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Stutter?

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Stutter? (#p2825)

by **dslocum** » Mon Aug 29, 2016 11:29 am

What is stutter and how do I use it?

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Re: Stutter? (#p2839)

by **Digital Larry** » Tue Aug 30, 2016 9:22 pm

Stutter is an adjustable delay line with a control input. The control input range is 0 to 1.0 and the output switches between the delay input and output when the signal crosses 0.5. If the Fade Time is zero, it glitches back and forth. If it's not zero then it is implemented as a crossfade with an adjustable fade time.

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