



Digital Delay

User Guide



The Doomsville Soundscapes "Reliq" Digital Delay is a delay effect which can operate in stereo "Ping-Pong" mode. There's also the option to emulate an analog delay effect using a low pass filter on the feedback path.

Controls:

SCALE GUI – The small drop-down list at the top centre of the effect's panel allows you to select the plugin's display size. Options are tiny, small, medium, normal, large & giant.

KICK SWITCH – Turns the Reliq on or off (bypass mode).

DELAY - Controls the delay time. Ranges from 0 to 2 seconds.

FEEDBACK – Controls the amount of wet signal fed back into the delay's stereo circular buffers. Ranges from 0% to 90%.

BLEND – Wet/Dry Mix. When fully counter-clockwise, only the dry signal will be output. When fully clockwise, only the wet signal will be output. At 12 o'clock, the wet & dry signals are equal in the mix.

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LEVEL - Controls the level of the output signal. Ranges from -60 to 12 dB.

Options:

NORMAL/PINGPONG – Switches between "Normal" stereo mode, where each channel's delay artefacts are output on its own channel, and "Ping-Pong" mode, where the delay artefacts alternate between the left & right channels.

EMULATE ANALOG – When on, a first order low pass filter with a fixed cutoff frequency of 1000 Hz and an output gain of 0.707 $(\frac{\sqrt{2}}{2})$ dB will attenuate the higher frequencies in the feedback path, leading to a faster decay of the delay artefacts. This emulates the loss of high frequencies inherent in the use of a *compander* around the Bucket Brigade Delay ICs present in many analog delay effects.

Should you wish to raise any issues you encountered while using this plugin, or review issues raised by other users, including those which have already been fixed, please visit: https://github.com/DoomyDwyer/ASPiKProjects/issues.