

ThrowDelide Quick Manual (EN)



1. Control Reference

1 HOST / ms

Time mode switch. HOST = tempo sync, ms = free time.

2 Preset / A/B / Undo / Redo

Preset select, A/B compare, Undo/Redo edit history.

3 PWR / IN-OUT Meter

Effect on/off and input/output level meters.

4 TIME

Delay time. HOST uses note values, ms uses milliseconds.

5 PINGPONG

Alternating L-R repeats for stereo motion. Turns L/R OFFSET OFF.

6 FEEDBACK

Repeat amount. Tail gets longer as it rises. 100%+ can self-oscillate.

7 MIX

Dry/Wet balance. For AUX use, set 100% Wet.

8 FILTERS (HPF / LINK / LPF)

Repeat tone shaping. LINK ties HPF / LPF movement.

9 LOFI / LoFi+

Adds texture / character change to repeats.

10 DUCK

Reduces repeat level while input plays, helping dry stay forward.

11 L/R OFFSET

Offsets Left/Right delay times for width. Separate from PingPong.

12 STEREO / X-WIDE

Stereo width control. X-WIDE ON extends 151-200% (check mono).

13 OUT

Plugin output level.

14 Center Display

Shows current time / mode and related status.

2. Quick Start / Cautions

Quick Start

1. Insert: set TIME -> FEEDBACK -> MIX first. Then add FILTERS / DUCK as needed.
2. Aux (recommended): Insert ThrowDelide on an Aux, set MIX=100%, then adjust send level.

Cautions

FEEDBACK 100-110%

Self-oscillation range. Watch output level. Lower OUT / MIX if needed.

X-WIDE + STEREO 151-200%

Strong stereo expansion. Check mono compatibility for phase impact.

A/B / Undo / Redo

A/B comparison and Undo/Redo are useful for sound design comparisons.

PingPong & L/R OFFSET

PingPong = alternating L/R repeats. L/R OFFSET = stereo width via Left/Right Delay Time offset.
Mutually exclusive (cannot be used simultaneously).