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freqDELAY MK I



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freqDELAY is a multi-band freak-out delay machine. The incoming stereo signal is processed through 4 bands of delay with separate control over delay time, level, feedback, filter shape, frequency and resonance. Additional multiplier controls allow the relationships between bands to be preserved whilst changing e.g. all delay times from one knob. Finally, mix control selects how much dry and wet signal to output.



Top pan bar - select source position from stereo input

Bottom pan bar - position in stereo output

Centre knob - delay time [0 - 2000ms]

Bottom meter - delay time fine tune [± 10 ms]

Grey ring - filter frequency [10Hz - 20kHz]

Top meter - filter frequency fine tune [$\pm \frac{1}{2}$ octave]

Outer VU ring - Gain [-6 to +6db]

Top led button - filter type blue : low pass, green : high pass
yellow : band pass, red : band reject

Bottom led button - filter slope - off : 6db/octave, on : 12db/octave

Left blue bar - filter resonance

Right blue bar - feedback amount



Multipliers [**freq**, **reso**, **delay**, **feed**] knobs have a range of [0 - 1] and effect all 4 bands simultaneously, for example, to scale all delay times, use the delay multiplier knob.

Mix control mixes from 100% dry [left] to 100% wet [right] through 50/50 dry/wet [centered].

Credits :

freqDELAY was designed & built by Daz Disley using SynthEdit.

freqDELAY makes use of modules by David Haupt and Peter Schoffhauzer.

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