



Dipole

through-zero flanger

AU + VST plugin for Mac

INTRODUCTION

Dipole is a through-zero flanger. It employs two delay lines with dual-mode feedback, and one of the delays is able to run earlier or later in time in relation to another. As this time difference passes through the zero point, a very special sound transition occurs: with positive feedback, **Dipole** produces that coveted spectral “swoosh” effect of a jet plane fly-by – and with negative feedback the output signal warps and eventually cancels itself out. In the old days of audio production, such effects were created manually using two parallel tape machines – but now **Dipole** recreates that charismatic flanging, chorusing and psychedelic stereo widening with much higher fidelity and ease of use. The plugin offers both manual control of the zero point as well as modulation via its built-in multi-waveform generator.

SOUND ENGINE

- Flanger engine with through-zero time capability and positive/negative feedback
- Modulation generator with four different waveforms and variable stereo phase offset
- Low-cut filter and feedback self-leveling to ensure stable operation even at the most extreme settings
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono > mono, mono > stereo, and stereo > stereo channel configurations

GRAPHIC INTERFACE

- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

SYSTEM REQUIREMENTS

- Mac computer running macOS 10.9 or later, with either Intel or Apple processor
- Host application with support for AU or VST3 effect plugins in 64-bit format

INTERFACE

Dipole features a fully vector-based interface, with color-coded elements for effective visual grouping. The interface allows you to change its size in 20% increments. The last adjusted size scale is also stored in a preference file (shared between all plugin formats) and is recalled next time **Dipole** is loaded.



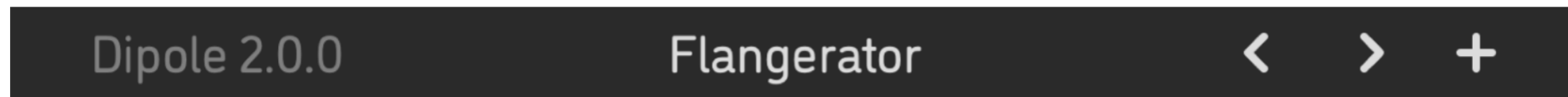
Use *option-click* or *double-click* on any knob to reset it to its default value. Use *shift-drag* to increase the parameter adjustment resolution 10 times. To completely initialize the plugin settings, you can also load the *Default* preset, which is included in both *Factory* and *User* banks.

PARAMETERS

Zero	-3 .. +3 ms	Time difference between the flanger engine's dual delay timelines
Feedback	-100 .. +100 %	Amount of output signal being fed back into the flanger's input; also switches the internal routing mode depending on whether the value is negative or positive
Output	0 .. 100 %	Wet output signal level of the flanger engine
Mix	0 .. 100 %	Balance between dry input and wet output
Frequency	0.01 .. 10 Hz	Modulation generator frequency
Depth	0 .. 100 %	Amount of modulation applied onto the zero parameter
Waveform	–	Modulation generator shape: sine, triangle, trapezoid, parabolic
Stereo	0 .. 100 %	Amount of time modulation applied onto the reverb space

PRESETS

Dipole features simple built-in functions for saving and loading presets, as well as quickly switching between presets located within the same bank. All these functions are accessed via the top toolbar.



Click on the preset name to show the open file dialog with the list of presets in the currently selected bank (you can navigate between different banks as well as to any custom location)

Option-click

Show open file dialog with the list of preset banks

Command-click

Reveal the currently selected preset file in Finder

Use the < and > buttons to switch back and forth between the presets in the currently selected bank

Click the + button to show the file save dialog

IMPORTANT NOTE: due to the limitations of the user interface font, you can only use latin letters when naming your presets

The preset files are located in */Library/Audio/Presets/Sinevibes/Dipole v2*. By default, **Dipole** includes two banks: *Factory* and *User*. However, you can freely create additional banks – simply by adding subfolders.



SINEVIBES

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