



## D-Delay

Stereo digital delay with advanced filter control and modulation (ping pong)

### Plugin Description

D-Delay (ReArtist Pro) is a **stereo digital delay** that offers a wide range of controls to precisely shape the sound of your repeats. It allows you to adjust the duration of the queue (Delay Time), manage feedback (Feedback), filter high and low frequencies in the feedback circuit, and even apply a **bitcrush** treatment for crunchier or "lo-fi" textures.

In addition, it incorporates a **ping-pong control** with the possibility of choosing the initial channel (Start Left / Start Right), mixing the repetitions between both channels to generate wider stereo spaces. Also included is a **Tempo Sync** section to synchronize the repeats to the project tempo, with conventional note values (1/4, 1/8, 1/16, etc.), as well as the option of dots and triplets (dotted and triplet).

## Main Parameters

Here are the most relevant controls you'll see in the interface:

### 1. Delay Time (ms)

- Controls the delay time in milliseconds.
- It can work in free mode or synchronized to the tempo (Tempo Sync).
- Higher values (e.g., 600–1000 ms) generate more noticeable and atmospheric repetitions. Low values (50–200 ms) are used for slapback effects or ambience reinforcement.

### 2. Feedback (dB)

- Adjusts the amount of signal that returns to the delay input.
- With values around -30 dB, you will get moderate repetitions; close to -0.1 dB, feedback can lead to almost infinite repetitions.
- The range is in negative decibels to facilitate very fine control of how many times the signal is repeated.

### 3. High Pass (Hz)

- High-pass filter (HPF) to remove bass from repetitions.
- Useful when you want to clarify the delay and prevent low frequencies from building up and dirtying the mix.
- Approximate range from 0 Hz (OFF) to 1 kHz (or more).

### 4. Low Pass (Hz)

- Low-pass filter (LPF) to attenuate high frequencies in repeats.
- When set to 4.7 kHz or mid-values, a darker "phone" or delay effect occurs. In OFF (100 Hz on the knob), there is no dimming.
- Combining High Pass and Low Pass allows you **to focus** the reps on a specific frequency region.

### 5. Ping-Pong (%)

- Control the amplitude of the stereo ping-pong.
- Setting to 0% creates a more focused delay, while at 100% the repetitions jump completely between the left and right channel, generating a greater sense of space.
- It is complemented by the **Start Left / Start Right parameter**, which defines the channel on which the first repetition starts.

### 6. Start Left / Start Right

- Select the starting channel in Ping-Pong mode.
- The delay starts on the left channel (Start Left) or on the right (Start Right). With Start at 0, the delay stays more centered or in "simple stereo" mode depending on the setting.

## 7. Bitcrush

- When activated, the effect applies a bit reduction to the repetitions, achieving a more "digital" or "lo-fi" sound.
- It can be subtle (to give character) or very obvious (if Feedback is high, the repetitions degrade in each cycle).

## 8. Dry/Wet (%)

- Mix the direct signal (Dry) with the delayed signal (Wet).
- At 100% Wet, you'll only hear the repetitions. At 50%, you'll have a balance between the clean signal and the delayed signal.
- It allows the plugin to be used on a direct channel without the need for additional routing to achieve parallel delay mixing.

## 9. Bypass

- Button to disable delay without removing the plugin from the chain.
- Useful for comparing the original signal with the processed signal.

## 10. Tempo Sync

- Select note subdivisions (1/4, 1/8, 1/16, etc.) to have the Delay Time synchronized to the project's BPM automatically.
- Adjustable dotted or triplet options with an extra parameter (Sync Option).
- When you turn off Tempo Sync, the Delay Time knob returns to its free mode (ms).

## Usage Tips

### 1. Decide whether or not to sync

- If your project has a stable BPM and you want the repeats to fit rhythmically, use **Tempo Sync**.
- For more organic or random effects, turn off sync and adjust Delay Time freely.

### 2. HPF and LPF filter for tonal control

- If you notice bass build-up on reps, turn up the High Pass.
- For a warmer, darker effect, lower the Low Pass, trimming treble.
- Adjusting both filters creates delays with a very characteristic sonic signature ("aged" or "lo-fi" delay).

### 3. Ping-Pong with stereo width

- When you turn on Ping-Pong and set Start Left/Right, you'll notice bounces between channels.
- A 100% Ping-Pong can be very striking, while intermediate values (50–70%) add dimension without going to extremes.

#### 4. Bitcrush for Color and Texture

- Turn it on when you're looking for a retro or lo-fi sound.
- Combined with high feedback, repetitions degrade and add a creative element to your mix.

#### 5. Watch out for Feedback

- With values close to -0.1 dB, the delay can saturate or generate infinite repetitions (it may be desirable in ambient or sound design).
- Carefully adjust Feedback and, if you want a lot of repetitions but not excessive frequency build-up, use the HPF/LPF filters

#### Acknowledgement "Powered by Tukan Studios"

This plugin is based on technology and libraries created by Tukan Studios. Special thanks are due to John Matthews, whose exceptional work served as the basis for the plugin series. On that basis, Edu Serra has added and modified features – such as interface design and parameter adaptation – to achieve a graphical interface in the style of ReArtist Pro.

#### Summary

**D-Delay (ReArtist Pro)** is a flexible solution for achieving both subtle and complex delay effects. With tempo **sync**, **stereo ping-pong**, **bitcrush**, and **HP/LP filter** options, you have all the tools to sculpt the space and atmosphere of your tracks. Adjust the Feedback to control the intensity of the repetitions, decide the tonal character using the filters and play with the Dry/Wet to balance the effect in your mix.