

# Welcome to GDuckDly

GDuckDly is a digital delay that allows the wet signal to be compressed by the dry signal. This means that the delayed signal is attenuated whenever the input signal is loud enough. As a result, the delayed signal "ducks" under any incoming sounds, preventing the resulting signal from becoming overwhelmed by delay-line "mud".

## Hints

- GDuckDly can be used to add a heavy delay effect to a vocal track without making it unintelligible. You will need to use a fast attack setting for the compressor.
- For vocals, it is often desirable to set the feedback to "post-compressor". This causes only the most recent noise to be repeated.

## Interface



The GUI features seven knobs and a switch that control all of GDuckDly's parameters. There is also a gain reduction meter.

**Delay:** This controls the amount of time between the input and the first repetition.

**Feedback:** If the output is fed back into the delay line, then the signal will be repeated again and again, until it becomes too quiet to be heard. This control sets how much of the output signal is fed back. If this is set to 0dB then the signal will never become too quiet and will be repeated indefinitely.

**Feedback Post-Compressor:** To use the ducking analogy, when feedback is set to pre-compressor, any delayed sound ducks under incoming sounds and then stands back up. When feedback is set to post-compressor, delayed sounds duck and stay down.

**Attack, Release and Amount:** These parameters control the compression. "Attack" and "Release" set the speed at which the volume of the delayed signal is reduced and subsequently restored. The "Amount" parameter determines how much the volume is reduced.

**Dry and Effect:** These parameters control the output levels of the original and the delayed signals.

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