



PING PONG DELAY

USERS GUIDE

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LICENCE:

Ping Pong Delay 1.0.0.0, a VST 2.4 plugin.
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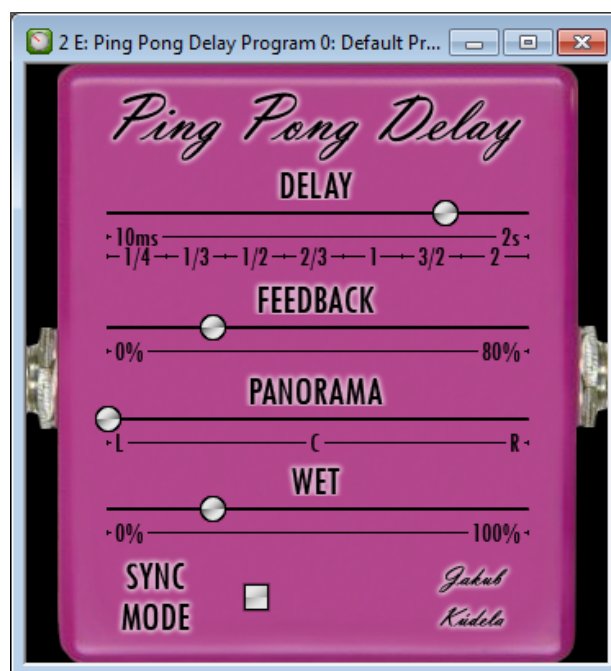
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INTRODUCTION:

This is a guide book for a Ping Pong Delay v1.0.0.0 (VST 2.4 Plugin). It will explain the usage and settings possibilities of the plugin. Ping Pong Delay is a only a VST audio effect (it is not a VST instrument plugin). It can be loaded on an audio route or track in DAW supporting the VST 2.4 Steinberg Media Technologies GmbH standard. It has implemented graphic user interface which in case everything runs smooth should look like this (on picture loaded in freeware DAW VSTHost):



On the picture you can see that Ping Pong Delay has following adjustable parameters:

- Delay
- Feedback
- Panorama
- Wet
- Sync Mode

DELAY:

The delay parameter sets the time between individual repetitions, while the effect is in asynchronous mode (Sync Mode button is off and it is grey) it sets the delay to a value from interval [2, 2000] milliseconds, evenly corresponding to the position of the fader. While the effect is in synchronous mode within its VST host (Sync Mode button is on and it is yellow) the time is proportional to an internal time signature denominator setting in your DAW multiplied by the synchronization ratio under the position of the fader. On the picture is effect in asynchronous mode so the delay would be around 1.6 seconds. In case we would turn the Sync Mode on, the delay would repeat to every 1.5 note of our locally set time denominator note in our DAW.

FEEDBACK:

The feedback parameter represents the ratio of remaining intensity between two following repetitions of the effect. Ping Pong Delay provides feedback settings from [0, 0.8]. The value of the feedback is evenly corresponding to the position of the fader to this interval.

PANORAMA:

The panorama parameter sets how much would be the delay wide in stereo terminology. If we set the panorama to the L position, the pings (first and every second repetition after it) will be situated only in the left, while the pongs (every other repetition) will be situated only in the right channel. Setting panorama to the R position will make the effect repeat the signal of pings only in the right and the pongs in the left channel. Setting the panorama parameter to C position, will make the delay play every repetition in the both channels equally with full stereo. Try other positions of fader between the L, C, R, the stereo widening effect is equally corresponding to the distance of fader from the C position. Left and right side from C position only tells where the pings and pongs will be played.

WET:

The wet parameter represents the ratio of effected to uneffected audio signal volume on Ping Pong Delay output.

SYNC MODE:

If the effect is asynchronous within its VST host, the Sync Mode button is grey, otherwise it is yellow. To change the synchronization from on to off or vice versa simply click on the button.

The last important thing to mention is that due to the low RAM hardware requirements also the Ping Pong Delay has a limited time that it can “remember”. This means that it has a lower tempo bound of proper functionality while being in synchronized mode. It is 40 BPM while having effect set to play every second DAW time signature denominator note.