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## Voxengo Tempo Delay User Guide



Version 2.1

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

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## Introduction

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Tempo Delay is a multi-feature stereo delay plugin for professional music production applications. Tempo Delay is based on tempo, incorporating filter and tremolo sections with separate controls for each stereo channel. Instead of a single “delay length” control this plug-in features separate “delay”, “repetition period” and “delay panning” controls which allow you to create an evenly sounding “ping-pong” stereo echoes.

## Features

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- Filter section
- Tremolo section
- Delay signal panning
- Stereo processing
- 64-bit floating point processing
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages
- All sample rates support
- Zero processing latency

## Compatibility

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This audio plug-in can be loaded into any audio host application that conforms to the AAX, AudioUnit, VST or VST3 plug-in specification.

This plug-in is compatible with Windows (32- and 64-bit Windows XP, Vista, 7, 8, 10 and later versions) and Mac OS X (10.6 and later versions, 32- and 64-bit, Intel processor-based) computers (2 GHz dual-core or faster processor with at least 2 GB of system RAM required). A separate binary distribution file is available for each target computer platform for each audio plug-in specification.

## User Interface Elements

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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.

### Tempo

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The “BPM” parameter specifies the base (overall) tempo of the delay plugin, in beats per minute.

The “BPM Mult” parameter specifies the BPM value multiplier as numerator and denominator.

The “Host BPM” switch enables synchronization of plugin’s BPM value with the host’s master BPM value.

### Delay & Gain

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The “Delay” parameter specifies channel’s initial delay, in percent of the base tempo.

The “Rep Period” parameter specifies channel’s further repetition period, in percent of the base tempo.

The “Feedback” parameter specifies repetition’s feedback amount, in decibel.

The “Panning” parameter specifies repetition’s stereo panning, in percent left-right.

The “Gain” parameter specifies channel’s overall loudness, in decibel.

Note that parameter values of the channels can be changed synchronously with the right mouse button.

### Tremolo

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This section controls the sound of the tremolo effect.

The “Pre/Post” switch selects the position of the tremolo effect: the “Pre” position applies the tremolo to the signal before the repetition is made, the “Post” position applies the tremolo to channel’s overall output.

The “Period” parameter specifies tremolo’s period, in percent of the base tempo.

The “Depth” parameter specifies tremolo’s depth, in decibel.

### Filter

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This section controls the sound of the filter of the selected type. The filter is applied before the repetition is made.

The “Freq” parameter specifies filter’s center/corner frequency in Hertz.

The “Q” parameter specifies filter’s quality: higher quality value produces a steeper filter shape.

The “Drive” parameter specifies filter’s saturation amount (in percent).

## Output

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The “Wet Gain” parameter adjusts the loudness of the signal generated by the delay module, in decibel.

The “Dry Gain” parameter adjusts the loudness of the original unprocessed signal, in decibel.

The “Dry Mute” switch mutes the dry signal completely.

## Credits

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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.

This plug-in is implemented in multi-platform C++ code form and uses “zlib” compression library (written by Jean-loup Gailly and Mark Adler), LibLZF by Marc Alexander Lehmann, VST plug-in technology by Steinberg, AudioUnit plug-in SDK by Apple, Inc., AAX plug-in SDK by Avid Technology, Inc., Intel IPP and run-time library by Intel Corporation (used under the corresponding licenses granted by these parties).

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