

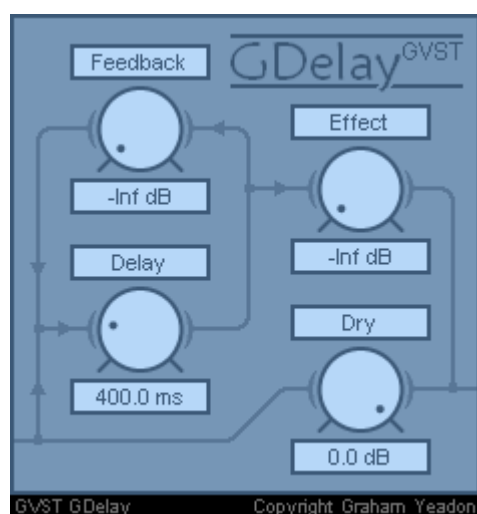
# Welcome to GDelay

GDelay is a digital delay effect, with the option to feed the resulting signal back into the delay line.

## Hints

- Increase the Feedback parameter to achieve some truly chaotic washes of sound.
- When using GDelay as a send effect, the Dry parameter should be set to "-Inf" and the Wet parameter to "0 dB".

## Interface



Four knobs control GDelay's parameters. Each is clearly labelled above, with a user-editable readout below. Embedded into the GUI is an illustration of the signal path.

**Feedback:** The level of the delayed signal that is fed back into the delay line.

**Delay:** The length of the delay.

**Dry:** The level of the original signal allowed to pass through. Note that it is not an absolute value, but is relative to the amplitude of the source material.

**Effect:** The level of the delayed signal which is passed through GDelay. This is relative to the overall delay line and is not an absolute value.

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