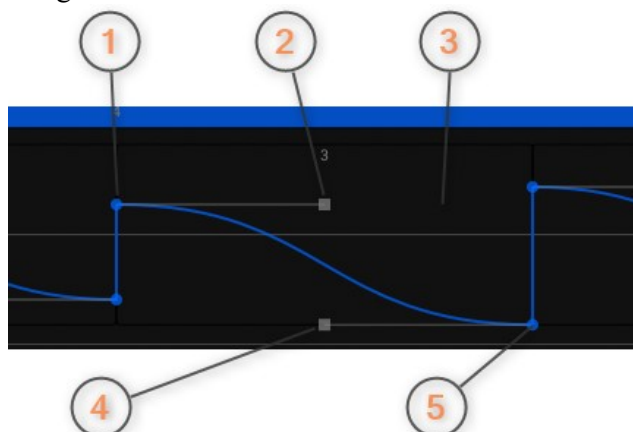
### 5.4.4.1 Large control



- 1) Spline control point, place it freely with the mouse in the segment
- 2) Segment point, change the level with the mouse
- 3) Step count: change with mouse wheel or click and drag up/down
- 4) Sub-step count: change with mouse wheel or click and drag up/down
- 5) Reset the MSEG
- 6) Randomize all levels
- 7) Auto randomize mode: off, rel (relative to current levels), abs (totally random level)  
Note: if randomize mode is either rel or abs neither segments points nor control points can be modified
- 8) Shift sequence left or right
- 9) Sequence selector
- 10) Sets current sequence defined by sequence selector
- 11) MSEG file menu: load/save user sequences
- 12) Factory segment selector
- 13) Segment draw mode: draw factor segments with the mouse.

#### MSEG segment with control points:

Each segment contains linear or smooth curves based on Bezier splines.



- 1) Segment in point, start point, move up down with the mouse
- 2) Spline control in point, start control point, place it freely with the mouse
- 3) Segment, right mouse click or alt left mouse click opens segment menu
- 4) Spline control out point, end control point, place freely with the mouse
- 5) Segment out point, end point, move up down with the mouse

#### Mouse control in step area and sub-step area:

- mouse wheel, left click and drag: change step count
- shift left click: increase step count
- ctrl left click: decrease step count
- shift ctrl left click, or right click: open step menu

#### Step menu:

Step
+1
-1
Randomize step and sub step counts

#### Sub-step menu:

Sub Step
+1
-1
Randomize sub step count
Randomize all sub step counts

#### Mouse control in curve area point or control point:

- mouse left click and drag: change in/out point, in/out control point
- mouse control left click and drag: change in/out control point  
Note: use this to adjust spline control points lying behind “normal” points
- shift left click in/out point: snap levels
- right click or shift ctrl left click in/out point: open point menu

#### Point menu:

Point
Snap
Set linear
Set smooth

#### Mouse control in curve area segment:

- right click or alt left click in/out point: open segment menu
- control left mouse click: copy segment
- shift left mouse click: paste segment

### Segment menu:



## **5.5 Main controls section**



- 1) Routing: selects either serial or parallel processing of the 2 filter
- 2) Mix: ratio of filter 1 and filter 2 signal in parallel routing mode
- 3) Processing: selects plugin processing mode: stereo/left/right/mid or side.
- 4) OVP (over protection): protects the signal from going over 0dBFS
- 5) Volume: adjusts the plugin volume


## 6 Minimum system requirements

- Windows 7, OpenGL 2 GFX card
- Mac OS X 10.11, Metal GFX card
- SSE2 CPU
- Win: 32/64 Bit VST, 32/64 Bit VST3, 32/64 Bit AAX
- OS X: 64 Bit VST, 64 Bit VST3, 64 Bit AU, 64 Bit AAX
- Tested with: Cockos Reaper, Steinberg Cubase/Nuendo/Wavelab 6+, FL Studio 12+, PT2018+, Reason 9.5+, Studio One, Ableton Live
- For latest information please visit [www.tbproaudio.de](http://www.tbproaudio.de)

## 7 Demo mode versus registered mode

In demo mode (without activation), the plugin mutes audio every 90 seconds for a short period. This could be circumvented by clicking on the "TBProAudio" logo within 90 seconds.

## 8 Registration/Activation

The plugins needs to be registered / activated to remove demo restrictions. Please go to  [www.tb-proaudio.de](http://www.tb-proaudio.de) to purchase the activation key. After purchase you will receive an email from TBProAudio with either the (zipped) activation key file or the activation key in text form. Go to the plugin menu->Activate plugin. Please follow the steps described here: <https://www.tbproaudio.de/support/productactivation>. After successful activation the key symbol lights in golden color.

## 9 Conclusion

So finally if you have any questions or suggestions please let us know.

Your team from TBProAudio :-)