





Tails User Interface  
Dark theme  
(Preset Bar visible on top right)



Tails User Interface  
Light theme  
(Preset Bar visible on top right)

## Analysis

- ALGORITHM** Changes how transients are detected. To the left, amplitude changes are more important. To the right, frequency changes are analyzed more specifically.
- SENSITIVITY** Changes the transient detection threshold. Increase sensitivity to add more frequent ducking.
- RETRIGGER RATE** Determines the minimum amount of time between each transient. When one is triggered, another won't be triggered before this amount of time has passed.

## Reverb

- SAMPLE RATE** Controls the sampling rate of the reverb chain. Instead of simply adding a lo-fi aliasing effect to the input, this will have a massive influence over the signal and perceived reverb timbre.
- REVERB MODE** Changes the main reverb algorithm between RENOUN, DEEP, SPATIAL, and SHIMMER.
- DECAY** Sets the overall decay length of the reverb. Higher values will create a longer reverb, often perceived as belonging to a larger space.
- DAMPING** Sets the amount of damping that is applied to the reverb chamber in RENOUN, DEEP, and SPATIAL modes. In Shimmer mode, this changes to a SPACE setting, which determines how quickly the shimmer feedback delay is fed back into the reverb chamber. Lower settings will cause the shimmer to "bloom" more quickly and vice versa.
- BANDWIDTH** Determines how much high frequency material is allowed to pass through the reverb chamber in RENOUN and DEEP modes.
- PITCH** Changes the SHIMMER transposition pitch.
- STONE** Changes the reverb timbre in RENOUN and DEEP reverb modes.
- FEEDBACK** Determines how much feedback is used for SPATIAL and SHIMMER reverb modes. High values can create almost self-oscillating behavior.
- DISTANCE** Changes the perceived distance of the reverb in SPATIAL mode.
- EQ** Applies either a low-pass or high-pass filter to the signal being sent into the reverb chamber. This is useful for preventing unwanted noise on either the high or low end of the mix.
- SATURATE** Changes how much saturation is applied to the pre-reverb signal.

## Reverb Clear Speed

- SWAP SPEED** Sets how quickly the reverb buffer is flushed after each transient.
- BUFFER SWAP** Enables or disables the reverb buffer clearing effect after each transient. This feature is useful for maintaining a "tonal" sound in the reverb tail, preventing unwanted echo dissonance when playing out-of-scale notes.
- MIX** Sets the balance between the dry input and the processed output.
- PITCH WHEEL TARGET** Determines what reverb knob can be controlled with pitch wheel MIDI input. Options are NONE, SAMPLE RATE, or SHIMMER PITCH. Note that selecting SHIMMER PITCH will control BANDWIDTH or DISTANCE depending on the reverb mode.
- MOD WHEEL TARGET** Determines what can be controlled with mod wheel MIDI input. Options are NONE, EQ, or DECAY

## Output

- REVERB GAIN** Sets the amount of gain to be applied to the reverb signal.
- OUTPUT GAIN** Sets the gain applied to the output.

## MIDI

- MIDI GATE** Enable or disable the ability to trigger transients by sending MIDI messages.
- MIDI GATE NOTE** Sets what note is used to manually trigger transients by sending MIDI messages. A note-on message received with this value will trigger a reverb duck if ducking is enabled.
- MIDI MUTE** Enable or disable the ability to mute the wet signal by sending MIDI messages.
- MIDI MUTE NOTE** Sets what note is used to mute the wet signal by sending MIDI messages. A note-on message received with this value will mute the wet portion of the signal until it is released

## Ducking

- ENABLE DUCKING** Turns on/off the ducking effect on each detected transient.
- PRE COMPRESSION** The amount of pre-reverb compression to apply to the signal during each transient duck.
- POST COMPRESSION** The amount of post-reverb compression to apply to the signal during each transient duck.
- DUCKING SPEED** The speed of the duck that happens after each transient is detected. This determines how long the pre and post compressors will be engaged, resulting in volume ducks of shorter or longer lengths

## Settings

### Size

**RESET SIZE** Resets the size of the interface to the default size.

**SAVE SIZE** Saves the current custom size of the interface.

### Color Theme

Choose between light and dark plugin themes. Light is a signature energetic vibe while dark is often preferred for extended studio sessions or a more subdued atmosphere.

### Randomization

**DEPTH** Sets the maximum percentage each control can wander when randomization is activated.

**DRIFT PREVENTION** Toggling Drift Prevention will keep the knobs from wandering too far past their original values

### Workflow

**TOOLTIPS** When learning Tails, you should keep Tooltips activated. This will pop up brief hints about controls by hovering over it.

**VISUALIZER** Enables or disables Tails' waveform visualizer.

## Presets

Before diving into Tails' reverberant capabilities, it might be worth exploring the preset eco-system that comes with it. The Preset Bar contains a number of controls for exploring and randomizing these presets.

**SETTINGS** Clicking the Gear icon will bring up Tails' Settings panel.

**SAVE/LOAD** Save or load presets.

**PRESET NAME** Clicking the preset name Default in the example above will bring up a list of all factory presets. These are organized by style or by signature artist.

**ARROWS** To quickly skip through presets, you can click the arrows next to the preset name.

**RANDOMIZE** Clicking the Dice icon will randomize the current preset. By default, each control can wander by a maximum of 20% of the knob.

**About Tails**  
Dreamed into existence by BT and developed with love by UA, Tails is a polytonal reverb designed for harmonic clarity and clarity. Create spaces fluid, supernatural, and unreal.

**Tails Resources**  
Product Page: [unfilteredaudio.com/tails](https://unfilteredaudio.com/tails)  
Presets: [unfilteredaudio.com/presets/tails](https://unfilteredaudio.com/presets/tails)  
Tutorials: [unfilteredaudio.com/tutorials](https://unfilteredaudio.com/tutorials)  
Artist feedback: [unfilteredaudio.com/love](https://unfilteredaudio.com/love)

**Tails Credits:**  
Developed by BT, Joshua Dickinson, and Michael Hetrick | Shoutouts to Lance Putnam, Valance Drakes, Data Broth, Tom Avatars, glia, Nicolas Collins, Marcus Schössow, Steven Weston, Victor Morello, Rob Soma-Lewis, emptyvessel, Astrid Erasmuson | Design by Papernoise

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