DELAY CHAIN v1.1

BY NOISS COKO

‖ USER MANUAL ‖

DESCRIPTION

Delay Chain is an audio effect that uses four delay layers, where time values are defined using musical notes. For instance, if the selected note is "A3/440 Hz", time will be equal to 2.27 ms, which corresponds to its period.

Add notes and chords to percussive sounds or compose complex patterns by setting a group of automations.

Each layer has its own level, feedback and time configuration. Their individual outputs can also be routed to the next layer before going directly to the main output.

FEATURES AND FUNCTIONS

LAYER SELECTOR
Displays the group of values and parameters that correspond to each one of the four available layers.

TIME
Sets the delay time using musical notes.

LINK (<=>)
If it's on, the output of this layer will be inserted into the next one, instead of going directly to the main output.

TRANSPOSE
Individual transpose amount, indicated in semitones.

CENTS
Individual detune amount, indicated in cents.

LAG
Produces a smooth transition between one delay time and the next one. How long the transition takes is determined by the lag time.

RAND
This button randomizes every time value. All layers will be affected.

PANNING
The output's position in the stereo field.

LEVEL
This sets the output level of the current layer.

FEEDBACK
Sets the amount of each channel's output that is fed back to its input.

FILTER
Selects the filter type. Lowpass, highpass and bandpass are available.

PEAK
The strength or emphasis of frequencies lying near the filters cutoff frequency.

CUT
This defines the center or cutoff frequency of the filter.

GLOBAL TRANS
Global transpose amount, indicated in octaves.

DRY - WET
Adjusts the balance between the processed and dry signals.

INFO
Information about this device, its developer and links to other devices.

CONTACT - CREDITS

ABOUT

DEVICES

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