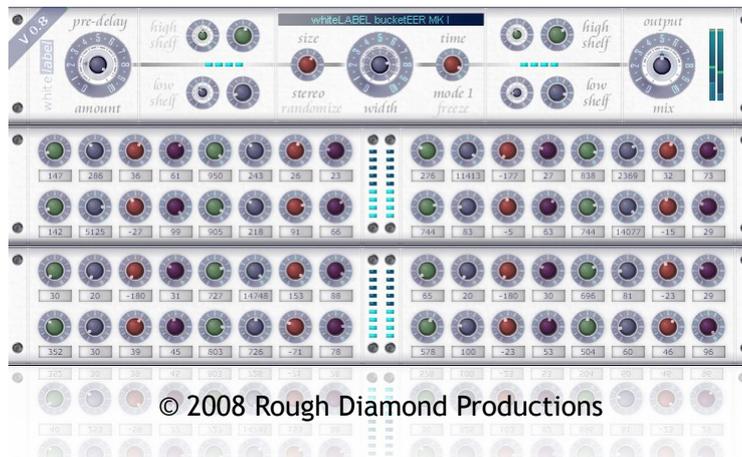


# white label

[www.roughdiamondproductions.com/whiteLABEL](http://www.roughdiamondproductions.com/whiteLABEL)

**\*\* v 0.8 \*\***

## bucketEER MK I - bucket style stereo reverb & delay fx



Taking a mono or stereo signal as input, **bucketEER** consists of 16 delay units, each with an all-pass filter. **bucketEER** has 2 main sections - head and buckets. The head section is controlled by the top panel with all the usuals - pre-delay, size, time, width, shelving filters and mix. The buckets section consists of 4 banks each with 4 slots. Each slot has a control for time [green], frequency [blue], phase [red] and feedback [purple]. Whenever you click on a knob, the display in the head section will let you know the current value for the knob.

### HEAD -

#### main controls left to right :

pre-delay [2 controls] pre-delay time [0-200ms] & pre-delay level [-60-0dB]

pre-filters [4 controls] frequency gain  
 low shelf 50-1600Hz -12-0dB  
 high shelf 2k-16k -12-0dB

**size** [1 control] 0-100% - scaler for all bucket delay times  
**width** [1 control] 0-100% - mono to stereo  
**time** [1 control] 0-100% - scaler for all bucket feedback amounts

post-filters [4 controls] frequency gain  
 low shelf 50-1600Hz -12-0dB  
 high shelf 2k-16k -12-0dB

mix [1 control] 100:0 - 0:100 [dry:wet]

pre-delay and filters are all switchable by clicking on the relevant text - dark is on, light is off.

### BUCKETS -

main controls, L to R, top to bottom, banks 1, 2, 3 & 4 - each has 4 buckets with 4 knobs each :

green	delay time	0-1000 ms, scaled by <b>HEAD SIZE</b> control
blue	frequency	20-20,000
red	phase	-180 - 180
purple	feedback	0-100%, scaled by <b>HEAD TIME</b> control

### Auxilliary controls (HEAD) :

In addition to text on/off switches for the above main controls, the head section has switches for :

input mode    mono source taken from LEFT input [1]  
                 stereo source material from inputs 1 & 2

reverb mode   mode 1        input 1->bank1->L output->width->mix  
                                 input 2->bank2->R output->width->mix  
                                 input 1->bank3->L output->width->mix  
                                 input 2->bank4->R output->width->mix

                                 mode 2        input 1->bank1->bank3->L output->width->mix  
   input 2->bank2->bank4->R output->width->mix

                                 mode 3        input 1->bank1->bank4->L output->width->mix  
   input 2->bank2->bank3->R output->width->mix

radomize       randomizes all bucket delay times, frequencies and phase responses

freeze           switches to freeze mode where the buckets keep looping with 100% feedback,  
                         but no input, resulting in the effect being held indefinitely

banks on/off    8 leds in 2 groups of 4 each on left and right. The right hand set are latching toggles,  
                         and the left hand set are momentary switches, and they turn on and off each of the 4 banks.

### Auxilliary controls (BUCKETS) :

In the centre of the buckets panels are a vertical strip of blue led buttons. Each bucket bank has 9 buttons. Top to bottom these are :

- randomize all controls in bank
- randomize delay times
- randomize all-pass frequencies
- randomize all-pass phases
- randomize feedback
- slot 1 on/off
- slot 2 on/off
- slot 3 on/off
- slot 4 on/off

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Credits :

bucketEER was designed & built by [Daz Disley](#) using [SynthEdit](#).

bucketEER makes use of modules by [David Haupt](#) [Peter Schoffhauzer](#) and [Kelly Lynch](#)  
bucketEER uses dll compression by [UPX - Ultimate Packer for eXecutables](#)

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bucketEER MK I

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