



# TIMEGHOST

AUGMENTED GHOST COPY MACHINE



## [RACK EXTENSION] MANUAL

FX device by Turn2on Software

# TIME GHOST

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拡張ゴーストコピーマシン



**TimeGhost** is a hybrid ambience processor designed for musicians, producers, and audio engineers who want more than a reverb and more than a delay.

It builds space, movement, and dimensional width by combining micro-delay modulation, tonal shaping, halo diffusion, and stereo field offset into one compact processor.

In modern production, we often stack delays, reverbs, modulators, wideners, transient shapers, and filters just to give sounds the right “feel”.

**TimeGhost** replaces all of this with one deeply controllable, musically focused device.

A **psychoacoustic / transient ghosting tool** instead of “a short delay”.

It creates ghost-like reflections, micro-movement, and evolving width that glue a sound into a mix without washing it out.

Whether you're shaping vocals, guitars, synths, cinematic textures, or making rhythmic ambience

for drums, **TimeGhost** gives you creative and utilitarian spatial control that complements any plugin library—even if you already own dozens of reverbs and delays.

**TimeGhost** is not another “big space.”

It is a micro-space / halo designer built to enhance clarity, punch, and dimension.

Traditional reverb designs come from acoustic modeling, while delays originated from tape machines. But in real engineering work, mixers often combine very short delays, gentle modulation, and frequency-shaped reflections to create a sense of presence and width.

These techniques appeared in classic studios—LA, NY, London—where engineers used early digital units, short plate programs, tape slap, or even analog desk tricks to enhance vocals and instruments.

**TimeGhost** is a modern interpretation of that workflow.

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## Top 3 Features

- Micro-Time Shaping for precise spatial tone
- Halo Diffusion adds depth without reverb wash
- Stereo Width sculpting with ms-level accur

# TIMEGHOST

Instead of stacking a short delay, detuner, stereo offset, small room reverb, and filter, TimeGhost integrates all of those into a single controllable ghost-reflection system. Its engine provides:

- Micro-delay (5-80 ms) similar to tape slap or doubling machines
- Modulated drift from classic chorus/tape instability
- Halo diffusion that mimics early reflections and micro-plates

Dynamic feedback shaping inspired by studio analog tricks.

TimeGhost captures these techniques in one tool, turning decades of engineer "secret sauce" into a consistent, controllable device.

## FRONT PANEL



## MAIN CONTROLS

PARAMETERS	DESCRIPTION
<b>PRE DELAY</b>	Enables an initial short delay before the main processing path. Useful for separating the dry signal attack from the spatial effect.
<b>ENV FLW</b>	Env Feedback: Dynamic feedback shaping. Adds movement, musicality, dynamic spatial enhancement. <ul style="list-style-type: none"> <li>• OFF - Fixed response</li> <li>• ON (gentle/fast) - Feedback reacts to input envelope.</li> </ul>
<b>TIME SHIFT</b>	Primary micro-delay (5-80 ms). Controls the length of the core ghost reflection. Lower values → doubling / thickening. Higher values → slap / short echo. <ul style="list-style-type: none"> <li>- <b>ECHO SHADOW</b> (20 - 35 ms): A tight, early-reflection zone where the delay blends almost seamlessly with the dry signal. Creates micro-slap, presence, and subtle depth without audible repetition.</li> <li>- <b>PHASE DRIFT</b> (35-50 ms): a gentle shift between the dry and delayed signals, producing a soft phase-like movement. Sound becomes slightly unstable—in a musical way, creating a smooth drifting motion.</li> <li>- <b>TIME RIFT</b> (50 - 65 ms): The delay is now clearly perceptible as a separate event, creating a widening temporal gap. This range produces the recognizable "double" fx, but still avoids sounding as slapback.</li> <li>- <b>SPECTRAL HORIZON</b> (65-80 ms): stretches the ghost copy into a more atmospheric and spectral smear. The delay becomes a soft echo with clear spatial presence that blends into the Halo reverb field.</li> </ul>
<b>MOD RATE</b>	Modulation speed applied to TimeShift. Simulates tape flutter, chorus-like drift, or slow movement.
<b>MOD DEPTH</b>	Amount of modulation added. Higher settings increase motion, widening, and instability.
<b>STONE BAND MODE</b>	Single-control spectral shaping of the processed signal: <ul style="list-style-type: none"> <li>- HP (High-Pass) → Bright, airy, clean</li> <li>- LP (Low-Pass) → Warm, analog, muffled</li> <li>- BP (Band-Pass) → Focused mid energy</li> </ul> Great for making the ghost reflection sit inside a mix correctly.
<b>STONE</b>	Filter processor (4-8 khz)

PARAM	DESCRIPTION			
HALO MIX	Blend of the early-reflection diffusion engine. Adds micro-reverb and room-tone without traditional reverb wash.			
	HALO	AURA	TRAIL	SPECTRA
	Micro-Reflections. A very small amount of reverb is introduced.	Soft Air & Ambience. Reflections feel wider and rounder.	Short Tail Emerges. "micro-reverb" audible as a short trailing decay	Bloom & Spread Internal reverb's mix. Atmospheric halo
	Vocals (subtle polish) Drums (soften) Clean guitars (thicken)	Pads and synths Ambient guitars, Keys Drum buss (glue)	Melodic lines, long notes Guitar, Synth Slow vocal, FXs	Ambient, Cinematic, Pads, Drones, Textures Creative Widening
HALO MODE	Chooses the diffusion algorithm: <ul style="list-style-type: none"> <li>- <b>Perfect</b> - Plate dense, short metallic space</li> <li>- <b>Stretched</b> - Diffuse Hal, soft, wide, blurred ERs</li> <li>- <b>Surreal</b> - Space lush reverberation</li> <li>- <b>Subtle</b> - ER stage (early reflections)</li> <li>- <b>Pullback</b> - Reverse Backwards-style bloom</li> </ul>			
WIDTH	Stereo offset time (0-10 ms). This gives the user intuitive milestones without changing how your engine works. Scale labels: <b>Mono</b> (0 ms), <b>Stereo</b> (2 ms), <b>Wide</b> (5 ms), <b>Echo-Wide</b> (9 ms)			
GHOST MIX	Effect wet/dry mix. Controls how much processed signal blends with the direct path.			
OUTPUT GAIN	Final output level to compensate for perceived loudness changes.			
FX/BYP	FX On / Bypass switch for the effect. Variation of effect bypass with fade in and fade out, that excludes loud peaks when you enable or disable the effect			

## HOW TO USE

### 1. Start Simple

Begin with TimeShift between 20-40 ms, Tone in BP, Halo Mix around 10-20%, and Width at 3-5 ms. This gives natural spatial depth without hearing a delay.

### 2. Shape the Space

Want presence? Use HP tone + low Halo Mix.

Want warmth? Use LP tone + higher Halo Mix.

Want focus? Use BP and lower Ghost Mix.

### 3. Add Movement

Use Mod Rate + Mod Depth to bring life to pads, guitars, and vocals.

Subtle values (0.25-0.5 Hz, 5-15%) work best for realism.

### 4. Control the Width

Width defines how the effect sits in the mix:

0-2 ms → center, mono-safe

3-6 ms → modern wide presence

7-10 ms → creative chorus-like stereo

### 5. Adjust Halo for Character

Halo enhances presence without muddying the signal.

Small values (5-15%) are ideal for vocals and leads.

Higher values build atmospheric textures.

## TRICKS

### 1. Vocal Presence Trick

TimeShift: 25-32 ms

Tone: HP

Width: 4-6 ms

Halo Mix: 10-15%

→ Adds clarity, pushes vocals forward without reverb clutter.

### 2. Guitar Double Trick

TimeShift: 15-20 ms

Mod Depth: 10-20%

Width: 5-9 ms

→ Makes mono guitars feel double-tracked.

### 3. Synth Glide Atmosphere

TimeShift: 40-60 ms

Halo Mode: Diffuse Hall

Mod Rate: slow (<0.3 Hz)

→ Smooth, floating space without using a reverb.

### 4. Drum Tight Room

TimeShift: 12-18 ms

Halo Mode: ER Stage

Tone: HP

→ Gives drums dimension without ambience spilling.

### 5. Stereo Ghosting for FX

Width maxed, Mod Depth 30-40%

→ Special FX movement for electronic or cinematic sound design.

## TRY TO USE:

**Drum bus:** adds stereo ghost punch and ambience

**Vocals:** spectral width + temporal shimmer

**Guitar / synth:** short time-warp thickener

**Sound design:** "shadow copies" and rhythmic doubling

## MIDI CC ASSIGNMENTS

CC	CONTROL
CC 12	FX/BYP
CC 13	TIMESHIFT
CC 14	ENV FLW FEEDBACK
CC 15	PRE DELAY
CC 16	FILTER TONE MODE

CC	CONTROL
CC 17	TONE
CC 18	MOD RATE
CC 19	MOD DEPTH
CC 20	HALO
CC 21	HALO MODE

CC	CONTROL
CC 22	WIDTH
CC 23	DRY LEVEL
CC 24	WET LEVEL
CC 25	MIX
CC 26	OUTPUT GAIN

# REAR PANEL



## CONNECTORS

### AUDIO I/O

Mono or Stereo connections for audio signals.



### CV INPUTS

Use these CV inputs to control the main parameters by external CV source curves



### SIGNAL ROUTING

Stereo Spreading Fx



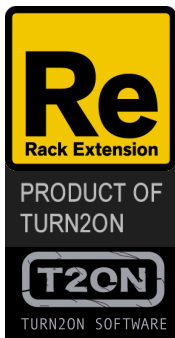
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# TIMESHIFT

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Reason Studios Add-on Shop



## Turn2on

Rack Extension Developer

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Thanks to all beta-testers



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