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## User Interface

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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 reverb effects, 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
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
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Interface: Feedback (cont.)

5 ▶ Diffusion
   » Amount
      Set the diffusion amount
   » Spread
      Set the diffusion time in ms

8 ▶ Tape Saturation
   » Warmth
      Set the amount of the pre-emphasis before saturation
   » Drive
      Set the saturation amount

8 ▶ Dispersion
   » Frequency
      Set the dispersion frequency
   » Spread
      Set the dispersion time in ms

9 ▶ Digital Grit
   » Bit Depth
      Set the bit reduction
   » Sample Rate
      Set the sample rate reduction
DUAL DELAY X

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 ↪
Credits and Thanks

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