

2hp – Delay

- [Manual PDF](#)
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Creative Modulation with 2hp Delay: Unique Sound Design

The 2hp Delay module is a compact, CV-controllable digital delay suited for everything from crispy percussive effects to deep, warping pads. Here are high-impact modulation strategies for **distorted percussion, dubstep/drum & bass basslines, and haunting pads**:

1. Distorted Percussive Sounds

- **Key Modulations:** FDBK CV, TIME CV
- **Process:**
 - Patch drums or short percussive sounds (e.g., from a drum module or synth voice) into the **IN**.
 - Set **TIME** low (short delay times = slapback) for glitchy artifacts.
 - **Modulate TIME CV** from a fast envelope or trigger sequencer, making each hit shift in delay time—this introduces accents, pitch artifacts, and off-kilter pulses.
 - **Increase FDBK**, perhaps modulated with random stepped CV (Sample & Hold, random gates, or even audio-rate CV) to push the repeats into self-oscillation for overdriven, crushed sound.
 - **Option:** Overdrive by pushing the **FDBK** knob to maximum, allowing chaotic feedback loops—a classic distorted, noisy percussion trick.

- **Mix:** Use MIX CV to dynamically blend dry/wet sound with accent envelopes.
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2. Dubstep/Drum & Bass Basslines

- **Key Modulations:** TIME CV, FDBK CV, MIX CV
 - **Process:**
 - Patch bass synth voice to **IN**.
 - Use **LFOs or Envelopes** to modulate **TIME CV** between 0V and 5V on the beat. Extreme modulation can cause pitch-smearing and aggressive time-stretched bass movement typical in Neuro, brostep, or techstep.
 - Set **FDBK** high and modulate with another LFO or envelope—increasing feedback during drops and breakdowns for growling, resonant tails.
 - **Audio-rate modulation** to TIME CV or FDBK CV (patch fast LFO or even oscillator) can create FM-like distortion and unexpected bass artifacts.
 - Automate **MIX CV** with sequencer or envelope—bring the delay in and out with quick movements for dramatic, rhythmic variation.
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3. Haunting Atmospheric Pads

- **Key Modulations:** TIME CV, FDBK CV, MIX CV
- **Process:**
 - Patch drones, chords, or evolving pads to **IN**.
 - Set **TIME** to longer settings (fully clockwise) for almost 2 seconds of repetition.
 - Use slow, subtle LFO or random voltage to **modulate TIME CV**—this creates gentle pitch modulation and evolving, ghostly motion as repeats smear and shift.
 - Push **FDBK** close to maximum (just before infinite self-oscillation) and gently modulate with slow envelopes/random CV for shimmering echoes and swelling noise layers.

- Set **MIX** to about 50/50 and automate with slow envelopes or a joystick to pan between dry and wet, moving through blurry, mysterious spaces.
 - **Bonus:** Patch the OUT back into FX or another delay for deep, atmospheric layering.
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Additional Patch Tips

- CV inputs are all added to the knob positions (0–5V), so hands-on tweaks plus automation can be combined.
 - Use end-of-cycle triggers or rhythm clocks to periodically drive extreme FDBK or TIME jumps for automated fills/breaks.
 - Clocked stepped random (Sample & Hold) into TIME or FDBK CV makes granular, evolving effects.
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For more generative ideas or code-based modular utility, visit the GitHub project below.

[Generated With Eurorack Processor](#)