FM DELAY v1.0

BY NOISS COKO

II USER MANUAL II

DESCRIPTION

This device is a stereo delay effect that offers individual time control for each channel, including also two oscillators as modulation source for both left and right time values. Time and rate modes allow to express their values using different unit styles: musical notes, note durations (sync) and milliseconds/Hz.

FM Delay covers a wide range of creative needs besides being a classic delay effect, working as a completely versatile tool that could be applied to all kind of instruments and sounds. Using low modulation frequencies, it's easy to produce clear tones that result in deeper and intense bass sounds. Higher values will add harmonic richness and overtones to the signal, sounding like an overdrive, or even similar to a bitcrusher effect.

FEATURES AND FUNCTIONS

TIME
Defines the time between repetitions. The unit style varies from milliseconds, musical notes, or note durations, depending on the selected time mode.

TIME MODE
This tab determines the unit style that will be used to express time values, according to different needs.

- Note: time values will be represented by musical notes. Time will be defined by the duration of one cycle, corresponding to the frequency of that note. In most cases, this will produce a clear tone over the signal.
- Sync: time values will be selected by fractions, representing different note durations, synchronized with Live's global tempo.
- Free: time values will be set within a range that goes from 1 to 700 milliseconds.

PING-PONG
Instead of processing each channel individually, this option offers an alternative algorithm that recreates the classic Ping-Pong effect. Unlike default mode, where left and right channels work independently, this variation generates a more dynamic result by moving the sound from one side to the other.

LAG
When Time and Rate parameters change, Lag produces a smooth transition between the first value and the next one. How long the transition takes is determined by the lag time.

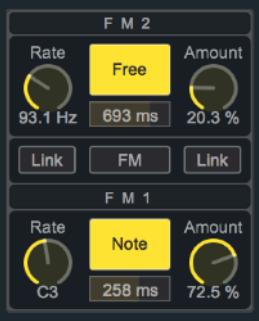
FEED
Once the original signal is processed, resulting repetitions produced by the effect could be fed back into the effect. This parameter sets the feedback amount.

LINK
Time, Feed, Rate and Amount parameters could be linked independently. When Link is active, each pair of parameters share the same values. If Time and Feed are linked, the signal output will be mono.

FM
By default, this device offers two individual oscillators (FM 1 and FM 2), used to modulate the delay time of both left and right channels simultaneously. This is a parallel process, resulting in two different signal that have no effect one

over the other. If the FM button is active, only FM 1 will modulate the delay time of both channels, while FM 2 will modulate the rate (frequency) of FM 1. In this case, FM 1 works as a carrier and FM 2 as its modulator.

RATE
Determines the frequency of the oscillator that modulates the time parameter.



RATE MODE
This button determines the unit style that will be used to express rate values, according to different needs.

- Note: rate values will be represented by musical notes. In most cases, this will produce a clear tone over the signal. For instance, for “A” notes, rate values will correspond to 220 Hz, 440 Hz, 880 Hz and so on.

- Free: rate values will be set within a range that goes from 0.01 Hz to 10 KHz.

AMOUNT
Sets the intensity of the modulation that is affecting the delay time. This parameter determines the gain of the oscillator that works as a modulation source.

A value of 0% will generate no time modulation, having no effect at all over the processed signal. Higher values will proportionally increment the way in which the time parameter is affected by the oscillator.

INPUT
Controls the gain of the incoming signal. Allows to attenuate or amplify the dry signal, before being processed.

OUTPUT
Controls the gain of the resulting signal, after being processed. Since this is the last step of the chain, it will respect the proportion determined by the “Dry/Wet” parameter.

DRY - WET
Adjusts the balance between the processed (wet) and non processed (dry) signals. A value of 0% means that wet signals will have no gain at all, while a value of 100% means exactly the opposite. If set to 50%, each signal should have the same gain.

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

CONTACT - CREDITS

ABOUT

DEVICES

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