GRevDly Manual

Welcome to GRevDly

GRevDly is a delay effect that plays the delayed signal in reverse. Since only a time machine could enable an entire phrase to be reversed, audio is divided into "chunks". The reversed chunks are cross-faded to eliminate clicks.

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

- GRevDly is an alternative to a simple reversed-then-delayed phrase. While the results are similar, keeping the dry signal forward with the delayed signal reversed is an effect unto itself.

- Try using the plug-in with an all-wet ("Effect" at 100%, "Dry" at 0%) signal.

- Use two or more GRevDlys in series, or mix and match with traditional delays such as GVST's GDelay. Don't limit yourself to just one delay effect at a time when trying to create a wash of sound!

Interface

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

Time: The size of the chunks that are to be reversed and then repeated in the delay line.

Overlap: The length of the cross-fades between the reversed chunks. This eliminates clicking sounds that could otherwise occur at the "joins" between consecutive chunks.

Dry: The level of the original signal allowed to pass through. It is not an absolute value, but is relative to the amplitude of the source material (i.e. at 0dB, the source audio passes through at the same level at which it entered).

Effect: The level of the delayed signal which is passed through GRevDly. Again, the value is relative to the source.

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).
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