Static Delay VST

Static Delay VST allows crossfading between stereo delay and pingpong delay effects. The left and right delay lines may be set at separate times to produce rhythmic delay patterns.

Each delay line is host syncable, includes a resonant biquad filter and uses hermite interpolation for high signal fidelity.

As the presets demonstrate, to produce stereo delay effects, leave the balance control in the center position and the cross control to the far left. Pingpong effects are produced by turning the cross control to the far right. If the incoming signal is in mono or not discernibly stereo weighted, use the balance control to pan the input to one side. The dry signal can be panned or left in its original stereo image using the bal switch, located next to the dry volume control.

Intermediate settings of the cross parameter create variation in the perceived depth of the stereo field, based on the combination of other delay settings.

WARNING!

The optional resonant biquad filter can dramatically increase signal gain at the cutoff frequency. The user is advised to strongly reduce feedback when using resonance, especially when using the second or third order filter modes. There is no inline limiting in order to avoid signal colouration and to reduce cpu expenditure.

Specifications:

Stereo delay line with Hermite interpolation

Cross channel feedback

Inversion of feedback for cancellation effects in cross-delay patterns

Delay times:

Unsynced: 0 to 5 sec (hold [ctrl] while dragging to make fine adjustments)

Synced: 1/48th note to 4 measures discretised in base 2 and triplet times

Filter modes:

Bypass

Lowpass (6/12/18 dB / oct)

Bandpass (6/12 dB / oct)

Highpass (6/12/18 dB / oct)

Notch (6/12 dB / oct)

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Static Delay VST was created with SynthEdit SDK - www.SynthEdit.com

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