Droplet v2

Raindrop delay

AAX + **AU** + **VST** effect plugin for Mac/Windows/Linux

Designed and developed by **Sinevibes** ©2018-2024

INTRODUCTION

Droplet is a delay modeling engine for creating “raindrop delay” effects. It is based on 32 stereo delay lines connected in series via a proportional feedback system, with each delay’s time and stereo pan being randomized in order to recreate a naturally chaotic sound – similar to water drops falling onto a surface. The wide parameter range, as well as low- or high-frequency feedback damping, allow **Droplet** to produce a huge variety of effects – not just its trademark raindrop delay but also lush reverb and resonator simulations. Due to its unique alternating-polarity routing, the built-in modulation oscillator adds a beautiful dimension and unison detune to the sound. And thanks to the fact that the randomization seed is generated each time the plugin is loaded, just like the natural process it’s modeling, every instance of **Droplet** will always sound different.

SPECIFICATIONS

SOUND ENGINE

- Multi-tap delay engine with 32 stereo delay lines and proportional feedback scaling
- Adjustable delay time randomization
- Adjustable delay output pan randomization
- Individual low-pass and high-pass damping filters per each delay line
- Sine-wave oscillator for delay time modulation, with unique alternating-polarity routing
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono › mono, mono › stereo, and stereo › stereo channel configurations

GRAPHIC INTERFACE

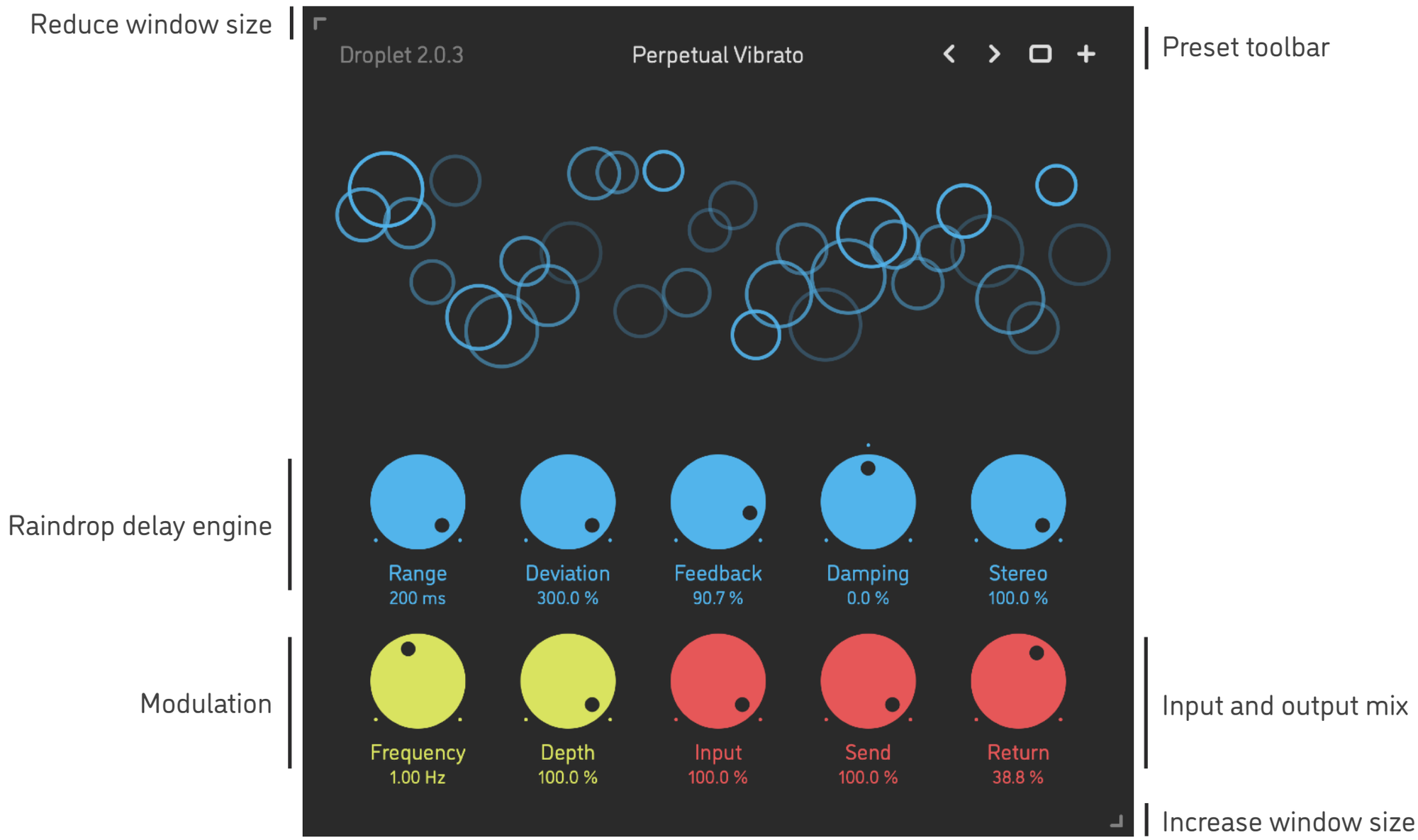
- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

SUPPORTED FORMATS

- **Mac**: 64-bit **AAX**, **AU**, **VST3** plugins for Intel and Apple Silicon processors, requires Metal graphics support and macOS 10.9 or later
- **PC**: 64-bit **AAX**, **VST3** plugins for x86 processors, requires Windows 8.1 or later
- **Linux**: 64-bit **VST3** plugin for x86 processors, requires a fairly recent Linux distribution

INTERFACE

Droplet features a fully vector-based interface, with color-coded elements for effective visual grouping. The interface allows you to change its window size from 0.8x to 2x in 20% increments. The last size you set is stored in a preference file and is recalled the next time **Droplet** is loaded.



- Hold *shift* and drag a knob to adjust the parameter with increased resolution.
- Use *option-click* (Mac) or *alt-click* (Windows, Linux), or *double-click* any knob to recall its default setting.
- To fully initialize all plugin's parameters, load the preset named *Default* from the *Factory* or the *User* bank.

PRESETS

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

Preset Name

Click the preset name at the top to show the list of presets in the current bank. Use *command-click* (Mac) or *control-click* (Windows, Linux) to reveal the actual preset file in the system file browser.

Switch to the previous preset in the current bank. The current bank is automatically set to wherever the last preset was loaded from.

Switch to the next preset in the current bank.

Show open file dialog with the list of preset banks. By default, the plugin includes two banks: *Factory* and *User*. However, you can freely create additional banks – simply by creating new subfolders.

Save current preset. Please note: due to the limitations of the typeface, you can only use latin letters when naming your presets

PARAMETERS

Delay		
Range	Base value for each tap's delay time	5 .. 200 ms
Deviation	Amount of deviation from base time value during randomization: e.g. with range set to 100 ms, deviation to 300%, the resulting time range = 100 .. 400 ms	0 .. 300 %
Feedback	Amount of delay engine's output routed back into the input	0 .. 100 %
Damping	Cutoff frequency for damping filters applied separately on each delay tap: -100 .. 0: 6 dB/octave low-pass with cutoff frequency from 20 Hz to 20 kHz 0 .. +100: 6 dB/octave high pass with cutoff frequency from 20 Hz to 2 kHz	-100 .. +100 %
Stereo	Amount of randomization applied onto each delay tap's output pan	0 .. 100 %
Modulation		
Frequency	Sine wave modulation generator frequency	0.05 .. 5 Hz
Depth	Amount of time modulation applied onto all delay taps	0 .. 100 %
Mix		
Input	Dry input signal level	0 .. 100 %
Send	Amount of dry input signal being sent into the delay engine	0 .. 100 %
Return	Wet output level of the delay engine	0 .. 100 %

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