Sphere Delay 2 Manual

Sphere Delay 2 - a multimode delay effect plugin
from W. A. Production

Main Features

(each parameter is explained in detail on the following page)

4 Delay Modes – Mono mode, Stereo mode, Ping-Pong mode, and Ping-Pong Separate mode. In each mode, the delay time can be set in seconds or synced to BPM.

Delay Time Modulation – use the LFO and/or Envelope Follower to modulate the Delay Time, leading to a variety of unique-sounding effects.

Reverse Effect – turn on to play the delayed signal backward for a creative delay effect.

Stereo Filter – a 24db/oct, variable state, self-oscillating stereo-linked filter with built-in Saturation. The filter's cutoff can be modulated using the LFO and Envelope Follower.

LFO – a Low Frequency Oscillator that can be used to modulate Filter Cutoff and/or Delay Time in Sphere Delay 2 at a specified rate and range. The LFO has three waveshape options, and the rate can be synced to your project's tempo or set to a specific frequency.

Envelope Follower – mimics the envelope (essentially the shape of the audio signal's amplitude) from the transient of the input signal and can be used to modulate the Filter Cutoff and/or Delay Time.

Space – a unique Reverb effect that can be added to the delay signal.

Presets – Sphere Delay 2 comes with over 50 high-quality factory presets, with effects ranging from a classic Ping-Pong Tape Delay to psychedelic spacey effects, and everything in between.

Parameters & Settings

Presets: select from 50+ expert-crafted presets

Cutoff: adjusts the frequency cutoff of the filter

Emphasis: boosts the gain at the cutoff frequency. At higher values, the filter will start to self-oscillate

Filter Type: select between Low-Pass, High-Pass, or Band-Pass filter setting

Delay Time: adjusts the time of the delay in seconds, or in bar segments when SYNC TO BPM turned on

Dot: option appears when SYNC TO BPM turned on. Allows you to dot the Delay Time value, as in musical notation (multiplies Delay Time by 1.5)

Space Length: affects the perceived size of the Space reverb effect

Feedback: sets how much the delayed signal is fed back into the input of the delay unit, creating repetitions

Space Amount: controls how much of the Space reverb effect is applied to the delayed signal

Dry/Wet: controls how much the delayed/effected signal is mixed in with the original source signal

Saturation: adds analog-style saturation to the filter. At higher values, distortion will occur

Envelope Follower: sets how much the Envelope Follower modulates the Filter Cutoff

LFO Range: sets how much the LFO modulates the Filter Cutoff

LFO Wave Shape: choose between three different waveshapes for your LFO: ramp, sine, and square

LFO Frequency: sets the rate of the LFO in seconds. Click SYNC TO BPM to set the rate in bar segments synced to your project tempo instead

MODE: choose between the four different Delay modes, which are defined at the bottom of this page

SYNC TO BPM: sets the Delay Time to be in sync with the tempo of your project

LFO Time Modulation: controls how much the LFO modulates the Delay Time

Envelope Time Modulation: controls how much the Envelope Follower modulates the Delay Time

Bypass: turns off the effect so you hear just the unaffected input signal

Reverse: turn on to reverse the delayed signal for creative effect

Types of Delay

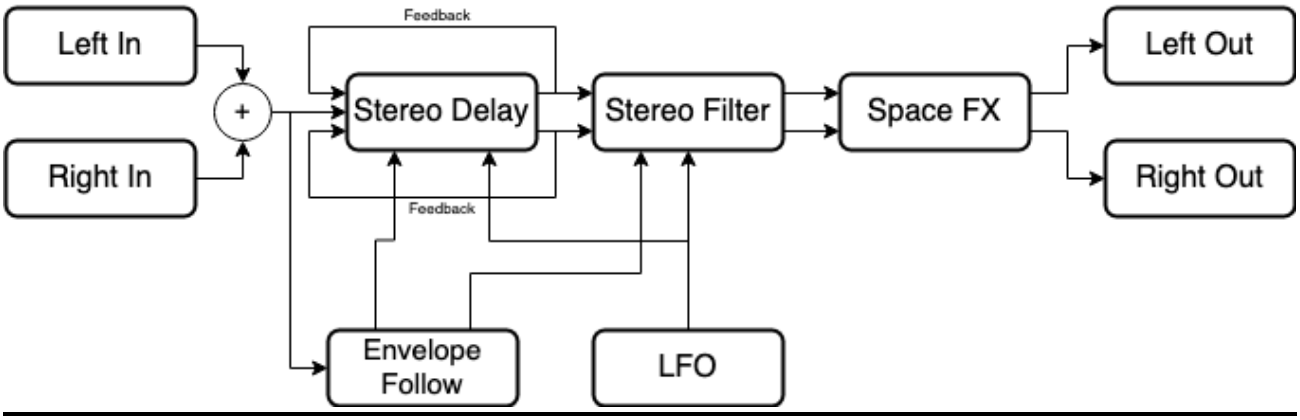
Mono: repeats the audio signal after a set period of time, equally on left and right channels
Stereo: repeats the audio signal after a set period of time, with the option for different delay times on each side (L/R)
Ping-Pong: repeats of the audio alternate on the left and right channels at the same delay time on both
Ping-Pong Separate: repeats of the audio alternate on the left and right channels and delay time can be set independently on each side

Parameter Behavior

Click on any knob to see its value:

Double-click any knob to reset it to its default state (especially useful for envelope follower's knobs):

Signal Flow



1. The signals from the left and the right input channels are summed up before entering the delay unit.
2. Inside the delay unit, the signal flow changes according to the selected delay mode
3. The delayed signal then enters the stereo-linked filter, which includes saturation at the exit (the louder the signal, the more saturation it gets).
4. The signal then travels from the filter to the Space effect.
5. The signal then travels from the Space effect back out to your DAW.