

## Tweak of the Week: "Control Delay" Experiment

The best way to learn about any effect is to play with it.

Experiment with the Effects and Controller Set assignments in VOICE EDIT:

- Press [EDIT]
- Press [COMMON EDIT]
- Press [F6] EFFECT
- Press [SF1] CONNECT to gain access to the edit parameter of each of the EFFECTS
- Use [SF2] INS A or [SF3] INS B to gain access to the parameters of the selected Insertion Effect
- Press [F4] CTRL SET to edit and assign the controllers

## **CONTROL DELAY Algorithm**

\_Select this EFFECT Type from the DLY (DELAY) category and assign it to a VOICE. \_Press [SF2] or [SF3] to enter the Insertion Effect edit screen





\_And then set the CONTROL TYPE = SCRATCH. \_If you assign a controller (your favorite) to the DELAY TIME, you will be able to create the same effect as having a movable playback head (like on the 'Echoplex'). The Echoplex was a classic tape recorder delay unit with multiple playback heads and a slide control to move one of the heads in real time.

Try assigning the RB (22) Controller to control the Insertion Effect's DELAY TIME, while the CONTROL TYPE = **scratch**. This gives you a way to do vinyl-type scribble and scratch effects (where you are changing the speed of the audio delay by movement of the controller)

Back in the INSERTION EFFECT parameters, set the DRY/WET balance D<W63 (completely wet) and you will have only hear sound when you move your finger across the Ribbon – provided all ELEMENTS are routed to the INSERTION EFFECT.<sup>1</sup>

The **thicker** the original sound the more dramatic the effect. Experiment with the TRANSITION RATE parameter - the lower the number the more fragmented and stuttered the results, the higher the number the smoother the transition. The longer the DELAY TIME parameter - the more "lag" there is. This is also very effective on user samples (audio clips).

<sup>&</sup>lt;sup>1</sup> You can view the ELEMENT routing on the [F6] EFFECT > [SF1] CONNECT screen. In the upper left corner you can see the routing of each Element to the "Insertion A" or "Insertion B" or "Thru" (no effect).