DUAL DELAY X

Software User Manual

Software Version 1.1

EN 220707

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Introduction

Dual Delay X
Intuitive Delay With A Spin

Dual Delay X represents a unique approach to spatial delay, using unitary rotation and reflection matrices similar to those of the feedback delay networks found in reverbs, but tuned for longer discrete echoes. This approach allows for complex stereo sound field manipulation unachievable with other designs, and yields incredibly lush sounds. With Dual Delay X you can create everything from clean delays to highly-charactered effects with a dynamic and deeply controllable feedback path, easily going from warm analog tones to crunchy lo-fi digital sounds.

A Unique Spin

In contrast to multitap designs with a high degree of parameterization and complexity, Dual Delay X provides unique and versatile delay effects with minimal fuss. Utilizing a design based on unitary rotation matrices Dual Delay X is able to create radical yet stable sound field manipulations over time, giving you powerful new delay effects to explore.

Powerful Sound Shaping Tools

In addition to phase modulation Dual Delay X integrates a number of useful sound shaping modules into the feedback path including filters such as peak, high cut and low cut, diffusion, dispersion, digital grit (downsampling and bit depth reduction), and tape saturation with warmth and drive, allowing you to precisely design the tone and character of your delay.

Incredible Sound, A Breeze To Use

Everything you need in Dual Delay X is presented on a single panel with clear labels and an intuitive structure, allowing you to tweak existing presets or create your own patches with confidence in no time. Stereo and Phase graphs at the top help visualize the effect-over-time, while parameters below are divided between primary delay (left) and feedback path (right).

Exceptional Factory Presets

Dual Delay X delivers dozens of extraordinary delay effects right out of the box thanks to a deep library of factory patches handcrafted by our in-house sound design team. Quickly browse categories such as Stereo, Mono, Short (Reverbish), Mods, Special FX, and more. Tweak and iterate your effects with the built-in A/B controls, and utilize parameter locks on high-level controls like Mix, Time, and Feedback while browsing presets to save time.

A New Phase In Delay Design

A new spin on a classic effect, Dual Delay X delivers a surprisingly wide range of high-quality and innovative new sounds in a clear and intuitive interface. From clean and classic ping-pongs to digital lo-fi, lush analog warmth and more, Dual Delay X is both powerful and a pleasure to use.

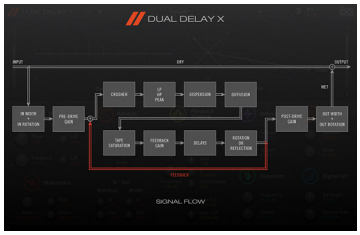
For system requirement and compatibility: click here

For information on the installation process, please refer to the document: Install Guide

Interface: Menu Bar and Visualization

1 Logo

Click to display the signal flow



2 Visualization

» **Input** level meters

» **Stereo** shows a visual representation of how the controls will affect the stereo output of the module

» **Phase** shows a visual representation of how the controls will affect the phase output of the module

» **Output** level meters

3 Menu Toggle

Toggle the drop-down menu

» **Load** and **Save** Dual Delay X presets

4 Preset Name

Toggle the drop-down menu to select the Factory Presets

5 Next / Previous Preset

Quickly move through the presets

» Buttons appear when you move the cursor over the menu bar

6 A/B Snapshot

Use to store two different plugin states for A/B comparison

» Initial Click: Stores current state to memory A

» Following Clicks: Stores current state in bank A (resp B) and loads the previous state from bank B (resp A)

7 Mix

Set the effect balance

Right mouse click to lock/unlock the parameter

8 Ducker

Ducker will compress the wet and dry signals for more intelligible delayed tracks or to create classic sidechain pumping effects

» **On** toggle the ducker on and off

» **Reduction** Level Meter

» **Threshold** set the trigger level of the ducker activation

» **Amount** set the reduction amount of the ducking effect

» **Attack** set the attack time of the gate

» **Hold** set the hold time of the gate

» **Decay** set the decay time of the gate

9 Tool Tips

Display instructions for any parameter by hovering over it with your mouse

Interface: Delay and Feedback

1 Delay

» **Time**
Set the length of delay, in ms or bars/beats (if tempo-synced)
Right mouse click to lock/unlock the parameter

» **Sync**
Syncs **TIME** parameter to host tempo

» **Feedback**
Chooses the percentage of signal fed back into the module
Right mouse click to lock/unlock the parameter

» **L/R**
Both Time and Feedback have L/R controls to adjust the value for each channel as a percentage of the main value.

2 Modulation

» **Depth**
Chooses a detune amount for the delay taps

» **Rate**
Set the speed of modulation.

» **Offset**
Adjusts the phase offset of the delay line LFO

3 Rotation/Reflection

» **Mode**
Click the label to toggle between Rotation and Reflection mode, apply to the stereo feedback

» **Angle**
Adjust the Rotation or Reflection angle apply to the stereo feedback path

» **Rotation In/Out**
Set the input (before delay) and output phase from -45 to + 45 degrees to make stereo MS conversion (LR > MS)

» **Width In/Out**
Set input (before delay) and output width from 0 (mono) to 100% (full stereo)

4 Feedback Shaping

Peak EQ and Low/High cut filter to shaping feedback signals

» **Frequency**
Set the frequency of the peak EQ

» **Gain**
Set the EQ gain

» **Q**
Set the band width of the EQ

» **Compensate**
Set the amount of gain reduction for EQ to avoid feedback instability

» **Low Cut**
Set the cutoff frequency of the low cut filter

» **High Cut**
Set the cutoff frequency of the high cut filter

Interface: Feedback (cont.)

5 Diffusion

» **Amount**
Set the diffusion amount

» **Spread**
Set the diffusion time in ms

8 Dispersion

» **Frequency**
Set the dispersion frequency

» **Spread**
Set the dispersion time in ms

8 Tape Saturation

» **Warmth**
Set the amount of the pre-emphasis before saturation

» **Drive**
Set the saturation amount

9 Digital Grit

» **Bit Depth**
Set the bit reduction

» **Sample Rate**
Set the sample rate reduction

Links

UVI

Home	uvi.net/
UVI Portal	uvi.net/uvi-portal
Effect Installation Guide	installing_uvi_effects_en.pdf
FAQ	uvi.net/faq
Tutorial and Demo Videos	youtube.com/
Support	uvi.net/contact-support

iLok

Home	ilok.com/
iLok License Manager	ilok.com/ilm.html
FAQ	ilok.com/supportfaq

DUAL DELAY X

Credits and Thanks

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