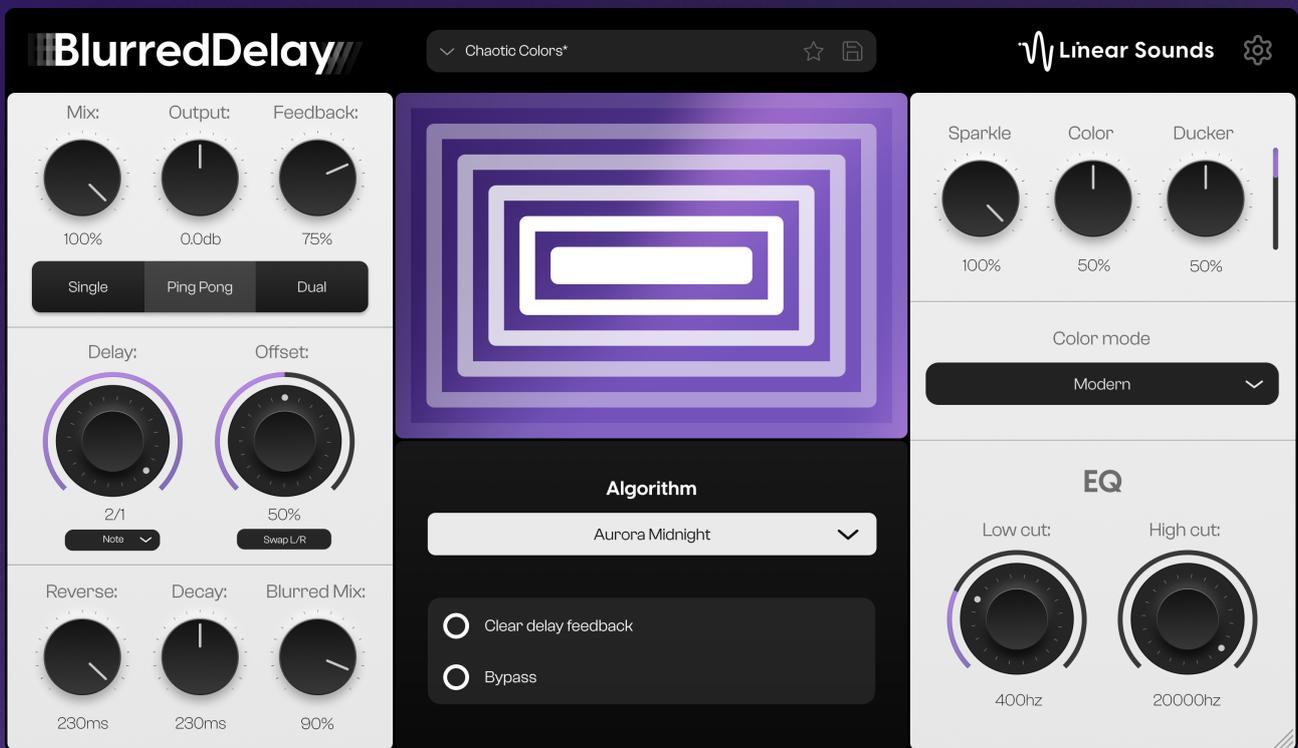


BlurredDelay



User manual

v1.0.0

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1. Introduction

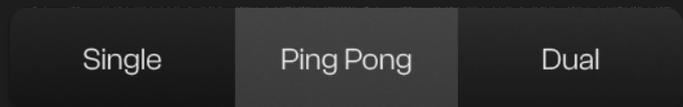
BlurredDelay is a modern delay plugin that uses the "Blurred Engine" from the plugin "Blurred" to create a bidirectional delay bounce. You can use **BlurredDelay** on both individual tracks or on a bus. **BlurredDelay** can create ambience, interesting textures and reverse delay effects.

Thank you for using BlurredDelay!

2. Delay Parameters

2.1 Delay Style

BlurredDelay offers three delay styles:



Single:

A standard mono delay. **It applies a single echo** to the audio, functioning as a typical delay effect.

Ping Pong:

Alternates the delay effect **between the left and right** audio channels. The 'Spread' knob adjusts the stereo width of this effect, controlling how much the delay shifts between channels.

Dual:

Allows for **separate delay settings** for the left and right channels. You can adjust each channel's delay time independently, creating different effects in each stereo channel.

2.2 Delay Timing

In BlurredDelay there are **four different settings** for delay sync: **Note, Dotted, Triplet and Milliseconds**. Changing the delay sync will change the behavior of the delay timing knob.

2.3 Width/Spread

Depending on the selected delay mode, you have various options to control stereo width and spread.

Single Mode:

In Single mode, you can **adjust the offset**. This parameter adds an additional delay to the right ear's signal. This creates a stereo effect where the signal is perceived as wider.

Ping Pong Mode:

In Ping Pong mode, the **spread** slider **determines the panning behavior of the delay**. When set to 0%, it functions similarly to Single mode. However, at 100%, the delay alternates between the left and right channels, creating a dynamic stereo effect.

Dual Mode:

In Dual mode, the **spread** slider **controls the panning of the dual delay**. At 0%, you'll have two separate mono delays. When set to 100%, Delay L is panned entirely to the left, and Delay R is panned entirely to the right, resulting in a wide stereo spread.

2.4 Feedback

The **Feedback** knob controls the **amount of signal** that is sent **back into the** delay loop. Higher values result in longer echoes, as more of the audio is sent through the delay loop. When set to 100%, all the sound is continuously sent back into the delay loop, causing the echoes to persist indefinitely.

2.5 Clear Delay Feedback

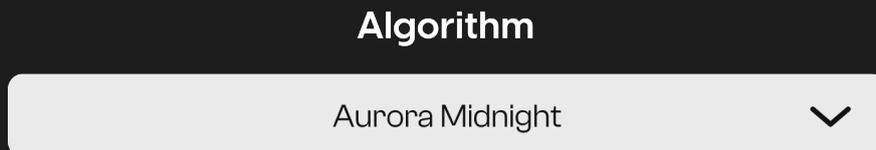
By pressing the "Clear Delay Feedback" button, you will **reset the entire delay loop**, effectively removing all echoes that are currently being played. This operation causes the echoes to stop immediately, akin to a **"restart" of the echo process**.

Consider an example where you have an echo with a feedback setting of 100%. This would result in the echo repeating indefinitely. However, if you decide that you want the echo to cease at a specific point, you can click or automate the "Clear Delay Feedback" button. Doing so will instantly stop the delay and just ring out the reverb.

3. Other Parameters

3.1 Algorithm

The *algorithm* is the core of the plugin. Left-clicking on the *algorithm* dropdown provides a selection of five different algorithms. They all have **different characteristics and sounds**. All of the algorithms have an impact on factors like tone and length.



3.2 Length

The *Length* section has two knobs, *Reverse* and *Decay*, which set the Blurred duration.

Reverse:

The *Reverse* knob **controls the initial 'sweep up'** of the reverb, acting as the opposite of the decay.



Decay:

The *Decay* knob **manages the reverb's tail**, functioning as you'd expect in a traditional reverb.



The middle graphic reflects the reverse and decay value through the line thickness. 3.3.

3.3 Output

The *Output* knob **adjusts the gain** of the plugin, affecting **only the wet signal**. You can utilize this control to manage the volume of the echo in conjunction with the mix knob, achieving the desired output level.

3.4 Blurred Mix

The **Blurred Mix** knob determines the extent to which the signal is **processed through the "Blurred Engine."** At 0%, BlurredDelay functions as a conventional delay, with no blurring applied. When set to 100%, the entire audio signal passes through the Blurred Engine, resulting in a fully blurred effect.

3.5 Mix

The **Mix** parameter is used to **blend the original unmodified signal and the modified 'BlurredDelay' signal.** A setting of 0% will result in the output being only the original sound coming into the plugin. **A setting of 100%** will result in **the output being the delayed signal.**

Mix lock mode

By **pressing the "Mix" text over the mix knob**, you can enable the mix lock mode. This mode will disable the mix knob in the GUI. Once enabled, you can **switch presets without affecting the mix** knob. However, automation values will still be followed.

3.6 EQ

The EQ consists of a low-cut filter and a high-cut filter. They are only applied to the wet signal. The Low-Cut filter has a range from **10Hz to 1500Hz**. The Low-Cut filter is mainly for carving out low-end rumble and muddiness. The High-Cut filter has a range from **100Hz to 20000Hz**. This can help to smooth out the upper end of the 'blurred' signal, removing any harsh or piercing elements that might clash with other elements in the mix.



3.7 Sparkle

The **Sparkle** parameter beautifully blends a sparkling octave above the primary sound, adding an enchanting layer of shimmer and brilliance. It's processed before the reverb in the chain, but only applied to the Blurred signal. While it does require slightly higher CPU usage, any associated performance impact is typically imperceptible.

3.8 Bypass

The *Bypass* button works like a quick A/B comparison. It does not introduce any audio glitches when activated, unlike some DAWs. Please note that **BlurredDelay continues to process the audio in the background**, so *bypassing* using this button will **not** save you any processing power.

3.9 Color

The *Color* knob lets you **add color to the wet signal**. There are **three different** colors to choose from: *Modern*, *Vintage*, and *Antique*. Each will add a different flavor.

3.10 Ducker

The *Ducker* will **reduce the volume** of the wet signal when the dry signal (e.g., vocals) is playing. This technique **ensures that the dry signal is not overwhelmed by reverb**, allowing for a clear presence while still achieving a pronounced reverb tail.

4. Drag Export

This feature allows you to export your sound by **simply dragging it directly from the waveform** displayed at the center, right into your Digital Audio Workstation (DAW). BlurredDelay **continuously monitors the sound** coming out of the plugin, detecting when it starts and stops. It then preserves that specific portion of the sound, ready for you to **drag it out** from the plugin.

BlurredDelay is listening for a sound by hovering over the waveform while playing audio. If you want to manually stop the recording you can stop the playback in your DAW.

The exported files are stored in:

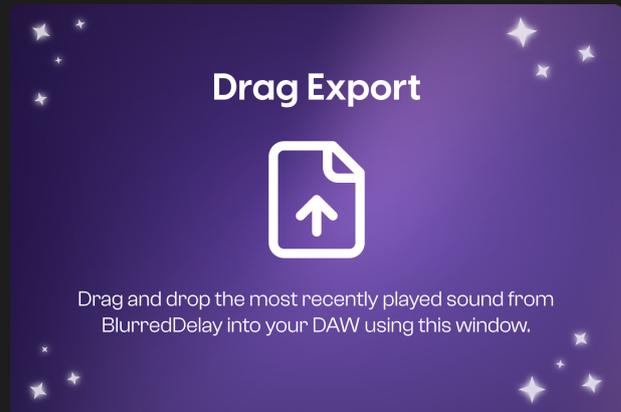
macOS:

```
/Users/[Your Username Here]/Documents/Linear Sounds/BlurredDelay/Exported Audio
```

Windows:

```
C:\Users\[Your Username Here]\Documents\Linear Sounds\BlurredDelay\Exported Audio
```

Note: The Drag Export screen will only appear when hovering over the waveform in the middle when there is a sound saved and ready to drag out.



5. Presets

BlurredDelay includes a range of **preinstalled presets** that offer a diverse selection of effects. These presets can be used as starting points for your own experiments or to quickly achieve a particular sound without needing to adjust individual parameters manually.

You can **find all the presets** by clicking on the **preset bar at the top of** BlurredDelay. We feature 6 different categories with presets and a user folder where all the user preset are saved. The 6 included categories are: Vocals, Drums, Keys, Guitar, Pads, FX.

You can **create your own custom presets** by adjusting the various parameters of the plugin and then saving the settings as a new preset. To do this, **simply hit the  button** and assign a name to your preset.

If you find that you no longer need a particular preset, you can easily delete it by left-clicking on the  icon that appears when hovering over the preset. This will prompt a confirmation pop-up. This will delete the preset file permanently. You are only able to delete presets in the 'User' folder.

If you find the need to edit a preset you can **click on the  icon**. This will open a menu that will let you change the name and the description of the preset.

To add a preset to your favorites, click on the  button. Once saved, you can select the "Sort by: " button on the right side on the preset dropdown when entering a category, to sort out only the starred preset in that category.

Note: The order of the presets in the "User" folder is based on their creation date, with newer presets appearing lower on the list.

6. Options

6.1 Reset scale to 100%

This option **resets the GUI scaling** to the default scaling. To change the scaling, simply **drag the bottom right corner** of the plugin interface to extend or retract it to the desired size. The scaling settings will be saved in the plugin's config files, so that the next time you open the plugin, your settings will be preserved. The shortcut for this is 'Command + O'.

6.2 Check for updates

The plugin will **check for updates in the background**. If an update is available, you will receive a notification on the menu icon. You can click 'Check for Updates' to **manually search for an update**. If an update is available, you can click the 'Update' button to be taken to the download page for the latest version of the plugin.

6.3 Fancy Graphics

When the 'Fancy Graphics' option is enabled, BlurredDelay will add a lot of animation and small details that will make it more fancy. Disabling this feature may lead to some CPU savings, the difference is typically really minimal. This setting will be remembered across all different instances of BlurredDelay. This setting is only available on Mac at the moment. We plan on supporting this feature on Windows later this year.

6.4 Dark mode

The **Dark mode** feature in our plugin offers an alternative visual theme designed for **enhanced readability and comfort**, particularly in low-light environments. This **mode** is ideal for long working sessions, reducing eye strain and improving focus. This setting will be remembered across all different instances of BlurredDelay.

6.5 Tooltips

This feature allows you to **switch between displaying and hiding tooltips** that emerge when you hover over any control, such as knobs or buttons, in BlurredDelay.

6.6 Low Latency

Enabling Low Latency Mode **reduces the plugin's latency** from 100ms to 0ms. This is achieved by **not compensating** for the time taken by the pitch shifter processing. As a consequence, the **"sparkle" layer** may sound **slightly out of sync** with the original audio. This setting will be unique to every BlurredDelay and the default is always off.