

# DELAY CHAIN v1.0

BY NOISS COKO

II USER MANUAL II

## INTRO

HI! LET ME TELL YOU THAT THIS DEVICE IS PUBLISHED UNDER A CREATIVE COMMONS LICENSE. YOU ARE COMPLETELY FREE TO USE IT ON YOUR OWN WORKS AND PRODUCTIONS, BUT YOU CAN NOT SELL THIS SOFTWARE UNDER ANY CIRCUMSTANCE WITHOUT AUTHORIZATION.

HOWEVER, IF YOU FIND IT USEFUL, SUPPORT THIS PROJECT BY MAKING A **DONATION**. IT WOULD ALSO BE NICE TO RECEIVE SOME FEEDBACK FROM YOU! SEND ME AN EMAIL IF YOU LIKE THIS TOOL, IF SOMETHING'S NOT WORKING AS IT SHOULD, OR IF YOU JUST WANT TO GET MORE INFORMATION ABOUT THIS AND OTHER PROJECTS.

**ATTENTION!** GRAPHICAL INTERFACE PROBLEMS MIGHT APPEAR DEPENDING ON YOUR GLOBAL PREFERENCES CONFIGURATION. TO BE SURE THAT EVERYTHING LOOKS RIGHT, GO TO LIVE'S "PREFERENCES>LOOK/FEEL>ZOOM>DISPLAY" MENU AND SET UP THE VALUE TO 100%.

NOW... ENJOY, MAKE MUSIC AND HELP TO SPREAD THE WORD!

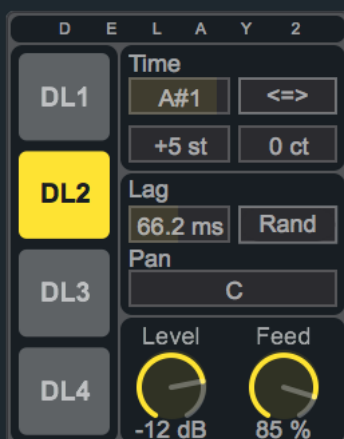
## DESCRIPTION

DELAY CHAIN IS AN AUDIO EFFECT THAT USES FOUR DELAY LAYERS, WHERE TIME VALUES ARE DEFINED USING MUSICAL NOTES. FOR INSTANCE, IF THE SELECTED NOTE IS A3/440 HZ, TIME WILL BE EQUAL TO 2.27 MS, WHICH CORRESPONDS TO ITS PERIOD.

ADD NOTES AND CHORDS TO PERCUSSIVE SOUNDS OR COMPOSE COMPLEX PATTERNS BY SETTING A GROUP OF AUTOMATIONS.

EACH LAYER HAS ITS OWN LEVEL, FEEDBACK AND TIME CONFIGURATION. THEIR INDIVIDUAL OUTPUTS CAN ALSO BE ROUTED TO THE NEXT LAYER BEFORE GOING DIRECTLY TO THE MAIN OUTPUT.

## FEATURES AND FUNCTIONS



### LAYER SELECTOR

DISPLAYS THE GROUP OF VALUES AND PARAMETERS THAT CORRESPOND TO EACH ONE OF THE FOUR AVAILABLE LAYERS.

### TIME

SETS THE DELAY TIME USING MUSICAL NOTES.

### LINK (<=>)

IF IT'S ON, THE OUTPUT OF THIS LAYER WILL BE INSERTED INTO THE NEXT ONE, INSTEAD OF GOING DIRECTLY TO THE MAIN OUTPUT.

### TRANSPOSE

INDIVIDUAL TRANSPOSE AMOUNT, INDICATED IN SEMITONES.

## CENTS

INDIVIDUAL DETUNE AMOUNT, INDICATED IN CENTS.

## LAG

PRODUCES A SMOOTH TRANSITION BETWEEN ONE DELAY TIME AND THE NEXT ONE. HOW LONG THE TRANSITION TAKES IS DETERMINED BY THE LAG TIME.

## RAND

THIS BUTTON RANDOMIZES EVERY TIME VALUE. ALL LAYERS WILL BE AFFECTED.

## PANNING

THE OUTPUT'S POSITION IN THE STEREO FIELD.

## LEVEL

THIS SETS THE OUTPUT LEVEL OF THE CURRENT LAYER.

## FEEDBACK

SETS THE AMOUNT OF EACH CHANNEL'S OUTPUT THAT IS FED BACK TO ITS INPUT.



## FILTER

SELECTS THE FILTER TYPE. LOWPASS, HIGHPASS AND BANDPASS ARE AVAILABLE.

## PEAK

THE STRENGTH OR EMPHASIS OF FREQUENCIES LYING NEAR THE FILTERS CUTOFF FREQUENCY.

## CUT

THIS DEFINES THE CENTER OR CUTOFF FREQUENCY OF THE FILTER.

## GLOBAL TRANS

GLOBAL TRANSPOSE AMOUNT, INDICATED IN OCTAVES.

## DRY - WET

ADJUSTS THE BALANCE BETWEEN THE PROCESSED AND DRY SIGNALS.

## INFO

INFORMATION ABOUT THIS DEVICE, ITS DEVELOPER AND LINKS TO OTHER DEVICES.

## CONTACT - CREDITS

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