

Vink

Card by Ben Regnier

Source and build at

https://github.com/benregnier/Workshop_Experiments/tree/main/Vink

Vink is a dual delay to assist in Jaap Vink / Roland Kayn style feedback patching. There is a wealth of information on this classic synthesis technique, but for a single point of entry this "Mr Sonology Video" is a great place to start:

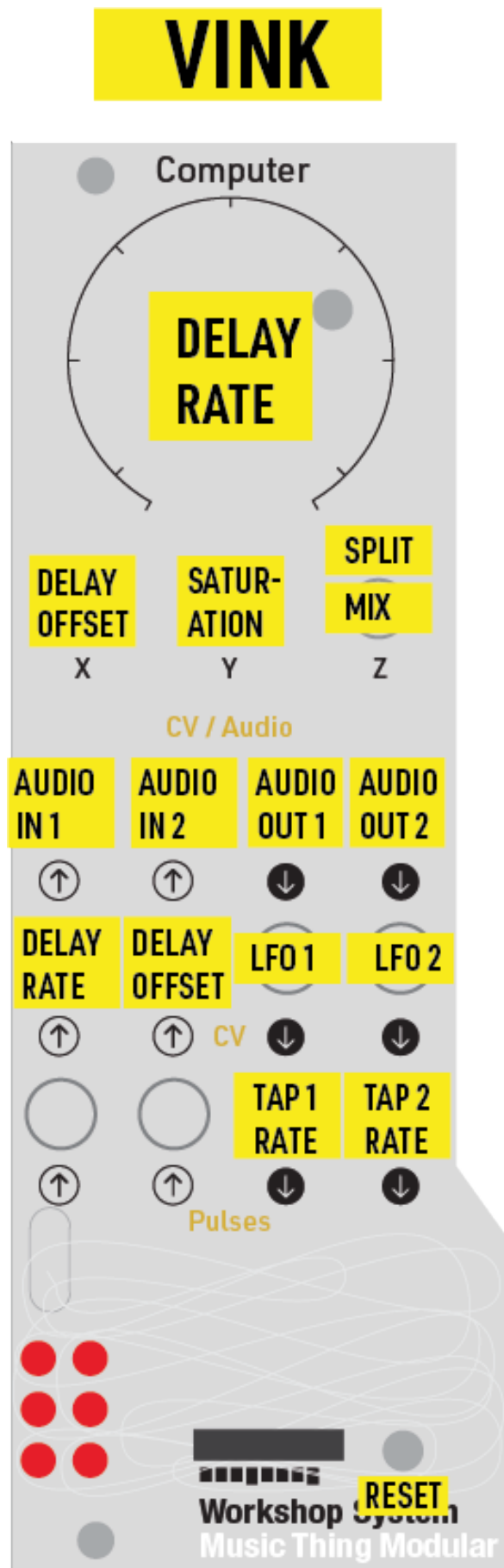
https://www.youtube.com/watch?v=X_Bcr_HS9XM

The tap on both delays shares a rate control (main knob), with the x knob applying an offset to the second delay by subdividing that rate. The pulse outs (and associated LEDs) indicate the rate of each delay tap.

You'll notice there is no internal feedback - this is because these patching techniques rely on putting additional stuff in the loop. The gain on the delay is just slightly below unity, so amplification is required, often at a low level. Amp is good for this but also try a filter with resonance. Additional common things to toss in include ring modulation, filtering, injecting external signals, or using your favorite pedals. Try different orders and configurations!

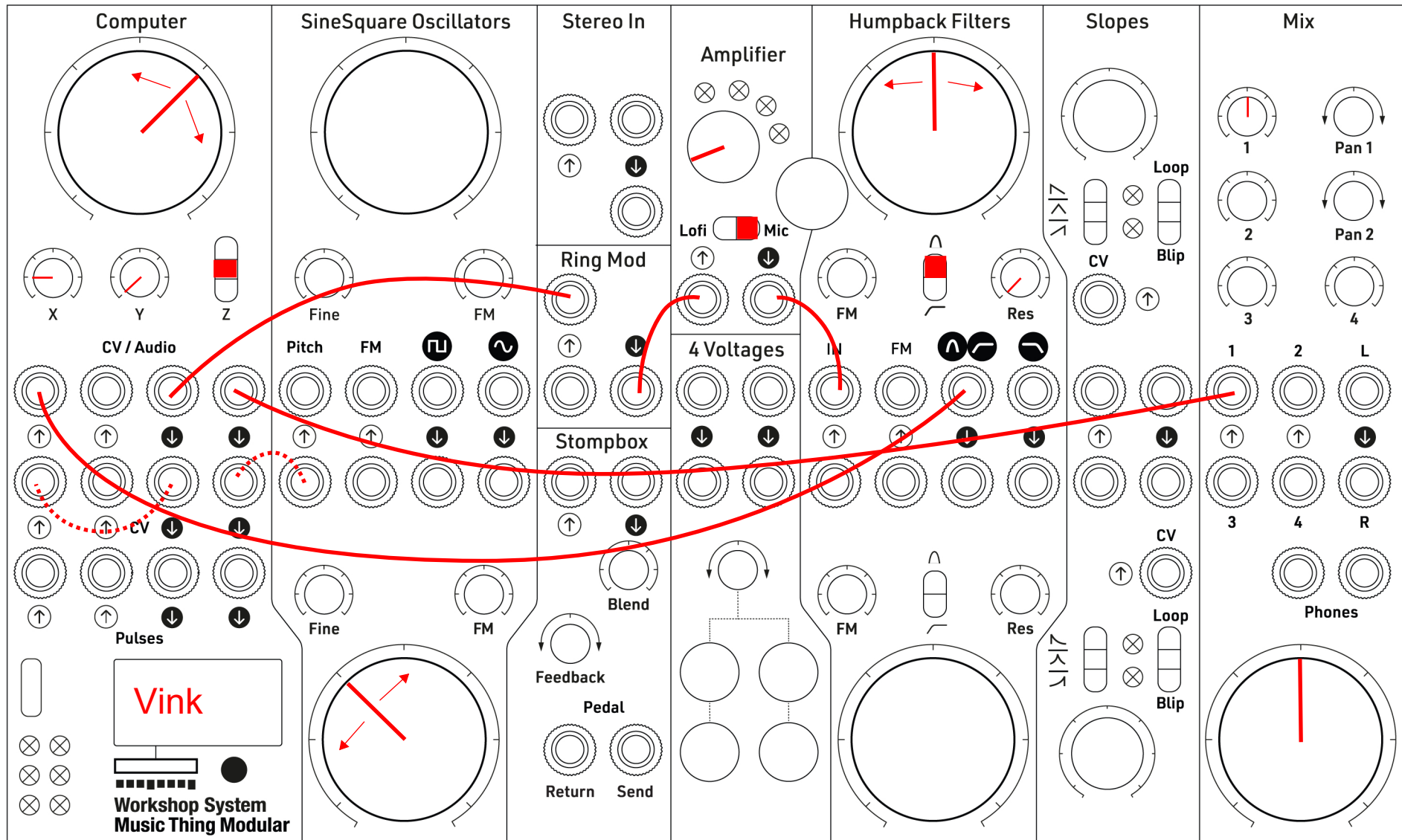
The delay is configurable between a shared audio path. With the switch in the middle position, Audio Ins are summed (if both are patched) before hitting the delays, and the Audio Outs are identical. With the switch up, each tap gets it's own Audio In and Out.

In addition there is a built in saturation circuit that can be blended with the untreated delay signal with the Y knob, this will "soften" the feedback a touch.



Classic Ring Mod

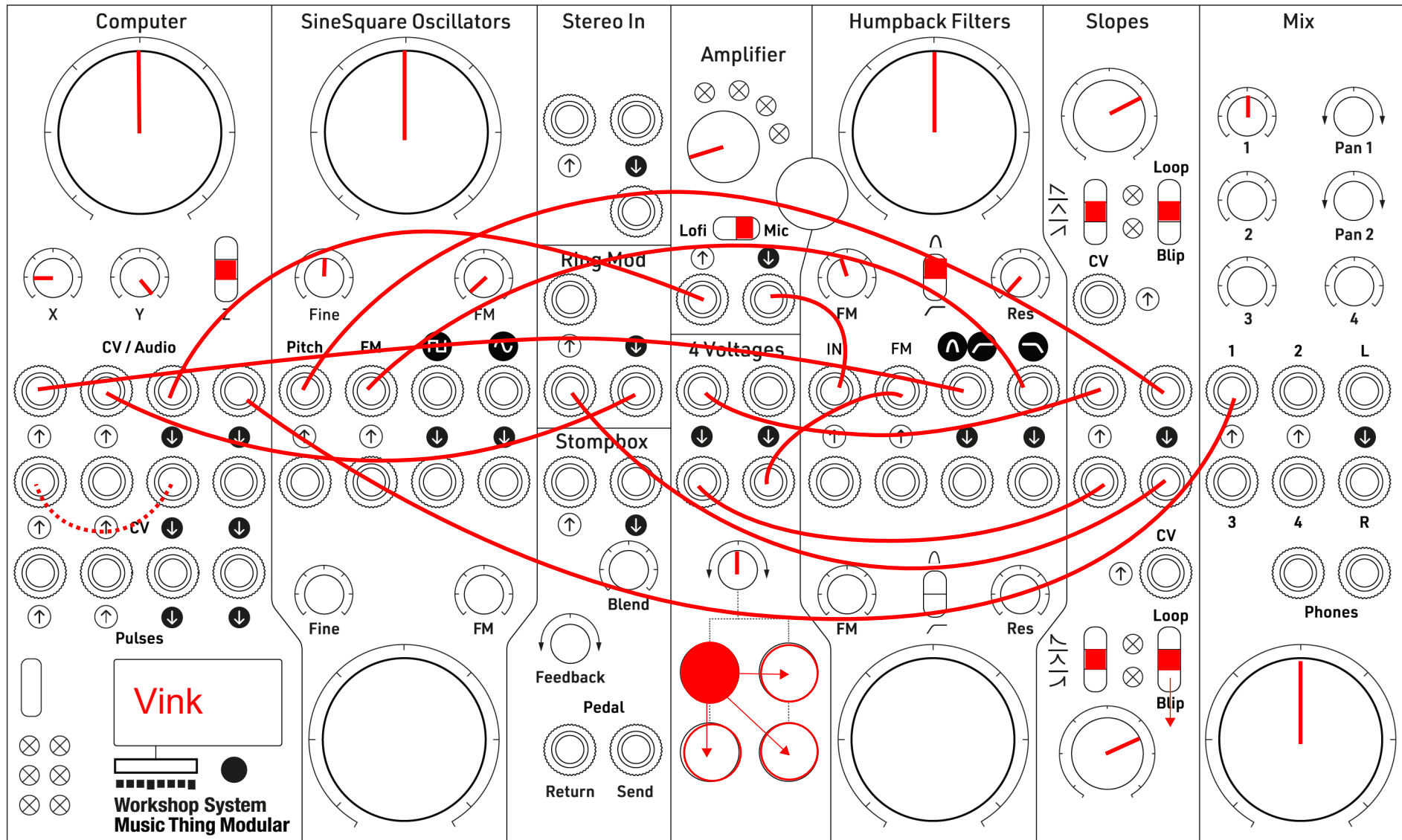
Patch name:



Patch notes: Optional patching of slopes and / or chaotic LFO to the filter, oscillator or delay frequency

Patch name: **Osc Injector**

Example audio:
<https://benregnier.bandcamp.com/track/vinkcard>



Patch notes: Play the keyboard and wiggle the delay time, osc freq, and filter. Adjust amp to get what you want. Y will roll off some high frequencies; ping the oscillator with the lower slope switch. For noiser results turn up osc FM and / or filter resonance