SINEVIBES

DROPLET  RAINDROP  DELAY
**INTRODUCTION**

*Droplet* is a plugin for modeling “raindrop delay” effects. It is based on a chain of 24 randomized delay lines, specially configured to produce a sound similar to drops of rain or small particles falling onto a surface. This delay chain features variable frequency damping, time modulation with original phase-flipped routing, as well as chaotic stereo panning, all of which lets *Droplet* go much beyond the actual raindrop delay – and into granular clouds, dreamy spaces and lush chorused reverbs. Since the parameters are randomized each time a *Droplet* instance is created, just as any natural process it will never sound exactly the same - even the same preset on two different tracks in the same project will sound different.

**SOUND ENGINE**
- Chain of feedback delay lines with 24 “drops” and high-quality spline interpolation.
- Variable delay time and stereo pan randomization per drop.
- Feedback damping filter with low-pass and high-pass modes.
- Sine oscillator for delay time modulation with unique phase-flipped routing.

**GRAPHIC INTERFACE**
- Color-coded graphics with subtle animations.
- Fully hardware-accelerated rendering with support for retina screen resolution.

**COMPATIBILITY**
- Works with any application that supports Audio Unit effect plugins.
- Supports OS X 10.6 or later running on 32 or 64 bit Intel Macs.
INTERFACE BREAKDOWN

RAINDROP DELAY PARAMETERS

- **Range**: 66 ms
- **Feedback**: 35 %
- **Damping**: LOW 20.00 kHz

FANCY GRAPHIC

- **Deviation**: 193 %
- **Stereo**: 74 %

OUTPUT PARAMETERS

- **Input**: 100 %
- **Send**: 50 %
- **Return**: 50 %

SINEVIBES DROPLET 1.0.0

RAINDROP DELAY

## CONTROLS

<table>
<thead>
<tr>
<th>CONTROL</th>
<th>DESCRIPTION</th>
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<tr>
<td>RANGE</td>
<td>Base time for delay drops: 20 to 80 ms.</td>
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<tr>
<td>DEVIATION</td>
<td>Defines how far each separate delay drop will deviate from base time: 0% to 200%. At 0% all delay lines have fixed time defined by the range parameter. At 200% the delay lines get random time up to twice the range value.</td>
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<tr>
<td>FEEDBACK</td>
<td>Amount of output signal routed back into the delay chain: 0 to 100%. Effectively, this adjusts the length of the effect’s tail.</td>
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<tr>
<td>STEREO</td>
<td>Amount of random stereo panning for each individual delay drop: 0% (center) to 100% (up to hard left or hard right).</td>
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<tr>
<td>DAMPING</td>
<td>Applies recursive filtering in the delay chain, with a one-pole low-pass filter (effect tail gets darker, duller over time) or high-pass filter (effect tail becomes airier, brighter over time).</td>
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<tr>
<td>MODULATION</td>
<td>Applies a sine wave oscillator onto each delay drop's time, with phase inversion on adjacent drops – for a washed-out chorus effect.</td>
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<tr>
<td>INPUT</td>
<td>Dry input signal level.</td>
</tr>
<tr>
<td>SEND</td>
<td>Amount of dry signal sent into the delay chain.</td>
</tr>
<tr>
<td>RETURN</td>
<td>Output level of the delay chain.</td>
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