

# TimeStop

## Manual

v1.0



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# Introduction

Thank you for downloading **TimeStop**, the tape-stop-inspired plugin dedicated to creative slowdown effects. Based on the same high-quality DSP algorithms as the award-winning [TimeShaper 3](#) for ShaperBox 3, TimeStop focuses exclusively on timed stops and dives, and rhythmic repitching.

In this manual, we'll guide you through every one of TimeStop's controls.

Prefer to watch rather than read? Then check out our [TimeStop overview video](#).

## System Requirements

### Windows

Windows 7, 8, 10 or 11

VST3 or AAX host sequencer

64-bit

### Mac

Mac OS X 10.15 or later

Intel or Apple Silicon Mac

VST3, AU or AAX host sequencer

Works with Ableton Live, Logic Pro, Pro Tools 12, Cubase, Bitwig Studio, FL Studio, REAPER, Studio One, and many other DAWs that support VST3, AU or AAX.

## Installing and Authorising TimeStop

Having downloaded your TimeStop installer and license file from [your Cableguys account](#), double-click the installer and follow the instructions to install the plugin. When you first launch the full (as opposed to demo) version of TimeStop as an audio effect plugin in your DAW, it will request the license file. Simply browse to the license file stored on your hard drive and confirm your registration in the dialog that appears.

Please see our in-depth [installation and authorisation guide](#) for more information.

# Quick-Start Guide

Got five minutes? Here's everything you need to make your first tape-stop.

## 1. Drop it on a track

Add TimeStop as an effect on any channel – vocal, synth, drum bus, even the master output. Hit play. You're in **Classic** mode by default, which is exactly where you want to start.

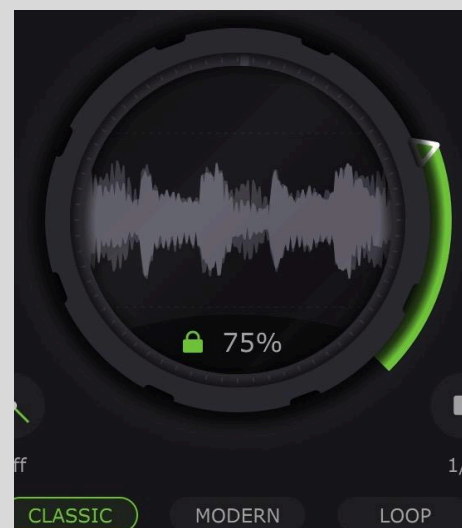


## 2. Make your first tape-stop

Turn the **Pitch** knob down – the sound slows and drops in pitch, just like slowing down a tape reel or vinyl record. The further you turn it, the lower and slower things get. At 0%, playback stops completely. Let go and the knob springs back to 100%, and everything snaps to full speed again – ready for your next tape-stop.

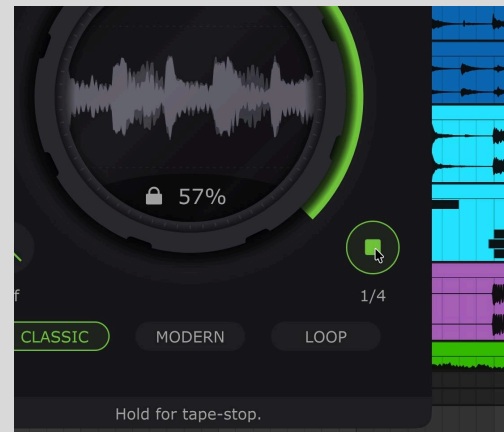
## 3. Lock it up

If you don't want the "spring back to 100%" behaviour, enable the **Lock**. Now the knob stays where you put it, just like a normal control.



#### 4. Click to stop

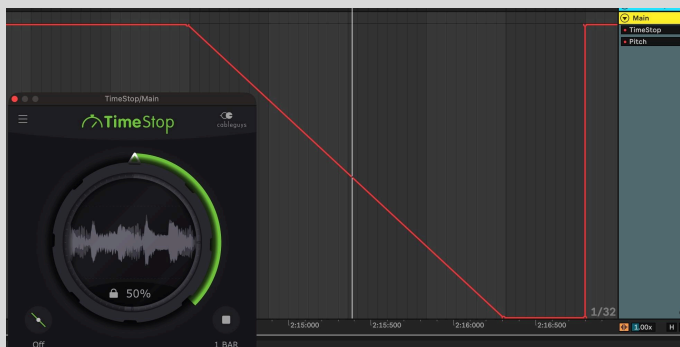
Alternatively, click and hold the **Stop** button to turn the knob automatically. By default, it takes one quarter-note. Use the menu to change this from a 1/16 note up to 4 bars.



#### 5. Automate it

To use TimeStop in your tracks, you need to automate the **Pitch** knob. Everything the **Pitch** knob does is output as automation data, even if you use the **Stop**

button – so record it into your DAW. You can edit it to perfection afterwards. Or skip the recording and draw your ideal tape-stop straight in. See your DAW's manual for the specifics of its automation system.



#### 6. Modern mode

The default **Classic** mode is your go-to for authentic tape drag – pitch and tempo fall together. If you need the pitch to drop without the beat drifting, switch to **Modern**. This is especially good for vocals (stops the lyrics going off beat), applying to single rhythmic tracks (eg, synth or drums), or for dropping the master bus in a rhythmic way.



## 7. Loop mode

To get creative with transitions and fills, use **Loop** mode. When you click the knob, a chunk of audio is sampled from the input, then repeated as the pitch drops. Use it to build stuttering, spiralling effects that are a creative tool all of their own. .



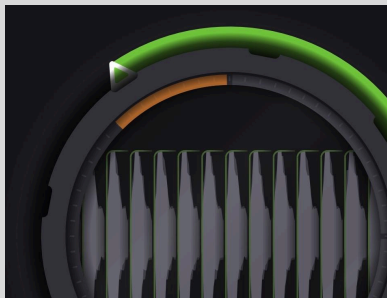
**Note:** TimeStop only works when the host DAW is in playback mode. TimeStop won't have any effect when playing a virtual instrument through it with the DAW in stop mode, for example.

# TimeStop Controls

## Pitch

The big **Pitch** knob at the center of TimeStop sets the playback speed, from full speed at 100% all the way down to... well, fully stopped at 0%! When **Pitch** is at 100%, TimeStop is effectively bypassed.

The rotating **Beat Ring** inside the **Pitch** knob shows the actual, non-slowed playback position within the current bar. Use it as a visual cue for timing the starts and ends of your tape-stops.



In **Loop** mode, the orange marker in the **Beat Ring** shows the section of the bar being looped.

The oscilloscope inside the **Pitch** knob shows the output waveform in real time, making it easy to see as well as hear the changes being made to playback speed. As the **Pitch** knob is turned down, the waveform slows accordingly.

## Lock

By default, the **Pitch** knob snaps back to 100% when released, enabling instant recovery to full speed playback after releasing it. Clicking the **Lock** button, however, disables this, so that the **Pitch** knob stays put when you let go of it.

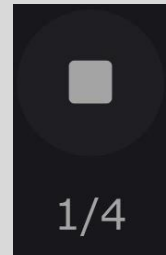


**Lock** also affects the **Stop** button behaviour: wherever you set the **Pitch** knob, it will jump back to that value when **Stop** is released, instead of going to 100%.

When **Lock** is active, TimeStop can be used for regular re-pitching, either static or automated in the host DAW. Note, though, that pulling the pitch down for a long time can reach the limit of TimeStop's audio buffer. If this happens, the audio is faded to silence and a message appears to remind you.

## Stop

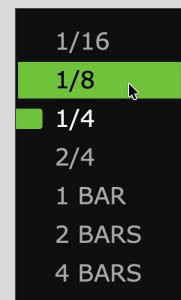
The **Stop** button automatically turns down the **Pitch** knob when clicked, at a rate set by the **Stop Length** menu below. This is useful for triggering perfectly smooth tape-stops at a variety of durations. Releasing the **Stop** button instantly snaps the **Pitch** back to 100%, or to the value set by the **Lock** function if active.



## Stop Length

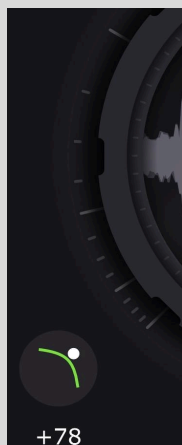
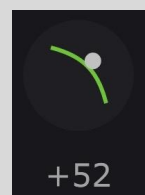
This menu sets the amount of time it takes for the **Pitch** knob to sweep down to 0% when the **Stop** button is held.

Note that **Stop Length** always applies in full, no matter what value the **Pitch** knob is at. So, if you set **Stop Length** to 1 Bar, but with **Lock** engaged and **Pitch** at 50%, it will take one bar for **Pitch** to travel from 50% to 0%.



## Shape

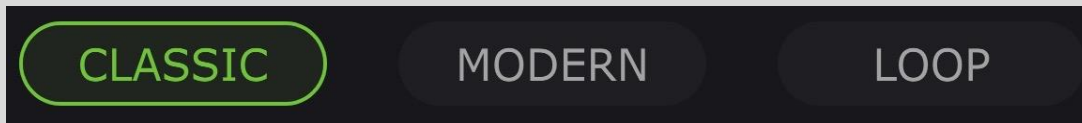
The **Shape** parameter alters the 'acceleration' of the tape-stop effect. At the default setting (Off), the trajectory of the slowdown is linear, but lowering or raising **Shape** makes the stop sharper (negative values) or more gradual (positive values).



**Shape** alters that relationship under the hood, and the **Pitch** value readout always shows you the actual pitch ratio. This enables you to reshape your automated tape-stops without editing the automation data itself. And, of course, **Shape** can be automated as well, to vary the styling of your stops.

The mapping of the knob position to the **Pitch** value is shown in the tick marks that appear around the outside of the knob when the mouse is over the **Shape** control. These 'spread out' and 'bunch up' as **Shape** is adjusted, visually describing the acceleration curve.

# Mode



TimeStop offers three timing **Modes**, each one exploiting its pitch-bending capabilities in a different way.



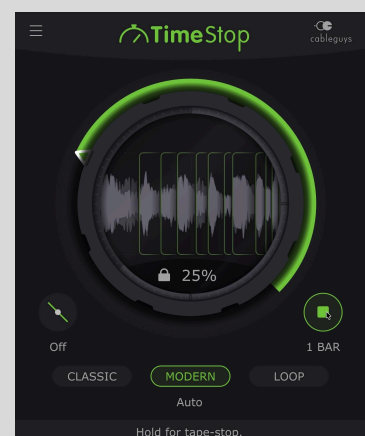
## Classic

In **Classic** mode, TimeStop simply pitches/slows down the input signal to the percentage of its original speed set by the **Pitch** knob. This is the mode to use for classic tape-stops and vintage vinyl spindown effects, where pitch and time fall as one.

## Modern

In **Modern** mode, the input is pitched down without changing its tempo – ideal for repitching beats, vocals and other loops. This works by dividing the signal into segments, each of which is pitched down independently but maintains its position on the timeline. Using the menu below, you can choose to divide the segments at a variety of tempo-synced note values, or Auto, whereby the signal is divided at its transients.

The green markers that appear in the Oscilloscope indicate the segment divisions.



# Loop

In **Loop** mode, TimeStop captures a slice of the incoming audio as soon as the **Pitch** knob drops below 100%, then repeats it, dropping in pitch as the knob turns. It's great for decelerating stutters, vocal chops and other rhythmic effects.



And the knob gains an extra function in this mode: With **Pitch** at 100%, click and hold without moving the mouse to loop a slice without altering pitch. Try clicking in rhythm for instant stutters. To draw this in as automation, use a value of 0.99 – this activates the stutter function without altering pitch.

The **Loop Length** menu sets how long each slice is.

By default, **Loop** mode restarts the slice on every beat division – it's like triggering a sample repeatedly with progressively lower notes. So the start of each slice always stays in time even as the pitch drops.

When **Free** (📏) is enabled, each slice plays all the way through before repeating – now it's like a looping sample with pitchbend applied. The timing drifts as the pitch drops, giving a more organic, obviously slowed feel.

The green markers that appear in the Oscilloscope indicate the slice restart points.

# Automation



The **Pitch** knob outputs automation data, when turned manually or triggered with the **Stop** button. This makes it easy to capture your stops and drops as editable data in your DAW, for reshaping, copying, etc.

**Note:** The **Stop** button itself is not automatable because it works by directly turning the knob, as though you had turned it yourself. This allows more flexibility than a simple stop/start parameter, as your stops can easily be edited afterwards as normal automation curves.

# Main Menu

The top left **Main Menu** (☰) houses various **Preset**, **Scaling**, **Settings** and **Help** options.

## Preset

**Load FXP:** Browse to and load a stored preset in FXP file format.

**Save FXP:** Save the current TimeStop setup to your drive as a preset in FXP file format, for storage and sharing.

**Revert to Default Settings:** Reload the default 'starting point' factory preset.

## Scaling

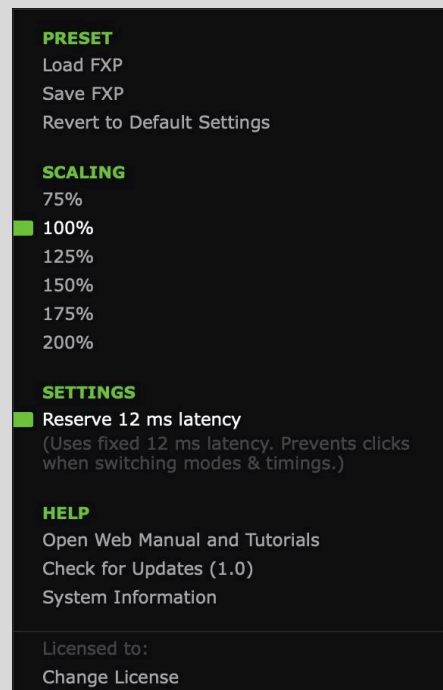
**75% - 200%:** Adapt TimeStop to any size and resolution of display by scaling the GUI to a range of fixed sizes.

## Settings

**Reserve 12ms latency:** TimeStop's **Modern** and **Loop** modes introduce a small amount of latency. With this setting activated, the maximum 12ms of latency is always used, so that switching between modes doesn't cause audible clicks or artifacts.

With this option disabled, each mode introduces the following latency:

- **Classic:** 0ms
- **Modern (Auto):** 12ms
- **Modern (tempo-synced):** 2ms
- **Loop:** 2ms



# Help

**Open Web Manual and Tutorials:** Open this manual and view TimeStop tutorial videos.

**Check for Updates:** Make sure you're running the latest version of TimeStop. TimeStop will occasionally check for updates, showing a red notification dot on the Main Menu button when one is available.

**System Information:** Open a panel containing information on your computer, operating system, DAW and more. Use the **Copy** button to copy the contents to your pasteboard for emailing to our support team, should you require assistance with TimeStop at any time.

**Change License:** Switch your current TimeStop license for a different one.