

Twin Delay

version 1.0

User's Manual

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Minimum system requirements

Windows 98/ME/2000/XP/VISTA

256 Mb RAM

Pentium III 600 mhz

VST-compatible host, satisfying specification 1.0 or above

INTRODUCTION

Twin Delay is a VST plugin designed for emulation of digital and analogue delay effects. The program is not an exact copy of already existing hardware-based equipment, nevertheless it can be used for producing a majority of popular effects, as well as some modulation and "unusual" effects, for instance Flanger, Metallizer. Special attention have been given to analogue delay algorithms, that make it possible to create beautiful and original sounds, frequently used in such genres as IDM, Experimental, Breaks and especially Dub, as well as genres that use Dub elements: Dub techno, Dubstep, Dubwise and so on.

The bundle includes quite substantial quantity of presets suitable for majority of users.

An attempt has been made to design program's interface to be intuitively understandable, nevertheless all necessary explanations are included in this manual.

Usage

Twin Delay is a relatively simple to use program. Majority of its functions are easily defined by experimentation. However, in case of arising difficulties please read below.

Fader Section.

2 faders are situated on the left: DRY (Level of Original Signal) and WET (Level of Processed Signal). On both sides of the faders there are level indicators that work Pre-Fader, so that signal level on an indicator is not dependent on position of the fader. Shifting faders shows signal's level in dB (decibels). Bottom position means that signal is turned off.

Delay Section.

Main delay controls are LEFT DELAY (delay in left channel), RIGHT DELAY (in right channel) and CHANNEL DELAY (between left and right channels). LEFT and RIGHT delays can be set in musical beats or in milliseconds, while CHANNEL DELAY is set only in milliseconds. Current position for each of the DELAY controls is shown on blue displays. Movement of the controls during production can give very interesting effects. Depending on the SYNC mode effects may vary.

SYNC button controls synchronization of the delays: A – automatic synchronization with the tempo, M – manual, off – synchronization is switched off.

TEMPO window shows current tempo. If Manual synchronization is set, tempo can be adjusted with left mouse button, in this case delay will be synchronised with the chosen tempo.

LINK button allows adjusting of the LEFT and RIGHT delays in sync. Attention! With Automation delay they will be adjusted with LEFT/LINKED Delay.

Type button allows choosing the algorithm of the delay. These algorithms influence change of the delay during playback of the adjusted signal. Physically, for tape-algorithms this means faster or slower movement of the tape, musically - change pitch of the tone. Magnitude of this signal is dependent on initial setting of the delay. While passing through processing loop new audio information from the input channel with delay can be added to the signal.

Three tape algorithms differ from each other in length of visual tape and activation speed.

Digital algorithm moves delay without the pitch change, sound reminds Stretch effect or amplitude modulation (depending on the settings).

Feedback Section.

Feedback control specifies amount of delayed sound feeded back to delay input. In other word, delayed sound will be delayed again and again, with decay depending on this parameter.

XFB (Cross Feedback) carries out similar function, but with channel interchange of the delays. Adjusted signal sounds in each speaker in turn. Above XFB control there is a button, controlling additional parameters:

PING L – delay in “Ping-Pong” mode that starts from left channel
PING R – delay in “Ping-Pong” mode that starts from right channel
CENTER – both channels are fused into one
DIRECT – direct (without adjustment) flow of the signal

To produce a linear rhythmic Ping-Pong delay, it is necessary for left and right delays to coincide with each other and Channel Delay to be set to zero.

When using FEEDBACK and XFB simultaneously, signals are summed.

SMOOTH control softens the attack of the sound, effect is slightly similar to reverberation. STEREO button widens its panorama.

HIPASS and LOWPASS regulators process delayed sound with a filter, cutting low and high frequencies. Effect is then added back to every new fragment of the delay.

DRIVE control emulates lamp overdrive, at the same time fulfilling the function of the compressor when FEEDBACK is set high. Effect is added after the filters.

Attention! Be careful with Feedback group of controls! There's a possibility of excessive high signal buildup that might damage your speakers! In case of such effect appearance, it is advised to reduce WET setting to zero as well as set FEEDBACK and XFB controls to zero. Nevertheless, buildup can be used in music production, limiting it using automation in time.

Conclusion.

Designers' collective hopes that you like our plugin. In case you have any queries, comments or you want to share original presents, please contact us at: info@rhythm-lab.com