



4track – an multitrack emulator VST (beta version)

it simulates multitrack workflow without all the tape inconveniences.

Usage

- 0) connect 4track VST to input and output (avoid feedback from microphone)
- 1) open project folder with PROJECT button (create new folder for this purpose)
- 2) select channel to record to by selecting numbered checkboxes, then press PLAY/REC to record audio (chX.wav in project folder was created) and again when recording is done
- 3) switch to JUST PLAY button and press again PLAY/REC to check recording
- 4) repeat steps 2 and 3 as needed (other channels are playing when you are recording new ones)
- 5) switch to MIX and press PLAY/REC to master the final mix (mix.wav is created in project folder) – you can use volume sliders and pan knobs in this phase

Note:

- PLAY/REC button is switch – press it again to stop playing/recording
- once you start recording/playing, it's not possible to switch channels
- all source tracks are recorded at full volume, there is no gain control on input
- you can bounce tracks by mixing it and renaming mix.wav to chX.wav (where X is number of channel)
- no EQ, effects or tape warm provided, you have to deliver these with other VST plugins
- no 32bit version of this plugin, sorry!