Delay Chain v2.0 by NOISS COKO

DESCRIPTION

Delay Chain is an audio effect that uses four delay layers, where time values are only 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 simple 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

Modulation Section

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

Time
Sets the delay time. This values will be represented by musical notes, defined by the duration of one cycle, according to the frequency of that note. Depending on the feedback amount, this will produce a more or less clear tone over the signal.

Detune
Individual detune amount indicated in Cents, with a total range of ±100ct (±1st).

Panning
Defines the output location in the stereo field.

Random
Randomly assigns time values each time it's selected. This is a global parameter, thus all layers will be affected at the same time.

It is very important to consider that in Ableton Live almost every single parameter variation is saved in the history. Therefore, every time a new set of values is randomly selected, all changes involved will be stored in the Undo/Redo History. Please use this feature being aware of this behavior!

Route Toggle
In order to arrange their specific signal flow, each layer output can be set to **Main** or **Next**. While Main is selected, this individual signal will be sent straight to the device output, then mixed with all the others. If it's set to Next, the output of this specific layer will be inserted into the next one. Basically, this allows to create both parallel and series signal processing. Notice that the four arrows under the Dry/Wet parameter, also display a quick representation of the current routing configuration.

Level
Sets the current layer output level, allowing to define a specific mix or balance between all the elements.

Feedback
Sets the amount of output signal that is fed back to the effect input. It reflects the number of repetitions that are articulated after the original source, or in this case, the "length of the note".
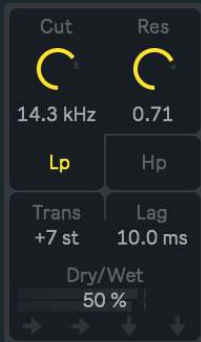
Filter Cutoff

This parameter sets the filter cutoff frequency. All frequencies above (lowpass) or below (highpass) this point will be filtered out from the spectrum.

Filter Resonance

Determines the emphasis of the frequencies near the filter cutoff area. High values result in a more aggressive character, while low values will define a cleaner type of sound.

Filter Type

Switches between two different filter types, Highpass and Lowpass.

Transpose

Global transpose amount indicated in semitones, with a total range of ±12st.

Lag

Every time a new time value is defined, Lag produces a smooth transition between this value and the previous one. How long the transition takes is determined by this parameter.

Dry/Wet

This percentage represents the mix between the original (dry) and processed (wet) signals. A range from 0% to 100% determines the amount of wet signal that is being preserved, while exactly the opposite is defined for the dry signal.

CREDITS

ABOUT

DEVICES

Delay Chain v2.0

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