

# User Manual

0.1.0-beta



≡ **SINGLETONE** ≡

[www.singletone.com.ar](http://www.singletone.com.ar)

Powered by



**vztec**

[www.vztecfx.com](http://www.vztecfx.com)

Made in Argentina

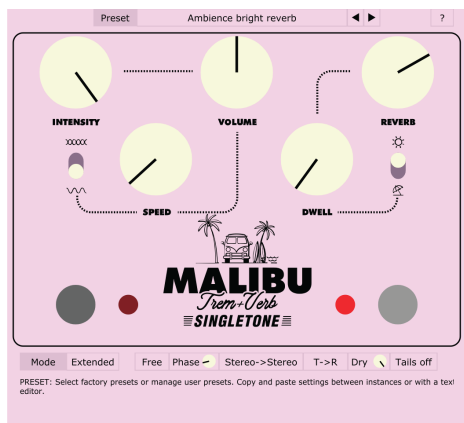
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L<sup>A</sup>T<sub>E</sub>X

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# 1 Introduction



Malibu is a Tremolo-Reverb guitar effect pedal created jointly by the Argentine brands *Singletone* and *VZtec* in the year 2022. Singletone was responsible for the concept and idea, and VZtec for the development. This plugin is a digital twin of the original hardware, a faithful recreation that takes the characteristics of analog audio and incorporates and expands them into the digital world. This tool allows not only to incorporate the characteristic audio of the original equipment into your productions but also to test the pedal from your home or studio before buying it.

The plugin has two operating modes. The Original mode is the most similar to the real pedal and includes all functionality as well as the characteristics of analog audio. The Extended mode offers additional functions typical of the digital world such as stereo input and output, zero noise floor, zero harmonic distortion, presets, and more. This plugin is free (freeware) and compatible with Windows, MacOS, and Linux in VST, VST3, LV2, CLAP, and AU formats.

# 2 Installation

Minimum system requirements:

**CPU:** 2 GHz

**Memory:** 2 GB

**Windows:** Windows 7 onwards 64-bit

**MacOS:** OSX 10.13 onwards. Intel and Apple Silicon (M1, M2...)

**Linux:** Ubuntu 18 or similar

## ① Windows

Download and run the installer. Choose the formats you want to install and follow the steps. For the VST 2.4 format, the user is allowed to choose a custom location. The files will be copied to the following locations:

**VST 2.4**

Custom Location

**VST 3**

C:\Program Files\Common Files\VST3

**LV2**

C:\Program Files\Common Files\LV2

**CLAP**

C:\Program Files\Common Files\CLAP

**User Manual**

C:\ProgramData\VZtec\Malibu\Manuals

## ② Mac

Download and run the installer. Choose the formats you want to install and follow the steps. The files will be copied to the following locations:

**AU**

/Library/Audio/Plug-Ins/Components

**VST 2.4**

/Library/Audio/Plug-Ins/VST

**VST 3**

/Library/Audio/Plug-Ins/VST3

**CLAP**

/Library/Audio/Plug-Ins/CLAP

**User Manual**

/Library/Application Support/VZtec/Malibu/Manuals

**3 Linux**

Download and extract (zip) the files. For automated installation, run and follow the instructions of the installation script. The files will be copied to the following locations:

**VST 2.4**

/home/USER/.vst

**VST 3**

/home/USER/.vst3

**LV2**

/home/USER/.lv2

**CLAP**

/home/USER/.clap

**User Manual**

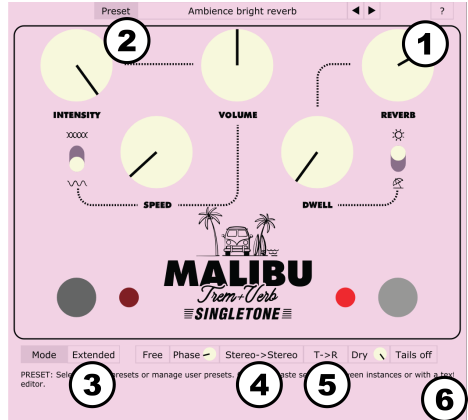
/opt/VZtec/Malibu/Manuals

/User/USER/Library/Application Support/VZtec/Malibu/Settings

**Linux**

/home/USER/.config/VZtec/Malibu/Settings

**3 General**



**4 Manual Installation**

For manual installation, download the version for your system, extract the files (zip), and copy them to the desired location. Note that the plugin will look for the user manual in the specified directories above.

**5 User Preferences**

The plugin will create a preferences file upon first startup. This file contains language settings, help window state, and interface size and color configuration, and is used to save user preferences for all instances of the plugin. Depending on the operating system, this file is saved in different locations.

**Windows**

C:\Users\USER\AppData\Roaming\VZtec\Malibu\Settings

**Mac**

**1 Help Menu**

From this menu, you can access:

**HELP WINDOW** Activates or deactivates the help window. Move the mouse over the different controls and see a brief explanation of each in this window.

**USER MANUAL** Shows the folder where the user manual in Spanish and English is located.

**COLOR PALETTE** Changes the plugin's color palette. This setting is global for all instances of the plugin.

**LANGUAGE** Adjusts the language between English or Spanish.

**ABOUT** Displays a window with additional information about the plugin, the

Malibu hardware, and its developers.

## ② Presets

Select factory presets or manage user presets.

- **Save as Default** Saves the current plugin state as default for initializing future instances.
- **Default** Loads the default preset.
- Factory presets within the **Factory** folder are automatically generated the first time the plugin is opened.
- **Save as** Allows saving user presets within the **User** folder. You can create sub-folders within this location for custom organization.
- Use arrows to navigate to the next or previous preset in the list.
- **Copy** and **Paste** allow copying the plugin state to the clipboard and pasting it into another instance or any text editor.
- **Randomize** Adjusts effect parameters randomly. This can serve as inspiration to find new sounds. Parameters **excluded** from this process are *Tremolo Bypass*, *Reverb Bypass*, *Global Mode*, and *Sync*.

Presets are saved in the following directories according to the operating system:

### Windows

C:\Users\USER\AppData\Roaming\VZtec\Malibu\Presets

### Mac

/User/USER/Library/Application Support/VZtec/Malibu/Presets

### Linux

/home/USER/.config/VZtec/Malibu/Presets

## ③ Global Mode

Adjusts the plugin's Global Mode of operation.

**ORIGINAL** is closest to the original pedal, including features taken from analog hardware, such as noise floor or harmonic distortion. The following functions will be disabled in this mode: *DAW*, *R→T*, *Dry*, *Stereo*, *Phase*.

**EXTENDED** includes extended parameters expected in a plugin such as stereo audio chain, zero noise, and zero harmonic distortion. All functions are enabled in this mode.

## ④ Channel Mode

Adjusts the signal routing.

**MONO→MONO** processes only the left channel of the effect and sends the same to both outputs. CPU consumption in this mode is lower than in other modes.

**MONO→STEREO** takes the signal from the left input and enters it into both effect channels, thus obtaining mono input with stereo output.

**STEREO→STEREO** connects and processes both channels independently.

## ⑤ FX Route

Adjusts the signal routing.

**PARALLEL** connects both effects in parallel. In this case, when the tremolo is turned on, the *Dry* parameter is disabled since the direct signal function of the reverb is fulfilled by the tremolo and is adjusted with the volume control.

**T→R** connects both in series, first the tremolo and then the reverb.

**R→T** connects both in series, first the reverb and then the tremolo.

## ⑥ Scalable Interface

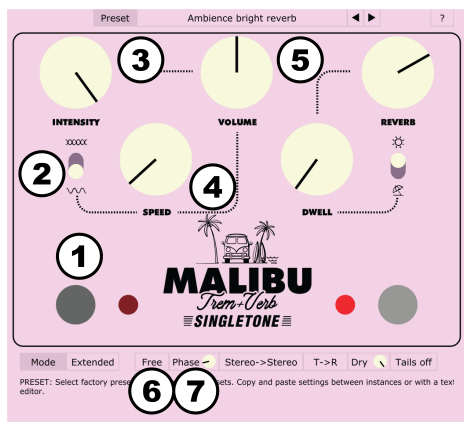
Adjusts the interface size by clicking and dragging the bottom right corner of the interface. This setting is global for all instances of the plugin.

## ⑦ Sliders

We call sliders all the continuous controls of the plugin, in this case represented in the form of a circular potentiometer. These components can be adjusted by clicking and dragging up and down. Additionally, holding the *Control* key (Windows) or *Command* key (Mac) while dragging provides finer adjustment. Finally, they can be adjusted with the mouse wheel and double-clicked to reset to their center value.

# 4 Tremolo

Below are detailed all the functions that affect only the tremolo.



## ① Bypass

Turns the tremolo effect on and off.

## ② Mode

Switches between two tremolo modes. Up is harmonic tremolo (xxxxx) and down is classic or amplitude tremolo (vvv).

**HARMONIC** (xxxxx) Amplitude modulation occurs differently between high and low frequencies. More technically, the signal path is divided into two, and one part is passed through a low-pass filter (250Hz) and the other through a high-pass filter (600Hz). Then two oscillators in counter-phase are used to independently modulate both paths. At the output, the two signals are summed. This produces, in addition to the volume variation, a filter/phase-like effect.

**AMPLITUDE** (vvv) The modulation effect occurs in all frequencies at once. This produces a repeated volume variation. In this mode, when the *Intensity* control exceeds 75%, the waveform of the modulator gradually changes from sinusoidal to square, allowing chop-type effects.

## ③ Intensity

Adjusts the intensity or depth of the tremolo.

## ④ Speed

When the synchronization option is *Free*, adjusts the speed of the tremolo in a range from 0.9Hz to 6.1Hz. When the synchronization option is *TAP* or *DAW*, this control adjusts the subdivision. In that case, subdivisions and the *TAP* button are displayed on the interface.

## ⑤ Volume

Adjusts the volume of the tremolo in a range of  $-\infty$ dB to +6dB. Double-click on the control to adjust it to 0dB.

## ⑥ Synchronization

Adjusts the synchronization modes of the tremolo.

**FREE** Speed is adjusted with the *speed* control.

**TAP** Speed is adjusted with the *TAP* button and subdivision with the *Speed* control. The *TAP* button appears on the interface next to the *Speed* control only when this synchronization mode is activated.

**DAW** Speed is adjusted to the tempo provided by the DAW and subdivision with the *Speed* control.

In *TAP* and *DAW* modes, the subdivision can be whole, half, triplet, and sixteenth. In these cases, subdivisions are displayed on the interface.

## ⑦ Phase

Adjusts the phase of the right channel LFO, obtaining stereo effects in the tremolo. The operating range of this parameter is from 0° to 360°. This function is disabled in Mono→Monomode.

## 5 Reverb

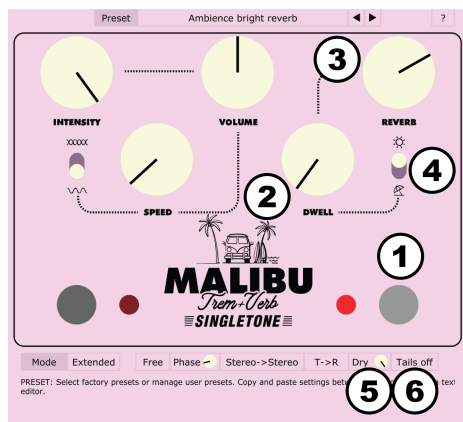
Below are detailed all the functions that affect only the reverb.

### ① Bypass

Turns the reverb effect on and off.

### ② Dwell

Adjusts the decay time of the reverb. The range is from 0.5 seconds to 4 seconds.



### ③ Reverb

Adjusts the volume of the reverb.

### ④ Mode

Switches between two reverb modes. Up is bright reverb (☀) and down is dark reverb (☾).

### ⑤ Dry

Adjusts the level of direct signal for the reverb. In *Parallel* mode with both effects turned on, this option is disabled since in that case the Dry of the chain is the signal with Tremolo.

### ⑥ Tails

With this option activated, when turning off the reverb, the sound tail is not cut even though the effect is off.