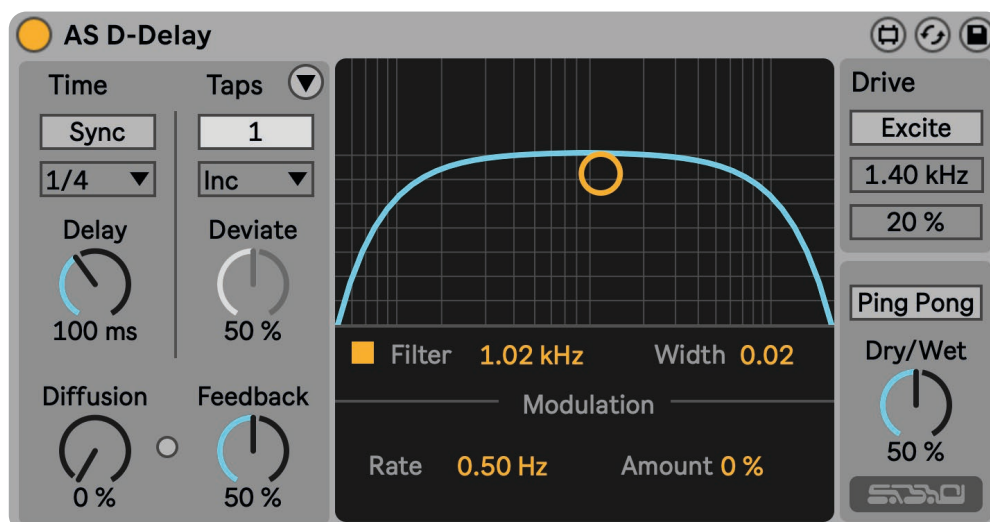


AS D-Delay

by Sabroi



Developed using Max for Live
Ableton 11+ Required



Delay:

- Main panel
- Modulation
- Deviate Functions

Filter:

- Cutoff
- Modulation

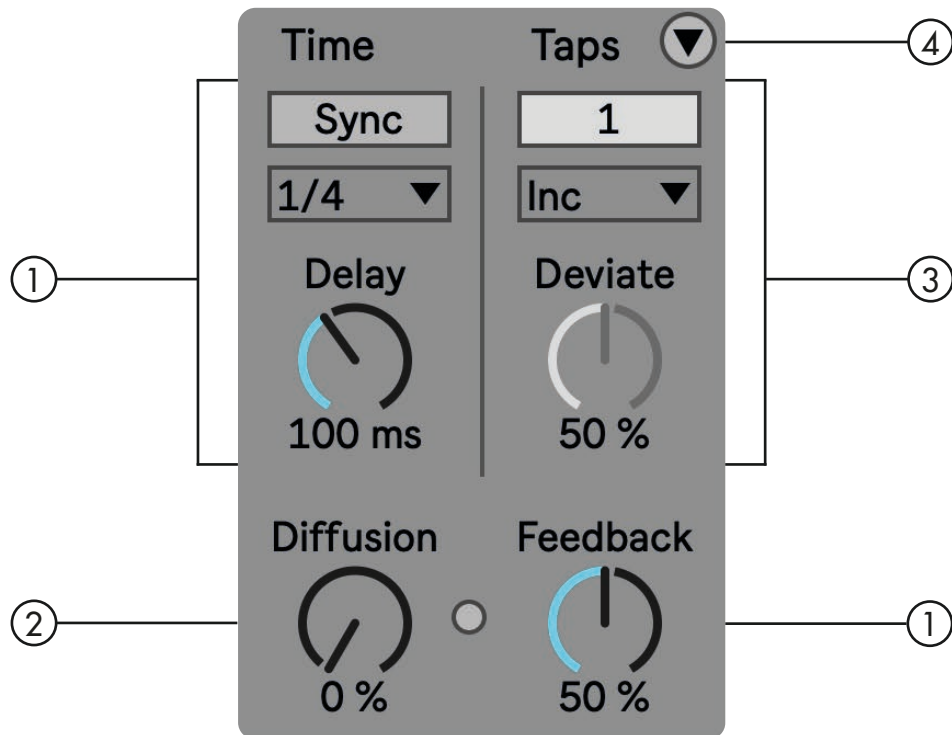
Drive:

- Excite

Miscellaneous

Delay

Main panel for delay: sets its time, feedback, diffusion, taps and tap settings

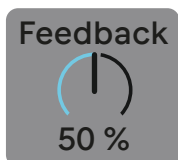


- ① There are two ways to set time for the delay:

When **Sync** toggle is not engaged delay time will be set in milliseconds by

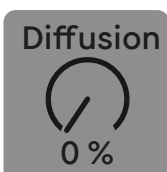


When **Sync** toggle is engaged delay time will be set in beats synced by



parameter sets the amount of gain of the output to be fed back into the delay line

- ②



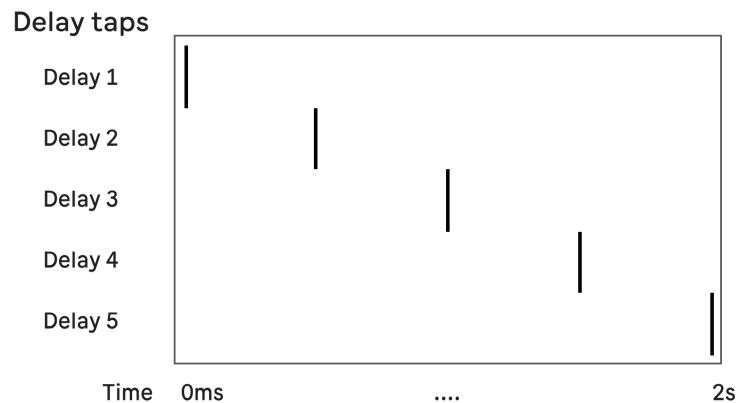
parameter sets the amount of diffusion of the delayed signal, causing a reverb like tail

☐ toggle when engaged alters the diffusion algorithm to a bigger size, causing more diffusion

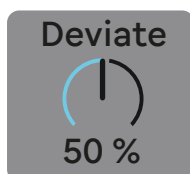
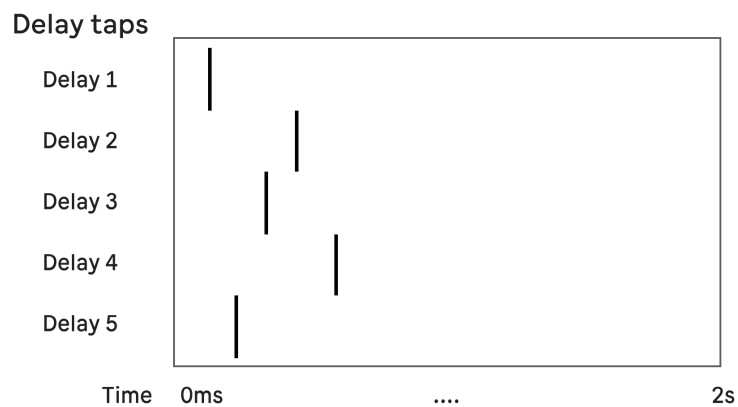
③ Taps are multiple individual delay lines. Number of taps can be set by number box

There are 2 different ways to set the delay time individually for all the taps when number of taps are set to a non 1 value

Inc ▼ mode will increment the distance between the delays in relation to the delay time



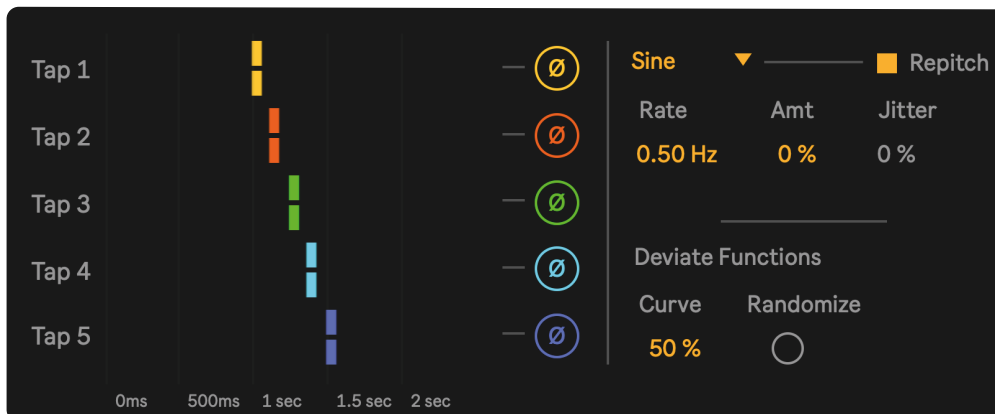
Rnd ▼ mode will randomize the distance between the delays (L/R channels will be offset)



parameter sets the distance from all the the taps relative from tap 1

More settings associated with deviate behavior will be mentioned in advanced tab

④ ▼ Toggle when engaged ▶ will show the Modulation/Advanced panel



As well as having additional features, this panel visualizes the taps delay time when its modulated. The two blocks with the same color on each row represent the L/R channel of that delay line. Ø toggle on each tap inverts the polarity to negative

Modulation:

Sine ▼ Sets the modulation waveform. Including sine, triangle, ramp up, ramp down, square

Rate Sets the rate for the modulation in hertz

Amt This adjust the amount of modulation applied to the delay time

Jitter When **Amt** is a non 0 value. **Jitter** will add jitter/randomness to the modulation signal

Repitch This sets the behavior of the device when the delay time is changed. When engaged, if delay time is changed will cause a pitch variation. Creating a wobble effect.

Repitch Toggle is not engaged will cause a crossfade between the old and new delay times. Creating a sort of pseudo-granular effect

Deviat Functions:

Curve Defines the deviation curve. At 0 %, taps inbetween 1 and 5 will have a exponential tilt on the incrementation relation between tap 1 and 5. At 100%, the tilt will be logarithmic

Randomize is a function, when **○** is pressed will genrate a randomized seed for **Rnd** ▼ the incrementation relation between tap 1 and 5. At 100%, the tilt will be logarithmic

Filter

This panel adjusts the bandpass filter



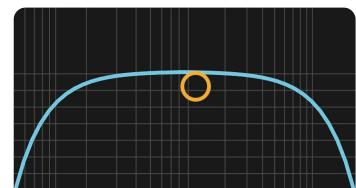
Filter: The filter is placed on the output of the delayed signal

☒ Filter Toggle activates the filter. ☐ Filter will disable the filter section.

The number box that displays a number in hertz right besides the ☒ Filter toggle sets the cutoff

Adjusts the width and narrowness of the bandpass low and high bands

Alternatively, filter cutoff, and width can be adjusted by moving the yellow handle bar in the above portion of the panel



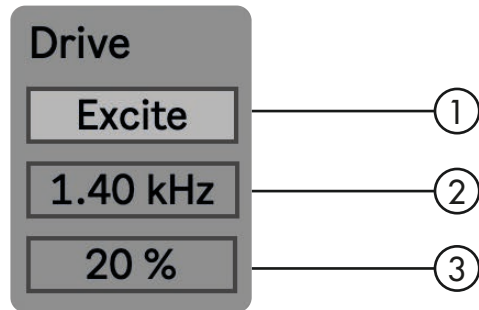
Modulation: Triangle shape modulation source targeted to the filters cutoff position

Sets the rate for the modulation in hertz

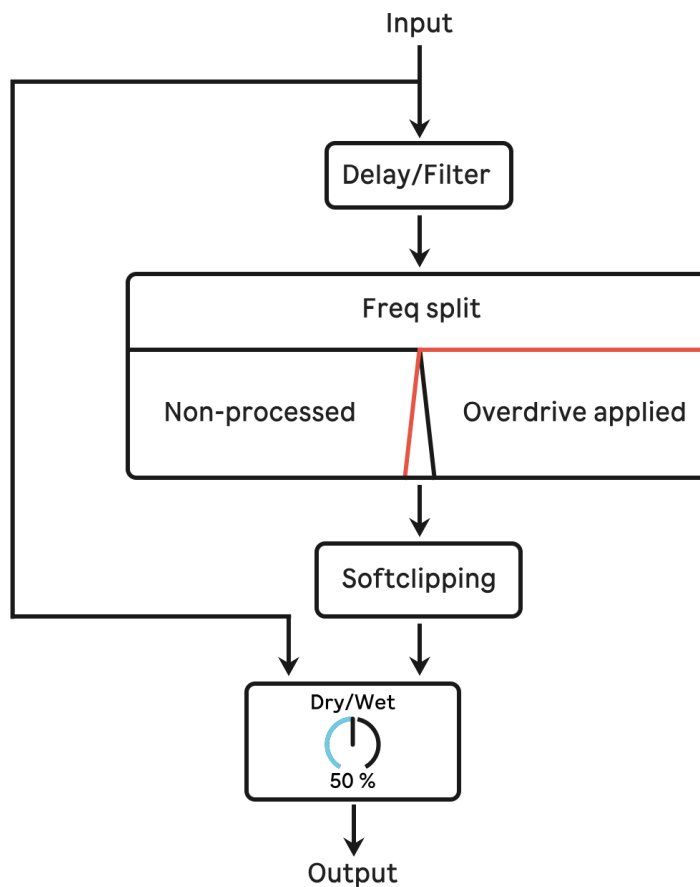
This adjust the amount of modulation applied to the filter cutoff

Drive

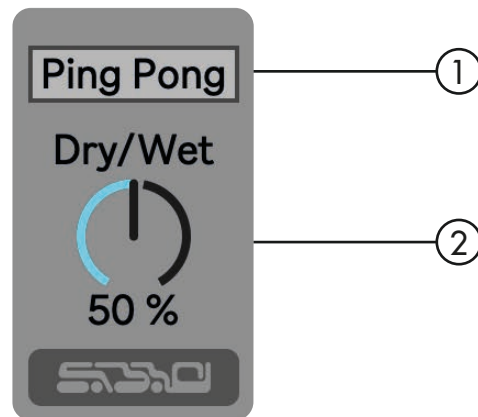
This part of the panel is focusing on a final drive stage



- ① **Excite** toggle activates an output stage overdrive and softclipper algorithm.
- ② Number box sets the crossover frequency where the low and high band ends and starts.
- ③ Number box adjusts the amount of drive applied. Figure down below shows a signal diagram:



Miscellaneous



① **Ping Pong** toggle when activated will make the delay jump from left to right

② **Dry/Wet** parameter will mix dry and wet signal