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Using multiple delay blocks in a program

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Using multiple delay blocks in a program (#p1794)

by **Digital Larry** » Mon Sep 15, 2014 5:58 am

There are a number of delay and multi-tap delay blocks available for you to use. However, as of build 837, doing so may prove a little confusing.

First, each delay block's control panel has a slider indicating the total amount of delay allocated to that block. If your sampling rate is 32768 kHz, the 32768 available memory words will give you 1 second of delay. And for some stupid reason, the default amount of memory allocated to each delay block when you first add it is ALL OF IT. The delay blocks that you entered previously don't like this. "Hey what's with the new guy?", they might ask.

The solution is to make sure that the TOTAL amount of memory allocated between all delay blocks is less than 1000 msec. Keep in mind that reverbs also use delay memory, but the amount is not typically adjustable. Well OK, I only have ONE reverb block presently available, and I chose it mostly because it uses very few instructions.

If you have two delays side by side but their inputs are attached to the same source, you might be able to use the Triple-tap delay block instead.

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