WEAVER AUDIO

TANGLE

The rack · Owner's manual

A modular effects rack you wire together with cables



VST3, AU and AAX plug-in for macOS and Windows

Version 1.7 · November 2026

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01
WELCOME

Tangle is a rack of effects that you wire together with cables. You add modules, patch them, and turn their knobs. A cable can turn a knob too, so the rack can move by itself.



A rack in use: five effects in a chain and an LFO turning two of their knobs.

Sound comes in at **DAW IN** on the left and leaves at **MAIN OUT** on the right. Everything you add goes between them. To find out what any control does, rest the pointer on it and read its tooltip.

GETTING STARTED

1. **Install.** Weaver Audio Manager installs Tangle and keeps it up to date. The rack comes as VST3 and AAX on macOS and Windows, and as AU on macOS.
2. **Insert it** on a track or a bus, like any other effect. A new instance opens on a random factory rack, so you hear something before you patch anything. Pick **init** in the preset box for an empty rack.
3. **Sign in** once, from **licence and account…** in the **…** menu. The rack plays without a licence. Signing in unlocks the modules your account owns.
4. **Take the tour.** The first time the rack opens it offers a one-minute tour. The **?** key on the rail brings it back. The same key opens this manual and a card that lists every gesture.

> **THIS MANUAL**
> Open it any time from the ? key in the rack, or from Tangle in Weaver Audio Manager. The ? key also opens a card with every gesture on it.

02
THE WINDOW



1 The rail. Every key that works on the whole rack (next page).

2 DAW IN. Your track arrives here: the IN trim, its meter and the L / R jacks.

3 Module plates. Each is an effect, a modulator or a tool.

4 The patch row. Each plate's PATCH box, along its foot: its audio jacks and its MIX jack.

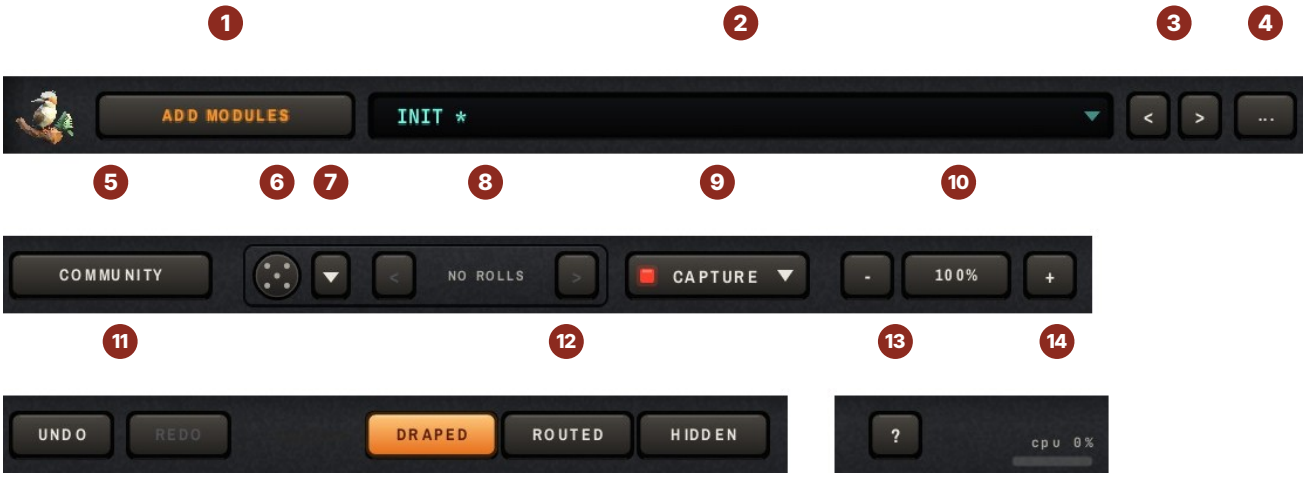
5 Cables. Blue leaves DAW IN, pink reaches MAIN OUT, dark runs between modules, green is CV.

6 MAIN OUT. Gain, the OUT trim and meter, mono, limiter and auto gain. Back to the DAW.

7 The canvas. Rows of rack space. Scroll for more; plates snap into the nearest row.

THE RAIL

The keys along the top work on the whole rack. When the window is narrow, the cable switch goes first, then undo and redo, then zoom. Undo and zoom still work from the keyboard. **ADD MODULES** and **?** are always there.



1 ADD MODULES. The whole catalogue by family, with search.

2 Preset box. Factory racks, and your own.

3 < > The previous or next preset, without opening the list.

4 ... The rack menu: save, copy and paste a patch, tidy, settings, help, panic.

5 COMMUNITY. Racks other people shared. Share yours.

6 Dice. A whole random patch. Rest on it for the patch generator.

7 ▼ Opens the patch generator and keeps it open.

8 < ROLL n > Step back and forward through your last eight rolls.

9 CAPTURE. The last 30 seconds of what the rack played, to drag into the DAW. Its lamp is lit while capture runs.

10 - 100% + Zoom. Click the readout to go back to 100%.

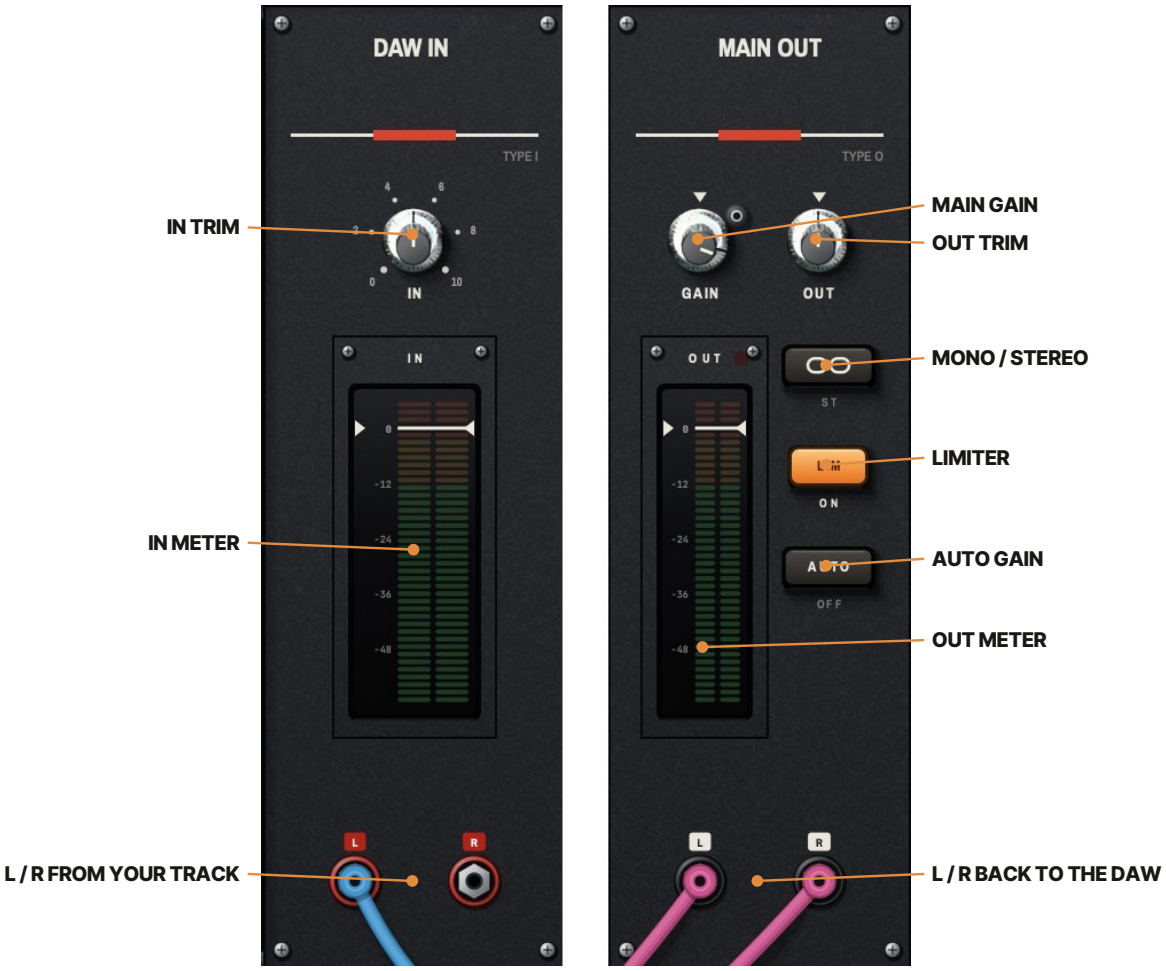
11 UNDO, REDO. Up to 100 steps back.

12 DRAPED, ROUTED, HIDDEN. How the cables are drawn.

13 ? Help: this manual, every gesture on one card, and the guided tour.

14 CPU. How much of the processor the rack is using.

DAW IN AND MAIN OUT



DAW IN (left) and MAIN OUT (right) stand at the two ends of the first row. They cannot be removed.

- **IN trim** sets the level going into the rack. Its handle on the IN meter is the same control.
- **MAIN GAIN** is the rack's output level, and the only I/O control a cable can turn. Its handle on the OUT meter is the same control.
- **OUT trim** is a final level you set by hand. No cable and no dice reach it.
- **Mono / stereo** folds the output to mono.
- **LIM** is a safety limiter, the last thing before the output. It is on by default, and the OUT meter's lamp lights while it works.
- **AUTO** matches the output's loudness to the input's, so you can compare a patch with the dry track at the same level. It is off until you switch it on. The correction it's making is printed on the IN meter, and MAIN GAIN still works on top.

ZOOM AND SCROLLING

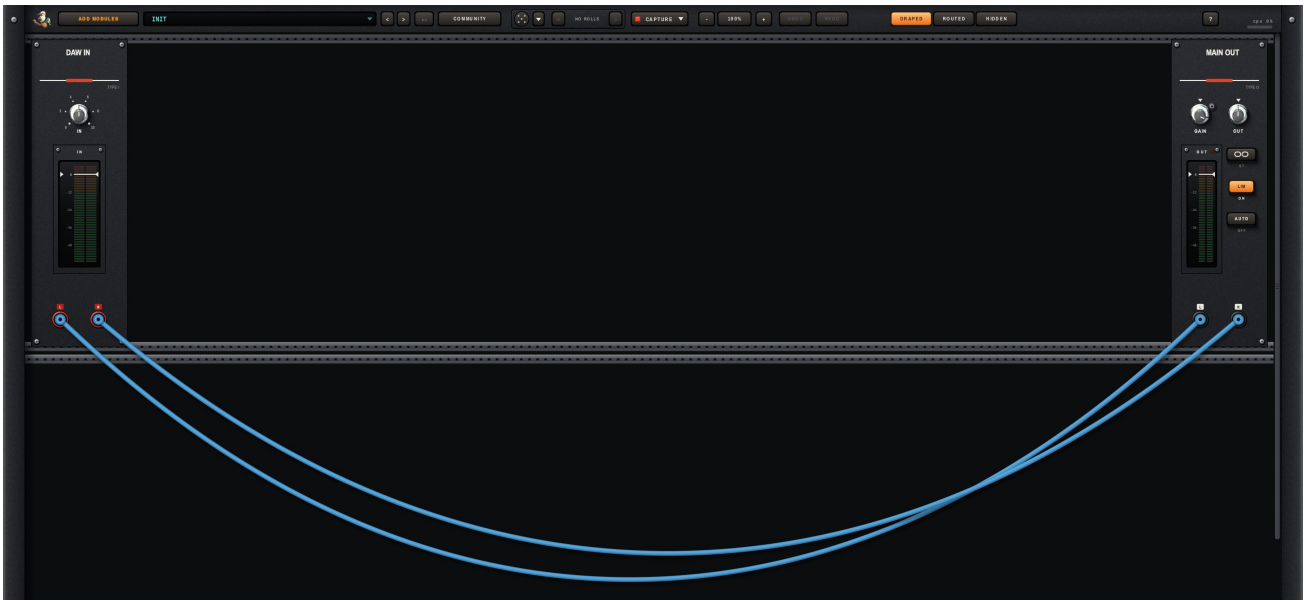
- **Scroll** to move through the rows.
- **Ctrl + scroll** with the pointer off a knob, or **- 100% +** on the rail, zooms the rack between 50% and 200%. Click the readout to go back to 100%.
- **Esc** closes an open dropdown.

On a Mac, read **Ctrl** as **Cmd** throughout this manual.

03
YOUR FIRST PATCH

Five minutes, from an empty rack to a moving echo.

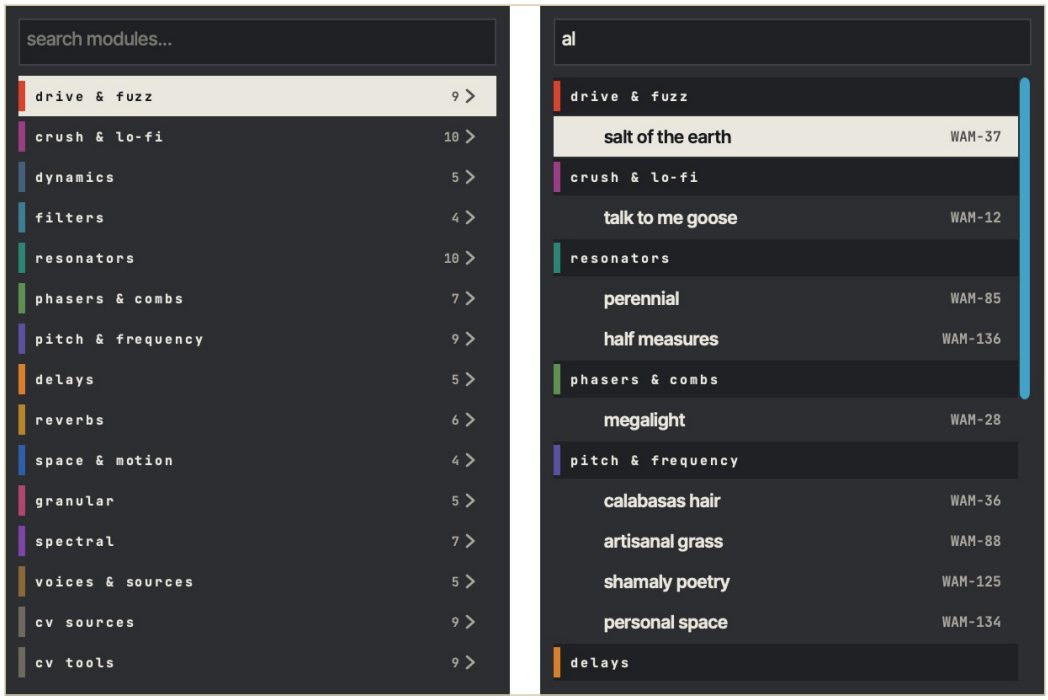
1. START EMPTY



A new rack. DAW IN is cabled straight to MAIN OUT, so your track plays through unchanged.

Pick **init** from the preset box. DAW IN is cabled straight to MAIN OUT, so you hear your track unchanged. Play something with notes in it: a riff, a vocal, a pad.

2. ADD A MODULE



The module finder: right-click the empty rack, or pick search modules... at the top of ADD MODULES. Left: the families, with how many modules each holds. Click one to open it. Right: type to search.

1. Press **ADD MODULES** and open **delays**. Rest on a name to see its plate and what it does. **search modules...** at the top of the list opens the finder in the picture, where you type a name.
2. Click **long tan**. A new module is wired in just before MAIN OUT, so you hear it at once.
3. Add **canary** from **reverbs** the same way. It goes in after Long Tan.

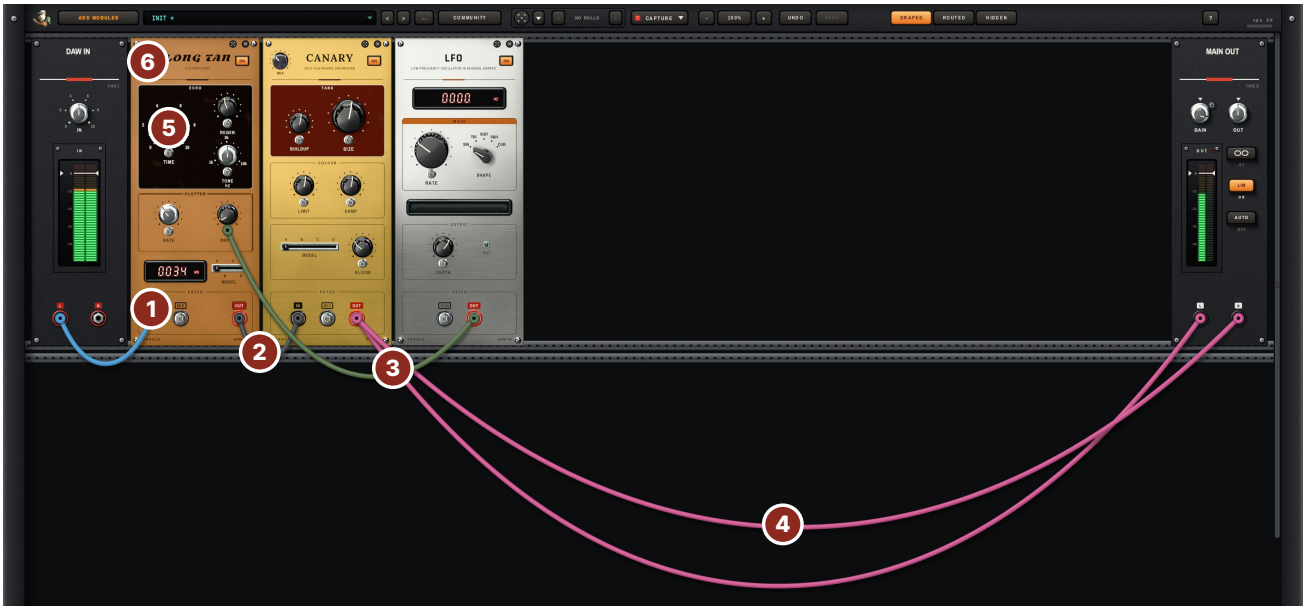
3. TURN IT

Drag a knob up or down. Hold **Ctrl** while you drag for fine steps, **alt-click** to put it back to its default, and **double-click** for the middle of its range.

- Turn Long Tan's **TIME** to set the echo, and **REGEN** for how many repeats.
- Drag the **MIX** dial in each title bar sideways to set how much of the effect you hear.

4. MAKE IT MOVE

1. Add **lfo** from **cv sources**. It isn't in the audio path: it makes a slow wave to turn knobs with.
2. Press on the LFO's **OUT** jack and drag. The jacks it can go to light up.
3. Let go on the small jack under Long Tan's **DEPTH**. Watch the knob: the LFO is turning it.
4. Turn the LFO's **RATE** down for a slow drift.



1 Long Tan went in between DAW IN and MAIN OUT by itself.

2 Canary went in after it: OUT to IN.

3 LFO OUT into the small jack under DEPTH: the flutter now rises and falls.

4 Canary OUT reaches MAIN OUT, so this is what you hear.

5 TIME, turned to taste.

6 MIX, in the title bar: how much echo against the dry signal.

5. KEEP IT

Open **...** and choose **save as new preset...**. Your rack is in the preset box from now on, next to the factory racks.

> **UNDO ANYTHING**
> Ctrl+Z undoes and Ctrl+Shift+Z redoes, up to 100 steps back. That includes cables, rolls of the dice and modules you removed.

04
MODULES

Every module is a plate on the rack. Effects take audio in and send audio out. Modulators and tools make CV and gates to turn knobs with.

ANATOMY OF A PLATE



1 **MIX.** Dry against wet for this module. Drag it sideways.

2 **Title bar.** Drag it to move the plate.

3 **Die.** Randomize this module's knobs and switches.

4 **X.** Remove the module.

5 **ON.** Bypass. Off, the signal passes untouched.

6 **Knob.** Drag up or down. Rest on it to read what it does.

7 **CV jack.** The small jack under a knob: what you patch in moves that knob.

8 **A patched CV jack.** The LFO is turning DEPTH.

9 **Display.** Shows what you can't read off a knob: here, the delay in milliseconds.

10 **MODEL.** Four versions of the module, A to D.

11 **IN.** Audio input.

12 **MIX jack.** CV input for the MIX dial.

13 **OUT.** Audio output, ringed in red.

WORKING WITH MODULES

DO THIS	AND
Drag a module's title bar	Move it. It snaps into the nearest row.
Right-click a module	Pin it (random patches keep it), open its own presets, or duplicate it. A module can be on the rack up to four times.
Right-click the empty rack	Search for a module right where you clicked.
ON in the title bar	Bypass the module. Its cables stay, and the sound passes straight through.
X in the title bar	Remove the module. Ctrl+Z brings it back.
Die in the title bar	Randomize this module's knobs and switches. Its MIX stays where it is.
... then **tidy into signal order**	Lay the plates out in the order the sound runs through them.

THE MODEL SWITCH

Many modules carry a **MODEL** slide, printed **A** to **D**. Each position runs a different process behind the same knobs, so the knobs take on new jobs. A is the module as it first shipped. Switching crossfades, so you can do it while the track plays. The module's presets include ones written for each position.

FAMILIES

The modules come in fifteen families. The ADD MODULES list and the finder show them in this order, each with its own colour.

FAMILY	WHAT'S IN IT
Drive & Fuzz	Feedback drive, silicon fuzz, octave and crossover distortion, iron-core saturation
Crush & Lo-Fi	Bitcrush, codec crunch, sample-rate mangling, tape print-through
Dynamics	Compression, gating and transient shaping
Filters	Resonant, animated and formant-tracking filters
Resonators	Struck and bowed bodies, strings, bells, gongs and plates
Phasers & Combs	Flangers, pitch-locked combs, barber-pole sweeps
Pitch & Frequency	Frequency shifters, ring modulation, pitch trickery
Delays	Tape, bucket-brigade, pitch-shifting and clock-modulated echoes
Reverbs	Spring, plate and morphing spaces, and a droneverb
Space & Motion	Stereo placement, landscapes and movement
Granular	Grain clouds, buffer capture, resampling and washes
Spectral	Freeze, scramble, resynthesis and extreme time-stretch
Voices & Sources	Sample playback, bell banks and generative voices
CV Sources	Clocks, LFOs, hand-drawn curves, noise and probabilistic pulses
CV Tools	Envelope followers, transient detection, quantisers, gates and slew

MODULES YOU DON'T OWN YET

The rack is free, and so are some of its modules. The rest are locked until your account owns them, one at a time or through all-access or Tangle Complete. A locked module is still in the list, marked, and picking it offers two ways to hear it first:

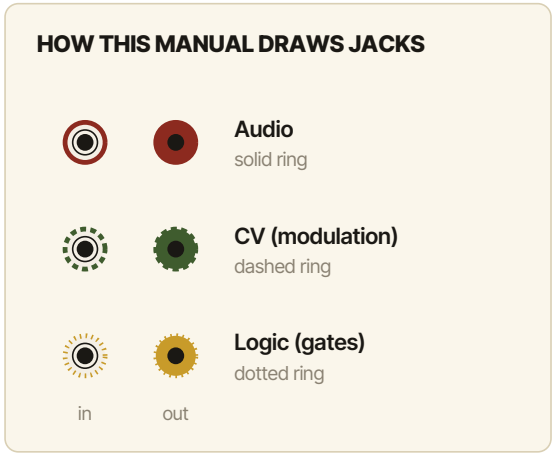
- **Try it for 15 minutes.** The module plays like one you own, and its tag on the plate counts down. Then it goes quiet and stays on the rack. You can try the same module again a day later, three times in all, and five different modules in a week.
- **Start a free trial**, where this computer hasn't used that module's trial yet. You sign in, or make a free account, in your browser. The module then plays in the rack and as its own plug-in until the trial runs out.

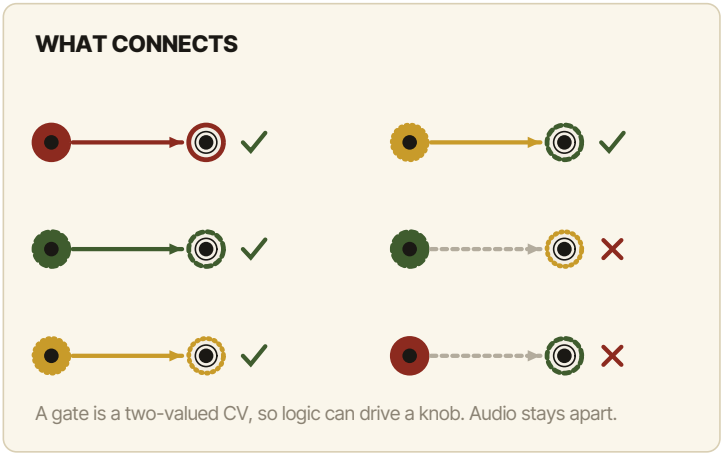
When the time is up the rack tells you, and **see options** opens the module's page in the store. **already paid? sign in to unlock...** at the top of the ADD MODULES list opens the licence card.

05
CABLES

Press on a jack and drag to another. The jacks it can go to light up. Outputs go to inputs: audio to audio, CV to CV and logic to logic. One crossing is allowed: a logic output can go into a CV input, because a gate is a CV with two values. A CV output cannot go into a logic input.

KINDS OF JACK



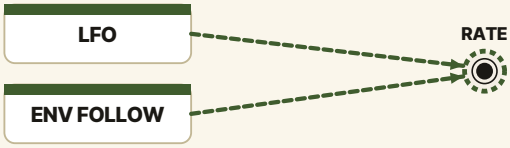


A jack carries **audio**, **CV** (modulation) or **logic** (gates and triggers). The diagrams in this manual draw audio with a solid ring, CV dashed and logic dotted, and fill the outputs. The plates are printed differently: **IN** has a black ring, **OUT** a red one, and the small socket under a knob is that knob's CV input. An output's label sits on a solid tag, and an input's in an outline (IN's is solid).

PATCHING

DO THIS	AND
Drag from jack to jack	Make a cable.
Click the middle of a cable	Remove it.
Drag the end of a cable	Move that end to another jack.
Right-click a jack	Keep random patches off it. The cables already in it survive every roll.

TWO CABLES INTO ONE INPUT ARE ADDED

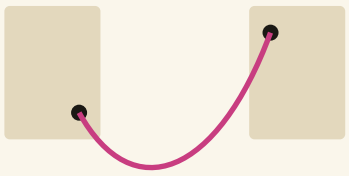


The knob moves by the sum of everything patched into its jack, inside the band you set for it (see the CV band below).

Audio works the same way: two outputs into one IN are mixed.

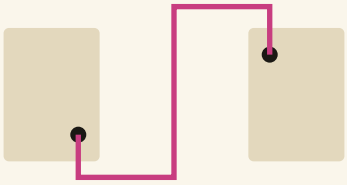
HOW CABLES ARE DRAWN

DRAPED



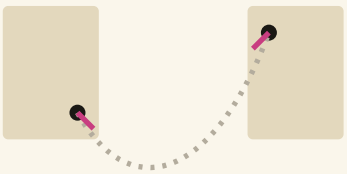
cords hang between jacks

ROUTED



cords run in the gaps between plates

HIDDEN



only the cords of the jack you point at

The cable switch on the rail. It changes only how cables are drawn, never what they do.

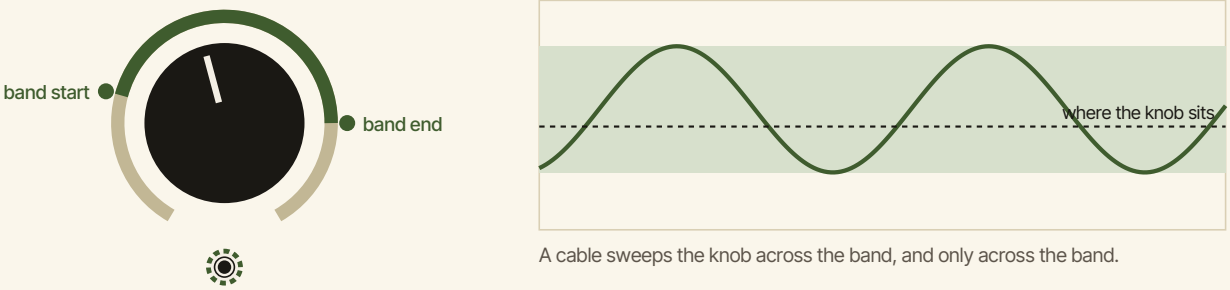
The colour tells you what a cable is: **blue** leaves DAW IN, **pink** reaches MAIN OUT, **dark** carries audio between modules, **green** carries CV and **yellow** carries logic.

06
MODULATION

Every knob with a small jack under it is a CV destination. Patch a modulator into that jack and the knob moves by itself. You still set where it sits; the cable moves it from there.

THE CV BAND

THE CV BAND: ALT + DRAG ON A KNOB WITH A CV JACK



A cable sweeps the knob across the band, and only across the band.

Alt + drag on a knob with a CV jack to set the band a cable sweeps it over. A narrow band makes a subtle wobble, and a wide one sweeps the whole range. With no band, a full-size modulator can move the knob over its whole travel. Set the band once and any cable you patch into that knob stays inside it. So does the knob's own setting.

The band only narrows the sweep. It cannot turn a modulator upside down: a rising CV always turns the knob up. To remove a band, right-click the knob and choose **clear cv range band**.

SOURCES OF MODULATION

MODULE	GIVES YOU
LFO	A steady wave: sine, triangle, square, sample-and-hold or a drawn curve
Curve	A loop you draw by hand
Noise	Random steps, with glide
Clock	Six gate outputs at related rates, with swing. It keeps its own tempo and does not follow the DAW
Timing	Euclidean gate patterns, stepped at the Clock's tempo
Env Follow	The loudness of what it hears, as CV
Transient	A trigger and an envelope on every hit

Env Follow and Transient listen to the track coming into the rack (its left channel), so they need no audio cable. Patch something into their **IN** jack and they follow that instead. A **logic** output can also drive a knob.

07
RANDOM

The dice deal a whole random patch: which modules are on the rack, their knobs and switches, the cables and the drawn curves. Then they lay the plates out in signal order. They never turn a MIX dial or anything on DAW IN and MAIN OUT.

ROLLING

- **The dice** roll a new patch.
- **< ROLL n >** beside them steps back and forward through your last eight rolls. Stepping back restores what that roll changed, as an undo step of its own.
- **Rest on the dice**, or press ▼, for the **patch generator**: roll only the knobs or only the cables, add or remove a module or a few cables, set how dense a patch is and how far a knob roll travels, or clear the rack.
- **Ctrl+Z** takes back any roll.

KEEPING WHAT YOU LIKE

Tell the dice what to leave alone.

LOCK	HOW	THE DICE THEN
A knob	Right-click it, **prevent random patches to this knob**	Leave its value and its cables, and patch nothing new into it
A jack	Right-click it, **prevent random patches to this jack**	Leave its cables, and patch nothing new into it
A module	Right-click it, **pin**	Keep the module on the rack. Its knobs still roll
A module's knobs only	The die in its title bar	Roll just that module

08
PRESETS AND SHARING

THE PRESET BOX

The preset box holds the factory racks, grouped by what they're for, and your own. Some are instrument racks, built for drums, bass, guitar, keys, strings or ensembles. Some are sound design racks, from textures to wreckage. Some play by themselves. **start here** is the place to begin.

- **< >** beside the box step through presets without opening the list. Past the last one they start again at the first.
- An asterisk after the name means you've changed the rack since you loaded it.

THE ... MENU

ITEM	DOES
save as new preset...	Keep the rack under a new name.
overwrite "name"	Save over the preset you loaded, if it is one of yours. Factory racks can't be saved over.
delete "name"...	Remove one of your presets. It asks first: the file is deleted for good, and undo can't bring it back.
copy patch to clipboard	The whole rack as a block of text, to paste in a message or a forum.
paste patch from clipboard	Load a rack someone sent you as text.
open presets folder	Where your presets live on disk.
reset to factory defaults	Back to **init**, the empty rack.
tidy into signal order	Lay the plates out the way the sound runs.

COMMUNITY

Press **COMMUNITY** on the rail to browse racks other people have shared. Type in the search box to filter by rack or author, and click a rack to load it. To share yours, give it a name and share it from the same window. It is posted under your account, so sign in first.

09
CAPTURE

AUDIO HISTORY

Press **CAPTURE** on the rail. A strip opens under it with the last 30 seconds of what the rack played.



1 **ARM** switches capture off and on. It is lit, and capturing, from the start.

2 Drag across the waveform to select a stretch, then drag the selection into your DAW.

3 The white line: where the rack is writing now.

4 **CLEAR** drops the selection. So does a double-click on the waveform.

Drag across a good moment to select it, then drag the selection onto a track in your DAW. It arrives as a WAV file. Capture runs from the start: **ARM** switches it off and on, and the lamp on the CAPTURE key is lit while it runs.

The white line is where the rack is writing now. The audio just to its right is the oldest, so keep a selection on one side of the line.

10

THE … MENU, IN FULL

Besides the preset items, the … menu holds the rack's settings.

ITEM	DOES
add module	The same list as ADD MODULES.
language	The rack's language, where a translation is installed. The plates' legends follow it. It changes the next time the window opens.
pause animated visuals	Holds the plates' displays still.
turn off tooltips	Stops the notes that appear when you rest on a control.
stop sharing usage data	Usage data is only ever sent if you said yes.
send crash reports	A separate yes or no, for crash reports only.
stop checking for updates	The check sends nothing about you. When a newer version is out, a row here names it and opens Weaver Audio Manager.
owner's manual	This manual.
help and the guided tour…	The card with every gesture on it, and the tour.
install and update plugins	Opens Weaver Audio Manager.
licence and account…	Sign in, or enter a serial.
panic	Silences and resets every module. Use it if a feedback patch runs away.

11
PATCH RECIPES

Starting points. Build each one from **init**, then turn the knobs until it's yours.

WRAP A DELAY IN FEEDBACK



1 Beach Tacos **SND**: the loop leaves the module here.

2 Into Long Tan's **IN**.

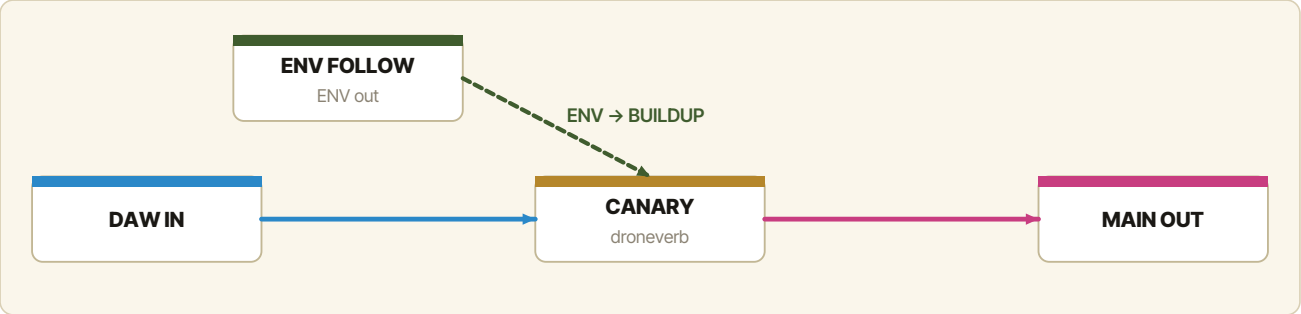
3 Long Tan's **OUT**...

4 ...back into Beach Tacos' **RTN**. The echo is now inside the feedback loop.

5 **FEED** decides how hard it regenerates.

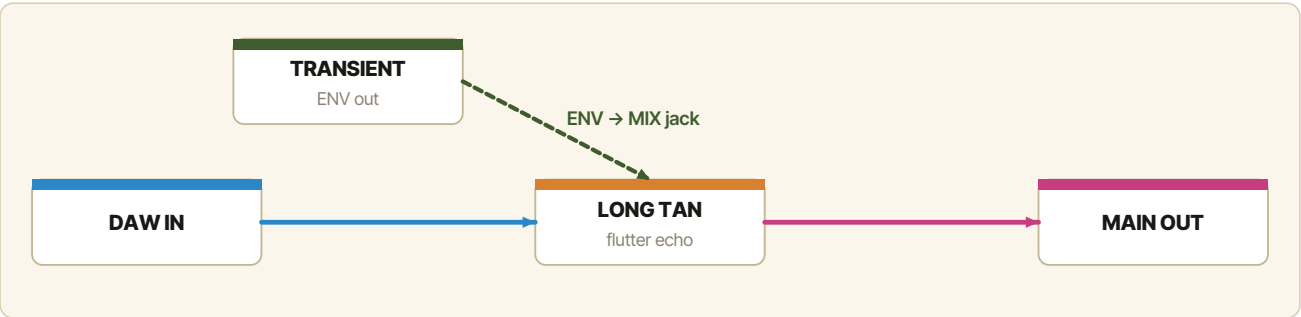
Beach Tacos is a feedback loop with a send and a return. Anything you patch between **SND** and **RTN** goes inside the loop, so the echo regenerates through Beach Tacos' filter, pitch and frequency shifters on every pass. Keep **FEED** low to start, and raise it slowly.

A REVERB THAT BREATHES



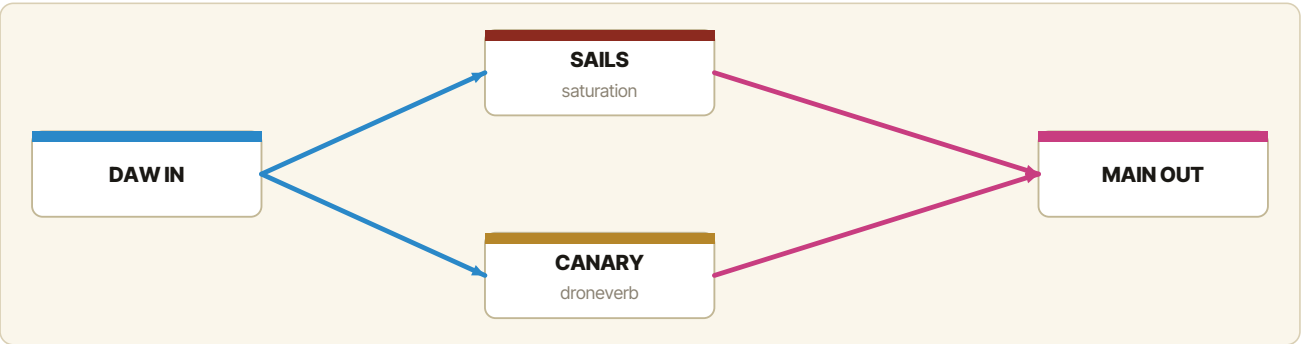
Env Follow turns your track's loudness into CV. Patch its **ENV** into the jack under Canary's **BUILDUP**, and set a narrow band with alt + drag. ENV only pushes a knob up, so the tank rests at the bottom of the band. Loud passages push it toward sustaining, and quiet ones let it fall away.

ECHOES ON THE HITS



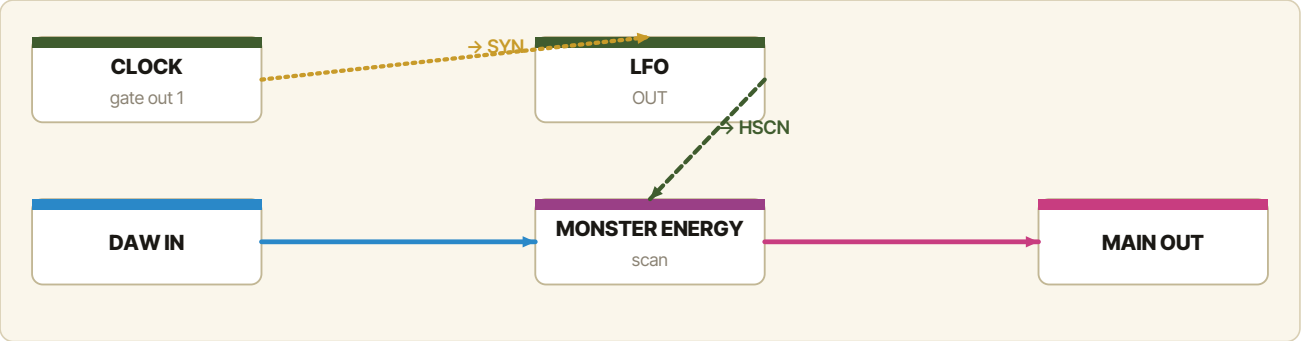
Transient fires on every hit in your track. Turn Long Tan's **MIX** right down first: a new module opens fully wet, and ENV can only push MIX up. Then patch Transient's **ENV** into Long Tan's **MIX** jack. Each hit opens the echo for a moment, and the rest of the track stays dry. **FALL** on Transient sets how long the echo stays open.

PARALLEL PATHS



Patch DAW IN to two modules, and both of them to MAIN OUT. Cables into the same input are added, so you hear a blend of the two. Each module's MIX dial sets how much dry signal its path carries.

MOTION ON THE CLOCK



Patch a Clock output into the LFO's **SYN** jack, and the LFO restarts on every pulse. Patch the LFO into a knob: the motion now lands on the Clock's beat. The Clock keeps its own tempo, so set its **BPM** to your track's.

12
QUICK REFERENCE

KNOBS

GESTURE	DOES
Drag up or down	Turn the knob
Ctrl + drag	Fine steps
Scroll over a knob	Turn it a step at a time
Double-click	The middle of its range
Alt + click	Back to its default
Alt + drag	On a knob with a CV jack: the band a cable sweeps it over
Right-click	Reset, a random value, keep random patches off it, clear its CV band

MODULES AND CABLES

GESTURE	DOES
ADD MODULES	The catalogue, by family, with search
Right-click empty rack	Search for a module where you clicked
Drag a title bar	Move the module
MIX dial in the title bar	Dry and wet for that module. Drag sideways
Drag from jack to jack	Make a cable
Click the middle of a cable	Remove it
Drag a cable's end	Move it to another jack
Right-click a jack	Keep random patches off it
Right-click a module	Pin, presets, duplicate

THE WINDOW

KEY	DOES
Ctrl+Z, Ctrl+Shift+Z	Undo and redo, up to 100 steps
Ctrl + scroll	Zoom (pointer off a knob)
Scroll	Move through the rows
Esc	Close an open dropdown