

GDelay Manual

Welcome to GDelay

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

Installation

1. All GVST plug-ins come compressed in a ZIP file, so the first step is to extract the files from the ZIP file.
2. Once extracted, you should have one or more DLL files, these are the plug-in files.
3. You need to copy the plug-in files to the appropriate folder for your host program.
4. In most cases, you will need either to restart the host program or re-scan the plug-in folder in order for newly-installed plug-ins to appear.

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.

License

1. GVST plug-ins are provided to the user at no cost. While every GVST plug-in is tested to the best of the developer's ability, no warranty or guarantee is offered to the end user.
2. No suggestions made by the developer or his representatives (i.e., freely offered support) are to be taken as an implied warranty or guarantee.
3. These plug-ins may only be distributed by the official GVST website, or by parties explicitly given permission by the developer.
4. GVST plug-ins are to be distributed only in their original form as intended by the developer (i.e., the unaltered archive).
5. GVST plug-ins are freeware, meaning you are never under any obligation to pay for them! However, should you wish to help support continued development of GVST software, please consider donating through the official website.

Credits

- Development, code, website and graphics by Graham Yeadon.
- Documentation by Greg Pettit and Graham Yeadon (many thanks to Greg for all of his help).
- VST technology copyright Steinberg GmbH.
- The "VST" name and logo are registered trademarks of Steinberg GmbH.
- "Windows" is a registered trademark of Microsoft Corporation.
- "Mac" and "OSX" are trademarks of Apple Inc.

Copyright Graham Yeadon. E-mail me at graham@gvst.co.uk.

I would not make software available that I did not feel was safe and stable. However, I cannot take responsibility for any damage, difficulty, or stress caused by use of my software. Please do not download any software unless you agree with the license conditions.

VST and Windows are trademarks of Steinberg and Microsoft respectively.

This site uses cookies - for more details see the cookie information.