DOTMATRIX / LIGHTWEIGHT AUDIO PLUGINS

DUBWISE

A dub delay that brings a tape echo and a dub mixing desk together in one hardware-style unit.



Dubwise by Dotmatrix

USER GUIDE | VERSION 2.2.1 | AU | VST3 | CLAP | STANDALONE | macOS 10.14+ | INTEL + APPLE SILICON

Tempo-synced tape delay to 250 % feedback. Wow and flutter. Reverse, flanger, EQ and a large reverb.

DOTMATRIX

Documentation for Dubwise 2.2.1

CONTENTS

User guide

Getting started 3

The panel 4

The delay 5

Feedback and output 6

Tape and effects 7

Reverb 8

Presets 9

Reference and troubleshooting 10

— ABOUT DUBWISE

Dubwise is a dub delay from Dotmatrix that brings the feel of a tape echo and a dub mixing desk into one hardware-style unit. Set the echoes to a note division, dotted or straight and locked to your tempo, then sculpt them as they repeat: low and high cuts that can be linked and swept together as a band, a notch, a crossover and a dampen control that darken each pass, and a feedback stage that can be pushed right into runaway self-oscillation with a limiter standing guard. Wow and flutter put the wobble of a worn tape transport into the repeats, while a grain control and three saturation characters add grit. Around the delay sit a reverse delay, a six-dial flanger, a three-band EQ with a 30 Hz low cut, and a large reverb with size, decay, pre-delay, diffusion, modulation and a freeze switch for endless washes. Each module lights up when it's switched on, a DELAY NOW display shows the timing and feedback at a glance, and the output scope shows the echoes as they build. Thirty factory presets get you started, and Dubwise runs as an AU, VST3 and CLAP plug-in, universal for Apple Silicon and Intel Macs on macOS 10.14 or later.

— QUICK FACTS

Type	Tape-style dub delay with a reverse delay, flanger, EQ and reverb. An audio effect for any track, send or bus.
Formats	Audio Unit, VST3 and CLAP effects, plus the Dubwise app (Standalone). Universal: Apple Silicon and Intel, macOS 10.14 Mojave or later on Intel, macOS 11 or later on Apple Silicon.
Delay	Note divisions from 1/1 to 1/32 with triplets and dotted, feedback to 250 % with a limiter, tone shaping in the feedback loop, wow, flutter and grain.
Effects	Reverse delay, six-dial flanger, three-band EQ with a 30 Hz cut, and a reverb with freeze.
Presets	30 factory presets.
Identity	Manufacturer Dotmatrix (Dotm). AU code: Dbw1.

SECTION 01

Getting started

Put Dubwise on a send, pick a preset, ride the feedback.

— NEW IN VERSION 2.2

2.2.1	Click the preset name for the full list of all 30 factory presets, the current one ticked.
Light mode	The new LIGHT key switches to a light panel with light grey dials and keys, and back. Every window of the plug-in remembers your choice.
Darker panel	A deeper charcoal chassis with crisper outlines, and stronger, more saturated amber on the LEDs, dials and scope.
Same sound	Only the look has changed: Dubwise sounds exactly as before, and your sessions and presets load unchanged.
Since 2.1	The Dotmatrix hardware panel and CLAP.

— INSTALLING

Copy each plug-in from the download's **Plug-Ins** folder into its folder: **~/Library/Audio/Plug-Ins/Components** (Audio Unit), **~/Library/Audio/Plug-Ins/VST3** and **~/Library/Audio/Plug-Ins/CLAP**. Copy **Dubwise.app** into Applications to use it on its own. The release is not yet signed through Apple's developer program, so macOS needs one Terminal line before it will load it; **READ ME FIRST.txt** in the download has the exact steps. Logic Pro checks new Audio Units the first time it starts; Dubwise appears under **AU Effects › Dotmatrix**.

— FIRST STEPS

1	**Insert it**	Put Dubwise on a send (aux) bus, or straight on a snare, a chord stab or a vocal (in Logic: Audio FX > Dotmatrix > Dubwise).
2	**Pick a preset**	Click the preset name for the list of all 30 factory presets, or step through them with the arrows: **Classic Dub 1/8** is a good start.
3	**Set the time**	Choose the note division (1/8, 1/4T, …) and DOTTED; the echoes lock to your session's tempo. DELAY NOW shows the timing and feedback.
4	**Shape the repeats**	Close HIGH CUT and raise LOW CUT so each echo gets thinner, the classic dub sound. NOTCH moves that band up and down.
5	**Ride it**	Push FEEDBACK past 100 % for runaway, self-oscillating echoes; LIMITER keeps them under control. Add REVERB and switch on FREEZE for an endless wash.

— BASIC HANDLING

Dials	Drag up or down. Double-click to reset to the default. Hover to see the exact value.
Keys	Lit keys are on. Each module's light shows whether it is switched on, and its dials dim while it is off.
Link	The infinity key between LOW CUT and HIGH CUT links them: drag either and both move together as a band.
Presets	Click the preset name for the full list; the arrows beside it step through the presets one by one.

SECTION 02

The panel

The delay along the top, the tape and effects below, the reverb along the bottom.



Header	The preset name (click it for the full list) with its arrows and the DELAY NOW display (the note division and the feedback).
Output scope	What the plug-in plays, scrolling; height is level and the right edge is now.
Transport	ON, DOTTED and LIMITER; the tape head (Clean or Diffuse) and the note division.
Tone	SPREAD, LOW CUT, the link, HIGH CUT and NOTCH.
Feedback	CROSSOVER, FEEDBACK and DAMPEN.
Output	MIX, GRAIN and the grain character.
Wow & Flutter, EQ	The tape transport's wobble; the three-band EQ and 30HZ CUT.
Reverse, Flanger	The reverse delay and the flanger, each with its own on key.
Reverb	Ten large dials, ON and FREEZE.

SECTION 03

The delay

A tape echo: the repeats lock to your tempo and change as they build.

— TRANSPORT

CONTROL	RANGE	DEFAULT	WHAT IT DOES
On	on / off	on	Switches the delay.
Note division	1/1 to 1/32, with triplets	1/8	The time between echoes, locked to the host tempo.
Dotted	on / off	off	Makes the note division one and a half times as long.
Tape head	Clean, Diffuse	Clean	Clean gives sharp, distinct repeats. Diffuse smears each repeat for a softer, older tape sound.
Limiter	on / off	on	A hard ceiling at 0 dB on top of the delay's own safety clamp, so runaway feedback cannot blow up.

— TONE

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Spread	0 to 100 %	0 %	Pulls the left and right echo times apart for a wider, ping-pong-like stereo image.
Low Cut	20 Hz to 20 kHz	20 Hz	Removes low end from the echoes.
Link	on / off	off	Links LOW CUT and HIGH CUT so dragging either moves both, as a band.
High Cut	20 Hz to 20 kHz	20 kHz	Removes top end from the echoes.
Notch	-4 to +4 oct	0	Shifts the band set by LOW CUT and HIGH CUT up or down, without moving their dials. The band always stays usable.

SECTION 04

Feedback and output

How long the echoes last, how they change, and how much of them you hear.

— FEEDBACK

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Crossover	200 Hz to 12 kHz	2 kHz	Splits the feedback: everything below is fed back at full strength, everything above at less, so the repeats darken as they build.
Feedback	0 to 250 %	85 %	How much of each echo is fed back, and so how long the repeats last. Above 100 % they grow into runaway, self-oscillating tape.
Dampen	0 to 100 %	0 %	How much extra top end the repeats lose as they build, without changing how long they last.

DUB MOVE Ride FEEDBACK up past 120 % for a bar, then pull it back. With LIMITER on, the echoes swell and scream without clipping.

— OUTPUT

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Mix	0 to 100 %	35 %	Blend of the dry sound and the echoes. On a send, set it to 100 %.
Grain	0 to 100 %	0 %	Saturation on the echoes only, for grit.
Grain type	Tube, Vintage, Warmer	Tube	The character of the saturation.

SECTION 05

Tape and effects

The wobble of a worn transport, and the effects around the delay.

— WOW & FLUTTER

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Wow Rate	0.05 to 8 Hz	0.6 Hz	Speed of the slow pitch drift.
Wow Depth	0 to 100 %	0 %	How far the echoes drift.
Flut Rate	0.5 to 20 Hz	6 Hz	Speed of the fast flutter.
Flut Depth	0 to 100 %	0 %	How strong the flutter is.

— EQ

CONTROL	RANGE	DEFAULT	WHAT IT DOES
EQ	on / off	off	Switches the three-band EQ.
Low, Mid, High	-12 to +12 dB	0 dB	Boost or cut the lows, mids and highs.
30Hz Cut	on / off	off	A low cut at 30 Hz that clears sub-bass rumble.

— REVERSE

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Reverse	on / off	off	A reverse delay on the whole signal: each slice, one note division long (as set for the delay), plays backwards.
Mix	0 to 100 %	50 %	How much of the reversed sound you hear.

— FLANGER

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Flanger	on / off	off	Switches the flanger.
Pitch	0 to 100 %	50 %	How far the sweep travels. High settings bend the pitch like vibrato.
Feed	0 to 100 %	40 %	Feedback: more gives a sharper, more resonant sweep.
Width	0 to 100 %	60 %	Offsets the right channel's sweep from the left's, for a wider stereo flange.
Speed	0 to 100 %	30 %	How fast it sweeps.
Pan Mod	0 to 100 %	0 %	Moves the flanged sound between left and right.
Mix	0 to 100 %	50 %	Blend of the flanged and dry sound.

SECTION 06

Reverb

A large, smooth reverb after the delay, with a freeze for endless washes.

— REVERB

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Reverb	on / off	off	Switches the reverb.
Freeze	on / off	off	Holds the current reverb forever and stops new sound entering it.
Size	0 to 100 %	70 %	The size of the space.
Decay	0.3 to 30 s	4 s	How long the reverb lasts.
Pre-Delay	0 to 250 ms	20 ms	A gap before the reverb starts, to keep the source clear.
Damping	0 to 100 %	50 %	How quickly the high frequencies die away.
Diffusion	0 to 100 %	80 %	Low settings let you hear single reflections; high settings give a smooth wash.
Mod	0 to 100 %	30 %	Slow movement in the tail, for a lusher, chorused sound.
Width	0 to 100 %	100 %	Stereo width of the reverb.
Low Cut	20 Hz to 2 kHz	100 Hz	Removes low end from the reverb.
High Cut	1 to 20 kHz	12 kHz	Removes top end from the reverb.
Mix	0 to 100 %	30 %	How much reverb you hear.

FREEZE PAD Play a chord into a long reverb, switch on FREEZE, and the chord hangs under everything that follows.

SECTION 07

Presets

Thirty factory presets set the delay: its timing, tone, feedback, tape wobble, mix and grain. The EQ, reverse delay, flanger and reverb keep whatever you have set, so you can browse delays over your own reverb.

CATEGORY	30 PRESETS
Factory	Init, Slapback Short, Classic Dub 1/8, Dotted Eighth Dub, Triplet Skank, Quarter Pulse, Half Note Wash, Whole Note Cathedral, Sixteenth Chatter, 32nd Flurry, Self-Oscillating Drone, Runaway Tape, Ambient Wash, Warm Tape Echo, Vintage Slap, Digital Shimmer, Tube Growl, Dark Dub Chamber, Bright Slap Digital, Wobbly Wow, Flutter Cassette, Diffuse Haze, Stereo Ping Pong Wide, Mono Tight, Feedback Monster 175, Gentle Doubler, Long Tail Fade, Crossover Split Dub, Full Grit Warmer, Everything Dial

— RECIPES

01	**Snare throw**	Send only one snare hit to Dubwise on **Classic Dub 1/8**, MIX 100 %, and let it repeat into the next bar.
02	**Skank chop echo**	**Triplet Skank** on an offbeat guitar or organ chop, HIGH CUT down to about 3 kHz.
03	**Siren drone**	**Self-Oscillating Drone**, then sweep NOTCH slowly for a rising and falling scream.
04	**Endless wash**	**Ambient Wash** with REVERB on, DECAY 12 s, and FREEZE at the end of a phrase.

SECTION 08

Reference and troubleshooting

— TECHNICAL NOTES

Signal flow	Input, then the delay (with its feedback loop), reverse delay, EQ, flanger and reverb.
Timing	The delay follows the host's tempo, and glides smoothly to a new time when you change the note division.
Latency	None reported: Dubwise runs with zero plug-in latency.
Sessions	A project stores every parameter and the last preset's name.
Compatibility	Universal (Apple Silicon and Intel). VST2 is not available: Steinberg no longer licenses it. CLAP is built with the open-source clap-juce-extensions.

— TROUBLESHOOTING

No echoes	Check the delay's ON key and MIX. On a send, make sure the channel's send level is up.
The echoes keep growing	FEEDBACK is above 100 %. That is the runaway sound; pull FEEDBACK down to stop it. LIMITER keeps it from clipping.
Echoes sound thin	LOW CUT is high or HIGH CUT is low; check NOTCH too, which moves the band.
Reverb never stops	FREEZE is on.
It does not appear in Logic	Run the Terminal lines in READ ME FIRST.txt, then restart Logic. In Logic > Settings > Plug-in Manager, select it and click Reset & Rescan Selection.



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Lightweight audio plugins. Documentation for version 2.2.1.