

DDelay - User Manual

DDelay is a stereo delay suite by daudio::dev with independent left and right engines. Shape time, feedback, spread, distortion, and regeneration per side - then lock to tempo or tap it in by feel. From clean slapback to wide, self-oscillating blooms.

Formats: VST3 & Audio Unit (AU) for macOS and Windows.



Controls

Per-channel (L / R)

- **TIME**
Delay time in milliseconds (0-2000 ms), or a note division when Sync is on.
- **FB**
Feedback - how long echoes keep going (up to near self-oscillation).
- **Spread**
Stereo width / cross-channel placement for ping-pong-style motion.
- **Distortion**
Saturation in the delay path - from tape-like grit to heavier dirt.
- **Repeat**
Extra regeneration on top of feedback for denser, blooming trails.
- **Sync**
Lock time to host BPM with note divisions (including dotted & triplet).

Global controls

- **Link**
Mirror left settings to right, or keep channels independent.
- **Tap**
Tap tempo pedal - set delay time by rhythm. See the Tap section below.
- **Mix**
Dry / wet balance.
- **Level**
Overall output level.

How Tap works (important)

Tap lets you set delay time by feel instead of typing milliseconds or picking a note division. The center of the UI has a TAP pedal with two small target buttons labeled 1 (left) and 2 (right).

Arm / disarm the pedal

Short-press the TAP pedal once to arm tap mode (the pedal lights / arms). Long-press the pedal to disarm tap mode and stop measuring. Arming also clears any unfinished tap measurement.

Measure delay time with two taps

While tap mode is armed, tap the pedal twice in rhythm. DDelay measures the time between those two taps and writes that interval into TIME as milliseconds. Valid intervals are about 80 ms to 2000 ms (matching the plugin's delay range). If you wait longer than about 5.5 seconds after the first tap, that first tap is discarded and you start a new pair.

Each successful pair of taps sets TIME once, then resets. Keep tapping in pairs to update the delay again.

Targets 1 and 2 (which channels get the tap)

Button 1 aims tap at the Left channel. Button 2 aims tap at the Right channel. You can enable one or both. At least one target must stay on - if you turn both off, Left/1 is forced back on.

When Link is ON and only one target is selected, the tapped time is also copied to the other channel so both stay matched. When Link is OFF, only the selected target channel(s) update.

Tap vs Sync (note mode)

Tap always writes milliseconds. It cannot run together with Sync/note mode on the same channel:

- When you arm Tap, any targeted channel that was in Sync is converted to ms and Sync turns off for that channel.
- If you turn Sync on for a channel while Tap is armed, that channel's tap target (1 or 2) turns off. If both targets end up off, Tap disarms.

Factory presets

- **Default**
Neutral 500 ms starting point
- **Tape Slap**
Short slapback with grit
- **Ping-Pong**
Asymmetric L/R times, wide stereo bounce

- **Dirty Long**
Long echoes with distortion and repeat
- **Edge Dotted**
Tempo-synced dotted-eighth edge
- **Triplet Grid**
L/R triplet vs straight eighth grid
- **Dub Wide**
Quarter-note dub space with spread and bloom
- **Osc Bloom**
Long synced trails pushing toward self-oscillation

Tips

- Start with Default or Tape Slap, then nudge Mix to sit in the track.
- Unlink L/R and offset times for instant ping-pong.
- Enable Sync and try Edge Dotted or Triplet Grid when the track is tempo-locked.
- Raise FB and Repeat carefully - Osc Bloom shows how far it can go.
- Use Tap when writing to feel: arm the pedal, enable targets 1 and/or 2, then tap twice in rhythm.
- Want only Left timed by feel? Leave target 1 on and turn target 2 off before tapping.
- Long-press TAP to exit tap mode when you are done.

System requirements

macOS 11+ or Windows 10+ · Apple Silicon or Intel · Any DAW with VST3 (AU on macOS).

Licensing

After purchase you receive a license key by email. On first launch, enter the key to unlock the plugin.
Re-download installers anytime from daudio.dev -> Dashboard -> My Software. Support:
<https://www.daudio.dev/support>

About

DDelay by daudio::dev - <https://www.daudio.dev/projects/DDelay>