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## Voxengo Sound Delay User Guide



Version 1.8

<https://www.voxengo.com/product/sounddelay/>

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## Introduction

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Sound Delay is an auxiliary multi-channel signal delaying plug-in for professional audio applications. You may specify delay time in both milliseconds and samples, with a high level of precision. This plug-in – being technical in its purpose – provides a basic signal delaying function only, without signal feedback or modulation capabilities.

Sound Delay also features internal mid/side encoding and decoding, and allows you to delay mid and side channels independently.

## Features

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- Sample-accurate delaying
- Millisecond-accurate delaying
- Up to 12 seconds overall delay
- Stereo and multi-channel processing
- Internal channel routing
- Channel grouping
- Mid/side processing
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages
- All sample rates support

## 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 macOS (10.7 and later versions, 64-bit Intel processor-based) computers (2.5 GHz dual-core or faster processor with at least 4 GB of system RAM, SSE4.2 instructions support required, e.g. any Intel Core i-, AMD Bulldozer- or Zen-based processor). A separate binary distribution file is available for each target computer platform and 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.

### Audio Delay

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This group of knobs specifies delay time in a selected dimensionality (milliseconds, meters or feet). Note that each knob affects a single decimal position of the whole delay time value.

During calculation of delay time expressed in meters or feet, it is assumed that the speed of sound propagation equals 340.29 meters per second.

The “Quick entry” field allows you to enter delay value as a single number.

### Sample Delay

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This group of knobs specifies sample-accurate delay.

### Output

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This stage features overall output level adjustment knob together with the output level meter.

Note that summary delay is composed from the sum of the “Audio Delay” and “Sample Delay” settings. The maximal summary delay time this plug-in provides is 12 seconds. If a specified summary delay is higher than 12 seconds it will be set to 12 seconds.

## Credits

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DSP algorithms, internal signal routing code, user interface layout by Aleksey Vaneev.

Graphics user interface code by Vladimir Stolytko. Graphics elements by Vladimir Stolytko and Scott Kane.

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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### Beta-Testers

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