
Voxengo Latency Delay User Guide



Software version 2.1

<http://www.voxengo.com/>

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Introduction

Latency Delay is an auxiliary plug-in which allows you to compensate latency produced by any audio plug-ins, instruments and processes which produce latency but do not try to report it to the host. Latency Delay introduces 10000 samples latency itself and delays the audio signal by 10000 minus the specified amount of samples or milliseconds. Please note that host audio application should support the latency compensation itself for this plug-in to function properly.

Features

- Multi-channel processing
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages

Compatibility

This audio plug-in can be loaded into any audio host application that conforms to the AudioUnit or VST plug-in specification.

This plug-in is compatible with Windows (XP and later versions, 32- and 64-bit) and Mac OS X (10.4.11 and later versions, Intel and PowerPC) computers (2 GHz dual-core or faster processor with at least 1 GB of system RAM recommended). A separate binary distribution file is available for each target computer platform for each audio plug-in specification.

User Interface Elements

Note: Most interface elements (buttons, labels) located on the top of the user interface and on the bottom are standard among all Voxengo plug-ins and do not require much learning effort. For an in-depth description of these and other standard user interface elements and features please refer to the “Voxengo Primary User Guide”. Learned once it will allow you to feel comfortable with all pro audio plug-ins from Voxengo.

Latency Delay (milliseconds)

This group of knobs specifies millisecond-accurate negative delay. Note that each knob affects a single decimal position of the whole delay time value.

Latency Delay (samples)

This group of knobs specifies sample-accurate negative delay. This value is summed together with the delay specified in milliseconds to produce an overall negative delay time value.

Credits

This plug-in was produced by Aleksey Vaneev in Syktyvkar, Komi Republic, Russia.

DSP algorithms and internal signal routing code were created by Aleksey Vaneev.

Graphics user interface code and the “standard” graphics design were created by Vladimir Stolytko.

Plug-in is implemented in multi-platform C++ code form and uses “zlib” compression library (written by Jean-loup Gailly and Mark Adler), VST plug-in technology by Steinberg, AudioUnit plug-in SDK by Apple, Inc. (used under the corresponding licenses granted by these parties).

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