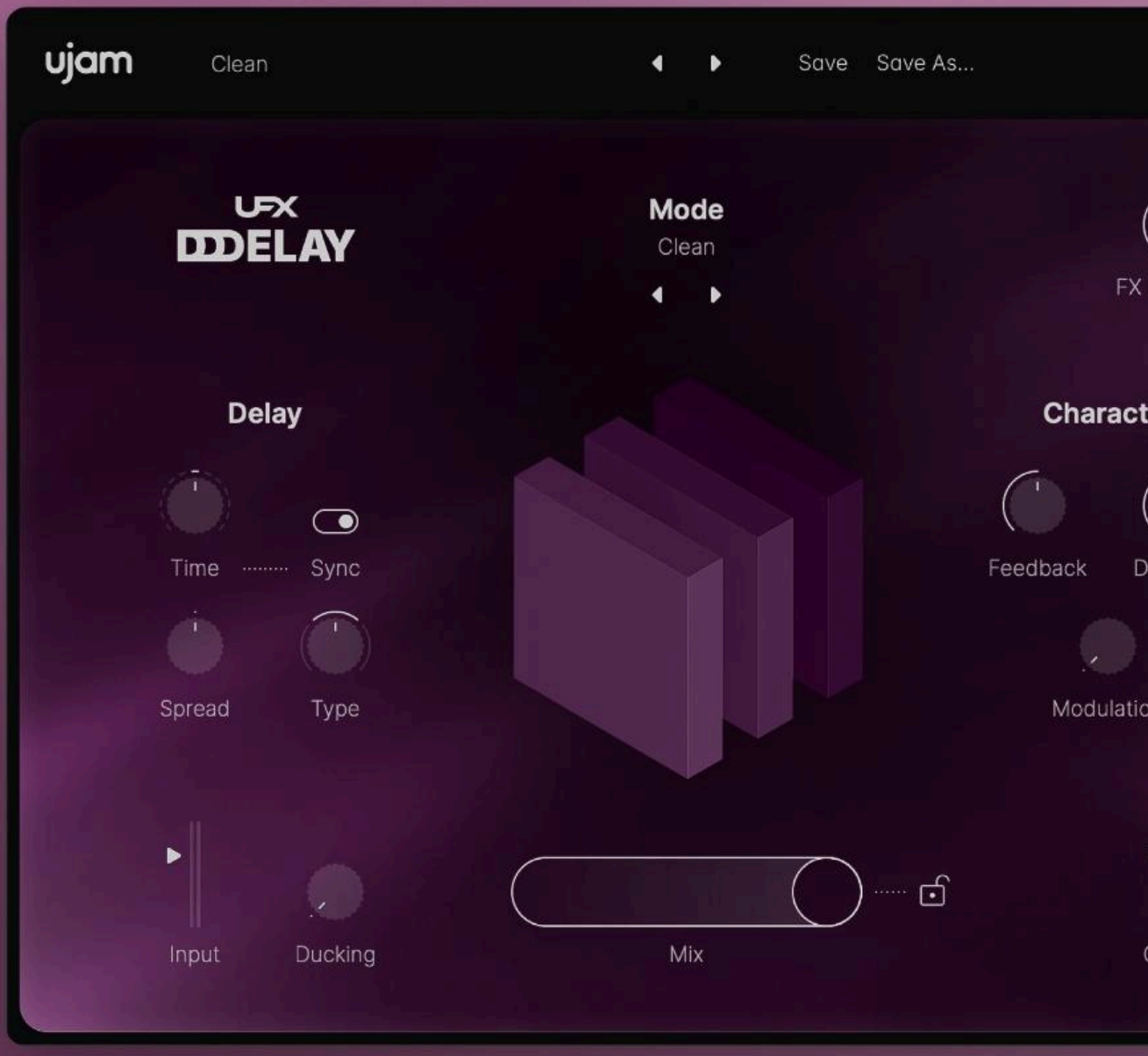
ujam

UFX

DDDELAY

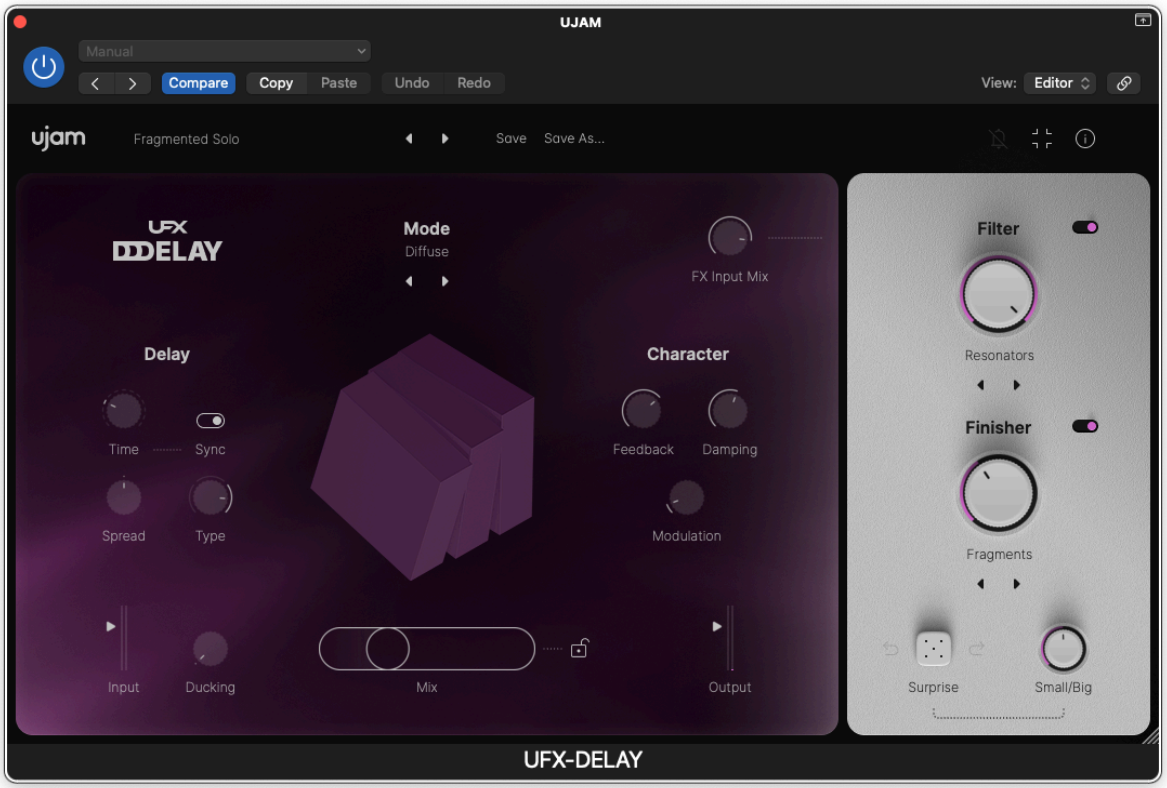


User Guide

UFX DELAY 1.0 User Guide (rev A)

Table of Contents

Welcome



UFX DELAY

Thank you very much for purchasing (or trying) *UFX DELAY* - a product designed to provide you with exceptional control and stunning sonic possibilities.

What is UFX?

UFX is UJAM's take on common and traditional effects.

What do we mean by *UJAMs take*? Well, at UJAM many of us produce music and use effects and audio processors ourselves. We feel that since they have been invented in the mid of last century - by and for sound engineers - there's been a lack of innovation.

Effects are still mostly designed with sound engineers in mind - just look at the knobs and their names and you'll see that most effect plug-ins still emulate hardware from the 60s.

What we are missing is creative effects. Built with the musician in mind, not only concerned with accuracy and technical excellence but also inspiration and creativity. That is what we are aiming for with *UJAMs take*.

With our Finisher series we went to the extreme - a Finisher is an inspiring black box with a few - often intentionally weird-labeled - variation knobs. A Finisher says "You want to play? Let's play!" instead of "You have an effect problem? We should solve it in a very serious way."

Finishers have been highly acclaimed and prized by users and press, and we're proud of that. At the same time we've received a lot of user feedback asking for a little more control. Like 'What tools have you got for me when I want to play a bigger part in the creation of the sounds and not just be surprised and wowed?' Enter UFX.

The approach behind UFX REVERB, DELAY and FILTER is straightforward: Take a professional audio processing engine, slap a UJAM frustration-free user interface on it, then add some UJAM magic – we all want to play and have fun after all.

We designed UFX so that it speaks to musicians - creating, trying, exploring - not problem-solving - but of course the audio engine is more than up-to-par with the requirements of the sound engineer who looks for a new approach.

About UFX DELAY

Under the hood, *UFX DELAY* features a modular, extremely customizable delay engine, offering you all kinds of popular delay algorithms - and then some. Stepping through the presets will give you a good idea of how versatile it is.

At the core of the plug-in are the 20 modes - these range from simple clean to dirty to tape to digital, and we added several fun patterns at the end of the list that go beyond the proverbial “echo” effect, e.g. by pitching the signal by octaves, turning it into grain clouds or adding such complex patterns that you can turn a single note into a compelling background sequence.

You’ll find the usual set of parameters to tweak your delay effect to your music or your idea - from different stereo modes to feedback to modulation.
Tip: Always check out these parameters once you’ve selected a mode - particularly the Characteristics knobs often do clever things depending on the selected mode.

Like in UFX REVERB, there is a Filter section that lets you shape the delay signal, and the Finisher section for creative effects and sound design.

And lets not forget the intelligent Randomization function that creates new and often unheard-of Delay presets for you on the click of a dice.

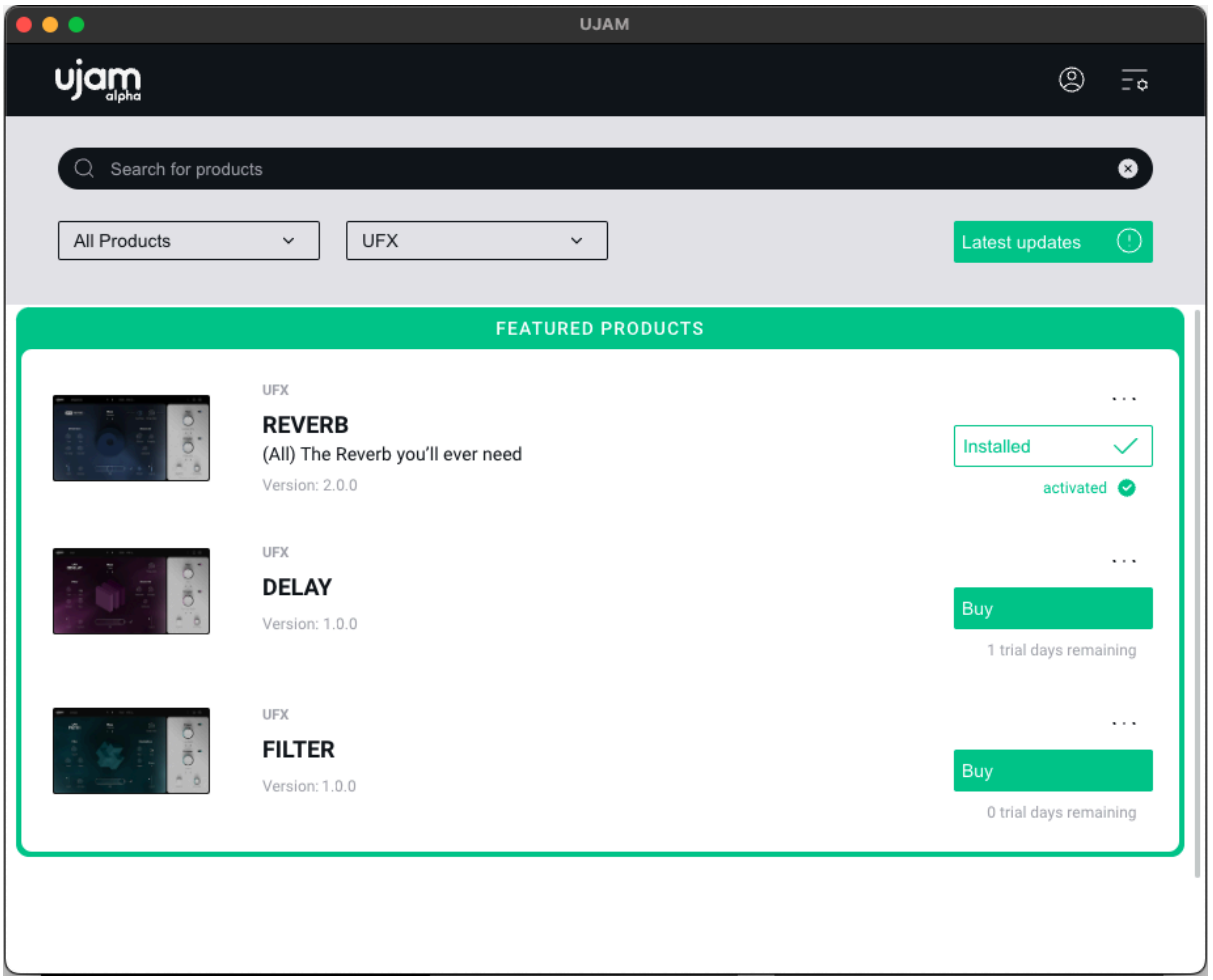
As the saying goes “You can’t have enough Delay plug-ins” - that is true. With *UFX Delay*, we hope we added one to your arsenal that brings you a ton of fun while expanding your sonic horizon, inspires and provides lots of pleasant surprises.

So… tell us what you think. We can’t wait to hear from you about how you’re using *UFX DELAY* in your music - after all, that is what inspired it!

Installation

Installing with the UJAM App

We recommend installing *UFX DELAY* from the UJAM App – whether you've purchased it or are starting a new trial.



UFX DELAY in the UJAM App

Installing without the UJAM App

Installation without the UJAM App is an option if needed. You can download the standalone installer from our knowledge base, then launch the installer and follow the prompts. (The UJAM App is still used to activate the plug-in, so after installing simply launch that and sign in, then click the 'Refresh' link.)

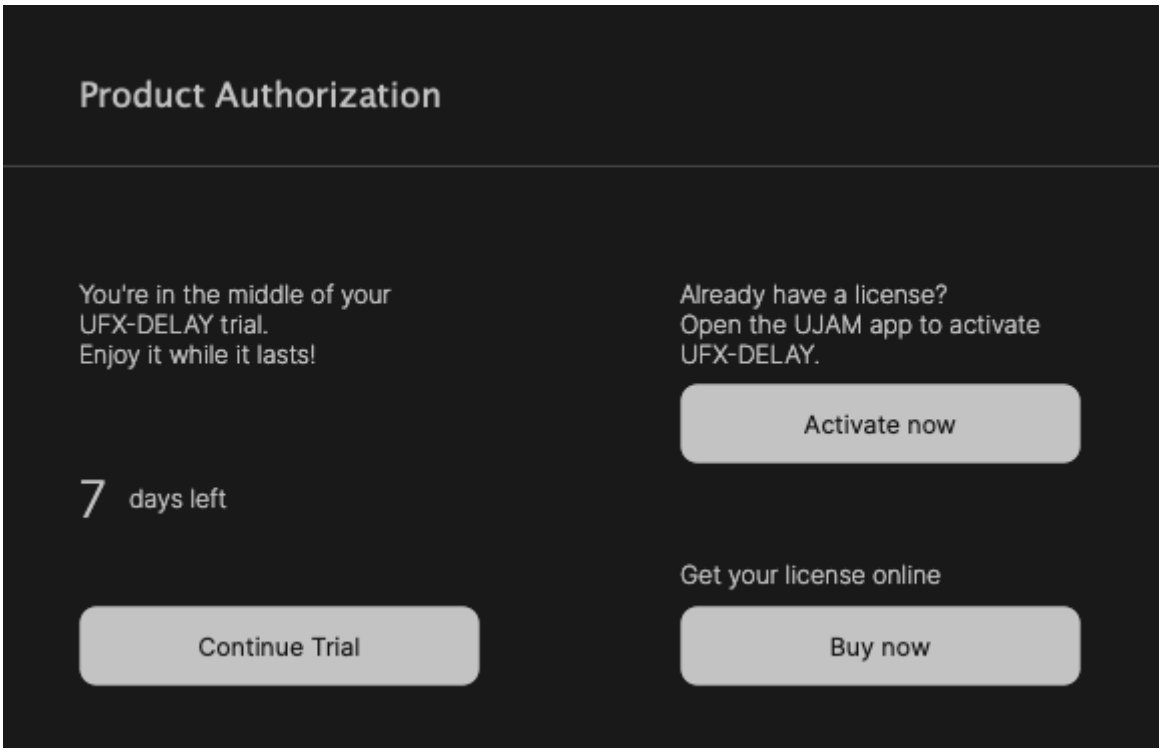
Trying, Buying, Authorizing

We only want you to spend money if you're absolutely happy with *UFX DELAY*. That's why, like with other UJAM plug-ins, we provide a free trial during which the plug-in will run without any limitation.

After the trial period expires, you will need to purchase a license if you wish to keep using it. Once you've done so, use the UJAM App for automated plug-in authorization.

When opening *UFX DELAY* during the trial period you will see this screen which shows:

- Information about your trial status
- Buttons to Continue Trial (taking you back to the plug-in) or Activate Now (if you own a license)
- A Buy Now button to take you to the UJAM store to purchase a UFX DELAY license



Trial & Authorization Screen

How to Authorize

1. Make sure that the product license is in your account (check your licenses at ujam.com/backstage/products).
2. Activate the license in the UJAM App (click the 'Refresh now' link at the bottom of the plugins).
3. Installation and authorization help can be found at support.ujam.com

Quick Start

Before we look at things in more depth, let us first explore how to tweak, create and play around with *UFX DELAY* since that may be all you need for now. This super-short section will show you how to get started in a few minutes.

Opening the Plug-in

After installing *UFX DELAY*, you'll find it in the *Effect* plug-in menu of your VST, AU or AAX-compatible digital audio workstation (DAW). Here you can select it as an insert on a track.

Exploring Factory Presets

When you start using *UFX DELAY* in your DAW, take some time to browse through the included presets at the top bar. These presets, grouped into categories provide a variety of styles to suit different production needs. Pick a preset from the menu or step through the list by simply clicking the left/right arrows. This works best when you send a basic audio signal like a short loop to the plug-in (of course you can also play something live). Try using the Preset Lock feature to lock the Mix slider at a certain value (e.g. ~50%). This gives you consistent control when browsing presets. Once you've found a preset you like, use the *Mix* slider to get more or less of the selected effect.

[see the list of presets]

Creating Your Sound

Before you start your sound design, try deactivating *Filter* and *Finisher* then set the *Mix* slider to at least 50% so you can clearly hear the effect.

1. Choose a *Mode* from the drop-down menu.
2. Adjust the controls in the *Delay* section: *Time*, *Spread* and *Type*.
3. Adjust the controls in the Character section: *Feedback, Damping* and *Modulation*.
4. Enable *Filter* and/or *Finisher* and try different options from their lists.

That's the easiest way to get started, but keep reading for more detailed information.

Managing the Plug-In

Presets

UFX DELAY has a large number of Factory Presets divided into descriptive categories.

Loading Presets

The *Preset Menu* at the top of the plug-in window lets you easily select from the included Presets.

You can either:

- Click the arrow buttons to the right of the preset name to step through the list
- Click the current preset name to open the dropdown menu

If you're new to UFX DELAY, we recommend you set up a loop and just go through the Presets to get an impression of what it can do.

Saving Presets

Once you have made changes to a *Preset*, you can save it in different ways:

- Overwrite a *Preset* using the '*Save*' command. Effective when you want that preset to recall the new settings.
- Create a new Preset with the 'Save As' command. Useful when you want to have both old and new settings available for recall.

Note:

- You cannot overwrite Factory Presets. Please use the '*Save As…*' command to create a new version of that Preset and save it to the User Library.
- Either way, when saving a Preset, you can select a preset category for organization purposes. Once saved, you'll find your new Preset in the 'User' folder, organized into whichever category you've selected.

Resizable Interface

The user interface is resizable to fit optimally on different sized screens.

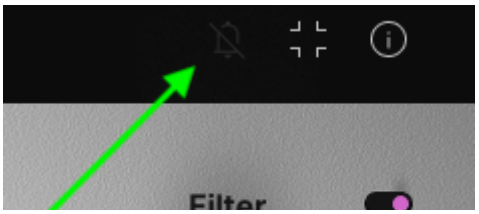
To resize the window, do one of the following:

- Click the rectangle shaped icon next to the notification bell in the top right corner.
- Drag the three stripes in the bottom right corner of the user interface.

Update Notifications

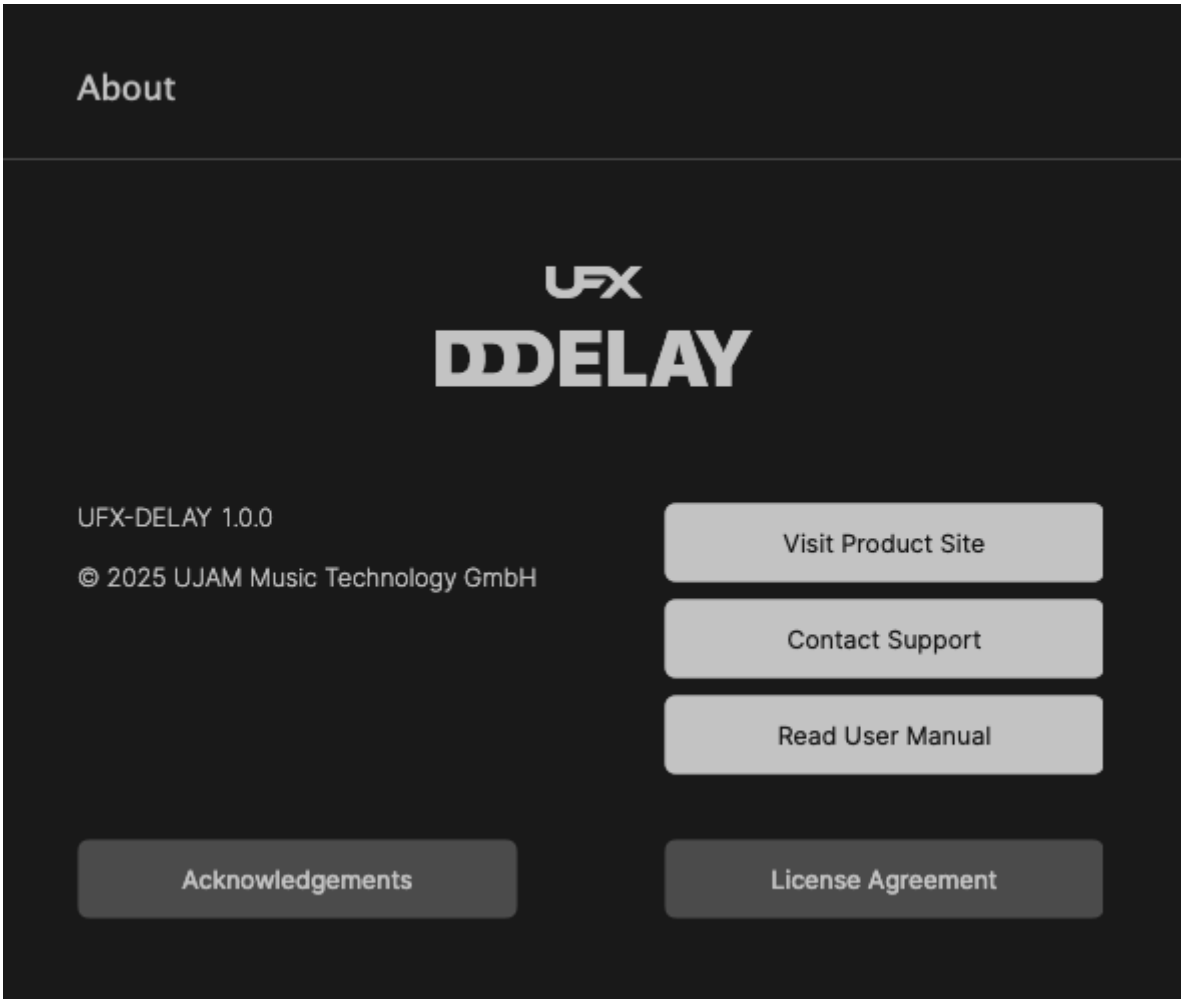
The little *Bell* icon in the menu bar informs you of available updates. When an update is waiting, the icon will show a dot and a dialog will open with more info.

Note: Although we do our best to ensure that updates do not break any existing projects, it's good practice to have a roll back plan just in case. Use the Uninstall feature in the UJAM App, then run the older standalone installer.



Plug-in Information

Clicking on the circled “i” in the top right banner of the user interface opens the *About* page where you can find the installed version # and other detailed information about your plug-in.



The *About* page gives you access to various types of important information:

- **Acknowledgements** – Meet the people behind *UFC DELAY*
- **Visit Product Site** – See product information on our website
- **Contact Support** – Start a support ticket if you need help
- **Read User Manual** – Open the User Guide (looks like you did this!)
- **License Agreement** – Open the End User License Agreement (EULA)

Reference

Presets

Factory Presets are organized into the following groups:

name	description
Modes	One preset for each of the 20 modes
Basic Mono	Tempo based presets from 1/16 up to 1/1 (whole note)
Basic Stereo	Stereo versions of the above
Basic Ping Pong	Stereo versions that 'bounce' between left & right channels
Vintage Tape	Tempo based presets with character like a classic tape deck
Vintage Digital	Similar to above but with the character of early digital processors
Guitar	Flanger, distortion, chorus and more, commonly used by guitarists
Keys	Ambient and modulation effects often used by keyboardists
Synth	Filters, ambiences and more–great for synthesizer tracks
Vocals	A range of ambient and filtered effects for vocal tracks
Cursed	Reso to glitch to bit-crushed–extreme processing
Distorted	Stays crunchy in milk!
Dreamy	Rich sweeps, phasing, and ambient effects
Pads	Drones and washes
Rhythmic	More extreme modulation and timed effects

Modes

UFX DELAY includes 20 different Modes.

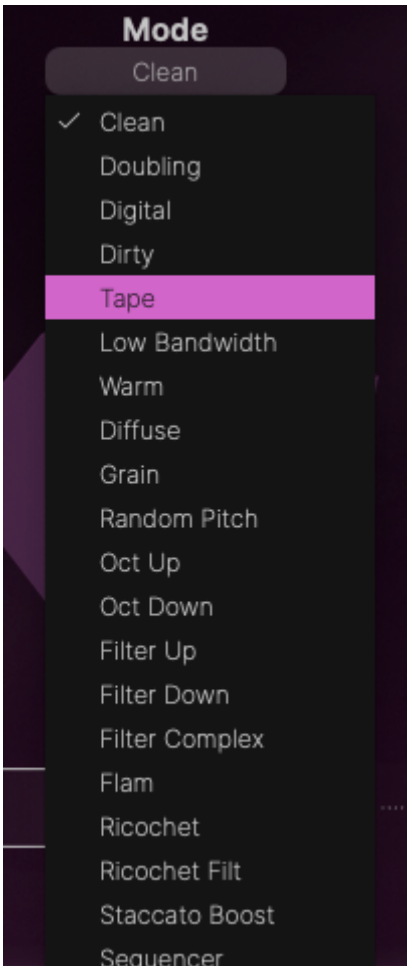
(When going through the *Modes*, we recommend you set the *Mix* slider to at least 50%, so you can properly hear the effect while stepping through them.)

Selecting a Mode

UFX DELAY lets you select *Modes* in two different ways:

1. Click on the *Mode* title to open the *List View then* click any *Mode* name to select that *Mode*.
2. Click on the arrows below the selected *Mode* title to step back and forth through the list of *Modes*.

Note: When switching Modes, the other settings remain unchanged. To change knob settings along with Modes, step through the Presets.

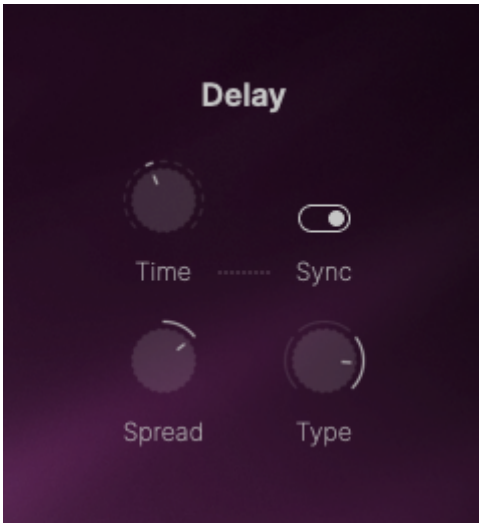


Mode Reference

name	description
Clean	Straight Delay
Doubling	Duplicated with slight detuning
Digital	80s Character
Dirty	Saturated Delay
Tape	Vintage Tape with Wobble
Low Bandwidth	LoFi Character
Warm	Bass Boost
Diffuse	Softened Repetitions
Grain	Granular Delay
Random Pitch	Detune Per Repetition
Oct Up	Each Repetition Pitched Up 1 Octave
Oct Down	Each Repetition Pitched Down 1 Octave
Filter Up	Delay Plus Stepped Filter Upwards
Filter Down	Delay Plus Stepped Filter Downwards
Filter Complex	Complex Filter Pattern
Flam	Random repetitions
Ricochet	Dense random repetitions
Ricochet Filt	Dense random filtered repetitions
Staccato Boost	Stuttered repetitions
Sequencer	Rhythmic repetitions

Delay

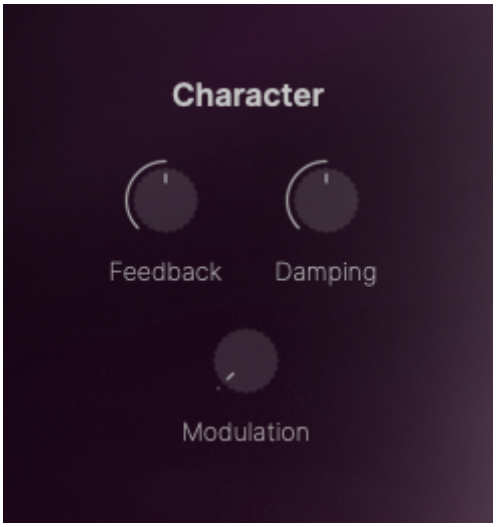
This section controls the timing and placement of the processed signal.



name	description
Time	The amount of time between delays
Sync	This switch selects between variable and the timebase grid in your DAW
Spread	Adjusts the stereo width of the delayed signal
Type	Mono, Stereo, Ping-Pong (not available in all Modes)

Character

This section controls the additional aspects of the delayed signal.



Knob	Description
Feedback	How many times the delayed signal repeats
Damping	Reduces the high frequencies with each repetition
Modulation	Adds movement in the delayed signal's pitch

Ducking

Ducking automatically reduces the level of the reverb effect in relation to the input audio signal.

The control reduces the reverb when the input signal is playing, causing the original input sound to be much more audible and less drowned out. When the input signal stops or falls below a certain volume threshold, the reverb level comes back up. By balancing this relationship between the two signals in this way, your original sound can stand out in the mix.

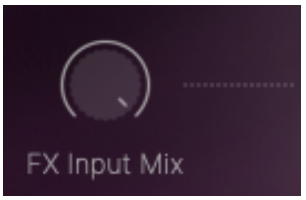
Mix Slider & Lock

The Mix control allows you to adjust the balance between the unprocessed (dry) and processed (wet) audio signals. Moving the slider to the left allows more of the original, unprocessed signal to come through, reducing the prominence of the reverb effect. This can be useful when you want to maintain a more natural sound, or to add only a subtle hint of reverberation. Moving the slider to the right increases the amount of the processed signal in your output, thereby enhancing the reverb effect. This can be used to create a more spacious, atmospheric, or distant sound, depending on the specific characteristics of the reverb effect you are using.

Closing the lock will leave the Mix slider unaffected when changing Presets. This is handy when you've already decided on a Mix setting and just want to try Presets, for example if you have *UFC DELAY* on an Aux Bus and want the Mix to stay at 100%.

FX Input Mix

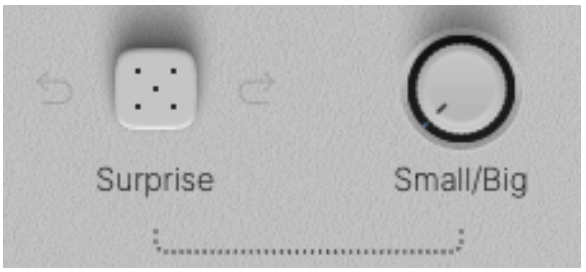
This knob allows you to adjust the blend of dry and processed signal into the FX section, basically turning *UFC DELAY* into a full-on multi effect plus reverb.



Surprise

Hit the *Surprise* button with the dice icon to create a new Surprise variation like a true Armégerizer. The *Surprise* function can give you anything between super-subtle variations and a complete change of everything. You can adjust the variation amount of each Surprise step using the knob labeled *Small/Big*.

Every time you click Surprise, a completely new mix of settings is generated as a start for you to create your individual reverb sound effect, which you can save as a preset. Almost everything is affected by the randomization – every control and button except *Mix*.



Filter

This section incorporates various filters, allowing you to manipulate the frequencies of your processed audio signal. Click on the shaper title to open the drop-down menu or use the arrows to step through the list. You can also bypass this section by clicking on the ‘on/off‘ switch.

In general each filter works by allowing certain frequencies to 'pass' through while reducing or 'attenuating' others based on the specific characteristics of the filter. These alterations can be used for a variety of purposes, such as cleaning up or adjusting the tone or 'color' of the output signal.

Finisher

UJAM's innovative multi-effect Finisher concept is your invitation to explore a whole new world of sound. Seamlessly integrated into our Virtual Instruments and effects, or available as separate plug-ins within the Finisher series, it promises an endless playground of auditory experimentation. It's a powerful orchestration of various effect processors and your secret weapon for creative sound design.

The selection process is simple: either click on the current *Finisher* mode name to reveal a comprehensive list, or click the arrows to step through the options. You can also bypass this section by clicking on the ‘on/off‘ switch.

The beauty of the Finisher Mode is its ability to automate, allowing you to switch modes mid-track for an even more dynamic sound. Just a word of advice: some algorithms might cause brief glitches when switched, so plan for a short pause if required.

The Finisher effects are also incredibly exhilarating to control live, enabling you to create mesmerizing sounds with the amount knob.

Filter Options

Name	Description
Tilt	Attenuate or accentuate lower or higher frequencies
High Cut	Cuts high frequencies
High Boost	Increases high frequencies
Low Boost	Increases low frequencies
Mid Boost	Increases mid frequencies
Mid Cut	Reduces mid frequencies
Filter Sweep	Modulated lowpass
Env Filter	Wah effect responds to audio level
Lowpass	High frequency cut
Lowpass Reso	High frequency cut with resonance
Brickwall	Lowpass
Bandpass	Low and High frequency cut
Bandpass Reso	Low and High frequency cut with resonance
Highpass	Low frequency cut
Highpass Reso	Low frequency cut with resonance
Notch	Selectable mid cut
Notch Reso	Selectable mid cut with resonance
Manual Phaser	Phasing
Manual Phaser Reso	Phasing with resonance
Comb	Comb filter
Reso Comb	Comb filter with resonance
Env Comb Up	Envelope with Comb swept up
Env Comb Down	Envelope with Comb swept down
Radio	Mimics sound of a small radio
Telephone	Mimics sound of a phone
Megaphone	Mimics sound of a megaphone
Tube	Vacuum tube distortion
Fuzz	Guitar pedal distortion
Amp	Guitar amplifier distortion
Saturate	Overdrive

Lo-Fi	Reduced fidelity
Bit Crush	Reduced bit rate
Filth Crush	Bit rate and high frequency reduction
Filt Dist	Distortion with Lowpass Filter
Resonators	Frequency resonance
Inharmonic	Inverts frequency spectrum
Ring Mod	Ring modulator
Rumble	Increased low frequencies
Sizzle	High frequency exciter
Pan	Placement in the stereo field
Width	Variable adjustment from mono (centered) to stereo

Finisher Options

Category	Name	Description
AMBIENCE	Short and Bright	A short reverb with open high frequencies
	Short and Dark	A short reverb with dampened high frequencies
	Wide Hall	Hall reverb with wide stereo field
	Large Chamber	A big chamber reverb
	Extra Wide	Wide stereo reverb with pre-delay
	Nice Standard	Studio-type reverb
	Nervous	Distorted reverb
	Creamy Dreamy	Rich reverb with reflections
	Tyrell Hall	Large stone reflective hall
	Space Infinite	Long/wide reverb
	Ten Mile Desert	Long reverb
	Reverse	Backwards reverb
BASIC	Tremolo	Creates a pulsating or "trembling" sound that adds texture, movement and dynamics
	Auto Pan	Add a sense of motion to a sustained or repeated sound with this speedy auto-panning effect.
	Slicer 1/8	Modulates and chops the signal into 8th notes using a beat cutter and auto-filters
	Slicer 1/16	Modulates and chops the signal into 16th notes using a beat cutter and auto-filters
	Gate	Speed Gater, similar to “Gate 1/12”
	Gate 1/4	Speed Gater with 4th note gate length
	Gate 1/8	Speed Gater with 8th note gate length
	Gate 1/12	Speed Gater with a 12th note gate length
	Gate 1/16	Speed Gater with 16th note gate length
	Gate 1/32	Speed Gater with 32nd note gate length
	Saw Gater	Similar to “Gate 1/12” but with Sawtooth oscillator
	Vibrato	A regular, pulsating change of pitch
	Chorus	Thickens the sound and makes it richer
	Flanger	Flanger effect based on a modulated delay line

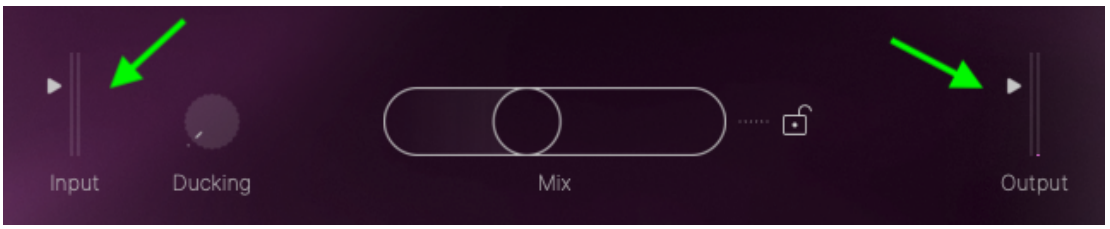
	Phaser	Creates a swirling or whooshing Phaser effect
	Phaser Fbk	Another Phaser effect with incorporated feedback
	Warm Drive	A soft saturation distortion
BEYOND	Time Warp	A sequenced ring modulator
	Time Is Fleeting	Allows you to scratch your brass signal by means of a cut up tape delay
	Sea Of Resonances	Freezes your signal into a cloud of sound with various, slowly moving resonances
	Synthesize	Abstract blips of digital synthesis
	Drones	Spooky atmosphere
	Flutizer	A bunch of ambient flutes
	Electro Cluster	Purposefully cold sounding delays and re-sequences
	Evolving Freeze	Turns your signal into an ever-evolving pad
	Raindrops	Random pitches
	Voodoo Glitchcraft	Random sample/hold
	Clappedy Go	Rhythmic phasing
	Voodoo Poisoned	Resonant ring modulation
CHARACTER	Filter Alterations	Rhythmic filter
	Bit Crush	Resonant bit crushing
	Toe in the Mud	Reduces definition
	Evil Drones	Distance effect
	High Tones	Eliminates low frequencies
	Neo Super LoFi	Sample rate reduction
	Neo Space Station	Resonant feedback
	Neo Hot Bath	Bit rate reduction
GLITCH	Big Groover	Sequenced sample rate reduction
	Second Shadow	Adds echoes of chopped up re-sequencing of the original signal
	R2 Flange2	Turns your signal into a particularly cute robot
	Retro Gamer	Makes your signal small and decorates it with various gameboy-ish artifacts
	Percussive Resonances	A stepped and auto-panned bandpass filter
	Hardcastle Cutter	A multi-faceted stuttering effect

	Filter Bros	Random chopped rhythm
	Pitch Screamer	Highpass resonance
	Ever Rising	Moving high frequency
MOVE	HPF Motions	A stepped high-pass filter sequence
	Reversinator	Reverses the signal in a short time slice
	Reversinator Long	Reverses the signal in a long time slice
	Percussionizer	A combination of sequenced equalizers and pitch shifters
	Industrial Delay	A time-synced, ever-changing delay that randomly changes playback direction
	Pan Sequencer	A more sophisticated version of an ‘auto pan’ effect
	Terminator Bend	Applies the infamous half-tone pitch drop to the signal, made famous by a well-known movie
	Tape Stopper	The traditional tape stop effect
	PolyMod	Adds various types of modulation and filtering, which are offset in a polyrhythmic way
	Drama Swell	In case your brass swells are not dramatic enough
	Long Term Modulator	Sequenced automation of EQ, filters, chorus, delay
	Ducker Straight	Straight volume ducking
	Ducker Complex	Ducking via filtering, delay, panning and automation
	Drive the Sequence	Heavy limiting
	Ring the Phone	Phasing highpass
	Double Timer	Rhythmic highpass
	Strobe Light	Sawtooth tremolo
	Moving Cloud	Pulsating moving filter
	Fragments	Rhythmic transients
	Old Cassette	Distortion, wow & flutter, keep a pencil handy!
PITCH	Glitch Grooves	Pulsating glitches
	Pitchman	Twisted tuning
	Swamp Creature	Phasing highpass
	Fluxx Cutter	Sample and hold
	Vorlon Scale	Ring modulation

	Voodoo Tormentor	Pitched up with feedback
	Voodoo Bullet Time	Pitched up with phase
	Neo Infinity	Infinite feedback
TONE	Fat and Dirty	Saturation
	Way Too Old	Lowpass
	Schizophrenic	Clipping
	Munch Filter	Lowpass with sweeping filter
	Historic	Just mids
	Damperesque	Resonance
	Pimp My Brahms	Adds a lower octave
	Take The Fifth	Adds a 5th above

Checking and Setting Levels

The Input Level Slider at the bottom left corner allows you to attenuate or amplify the level of the signal you send into *UFX DELAY*, and the Output Level Slider on the right side does the same for the signal going out.



Input and Output Levels and Meters

A few tips:

- Signals are usually at an optimal level if they are around 0.0 dB. Adjust them if they're not.
- Optimal input levels are important particularly for *Modes* that use any kind of dynamic treatment.
- Optimal output levels are particularly important to avoid clipping and if you use subsequent processing in the same track.

Note that while you drag a slider, the resulting change will be displayed in dB.

UFX DELAY is optimized to alter the signal's level as little as possible from input to output, but depending on the frequency content of the input signal and the processing applied this is sometimes unavoidable.

Using Input Level to Optimize Effects

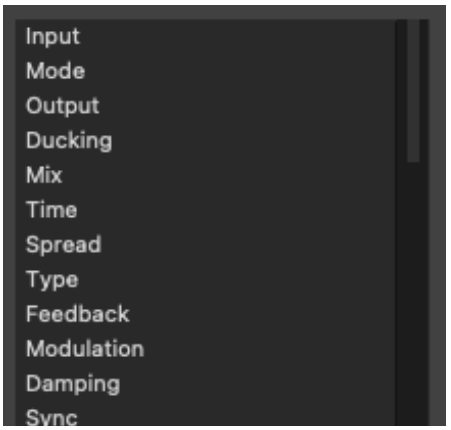
Many effects, particularly dynamic filters, use the input signal level to control movements in the effect. If the input signal level is too high, you will hardly hear any effect.

If you need to lower the Input Level a lot, compensate with Output Level. *Of course… YOU knew this!*

Automating Controls

UFX DELAY can be fully automated and MIDI-controlled and you will quickly realize how useful this is and how significantly it can improve your productions.

For example, you can create stunning introduction or riser effects by slowly increasing the *Finisher Knob*. Build cool sequences by switching the Mode every few beats or add emphasis on specific beats by fading in the effect only on certain words or chords.



Automatable Parameters

The displayed parameters can be automated via DAW Automation and – with the exception of *Mode* – using MIDI Control Change events.

(When automating the Mode, you will notice that between certain effects there are noticeable morph fades. These are due to temporary level jumps between the complex effect configurations and they can protect your speakers and ears. No reason to worry!)

DAW Automation

To control a parameter using the automation of your DAW, just find where you activate automation (usually a menu in the track inspector or hotkey “a”) and choose the parameter.

Selecting Track Automation in Logic

Assigning Knobs to MIDI Controllers

It's great fun to modulate *the UFX* controls with your favorite MIDI controller. However, this requires a little bit of work on your end, because all DAWs handle MIDI controllers differently for effects. There is no 'MIDI Learn' functionality in most of them.

Here's an example screenshot from Logic Pro – here you press B for the Smart Control view, then you can assign every UFX control to a Smart Control internally using the Learn function, and do the same for assignment of your MIDI Controller to Logic.

Logic Smart Control View

Feedback

Feedback isn't just fun for guitarists, it's absolutely critical to our mutual success. We wouldn't be here without you, so it's really important that we hear from you. Whether you're wrestling with a problem or have suggestions on ways to improve our products - we want to know about it!

Ask Us

If you need help or have questions about any of our products, our support team is here for you – **please** *Submit A Request* via support.ujam.com

Tell Us

You're the ones using this stuff to create, so tell us what (else) you need it to do. User feedback has influenced individual products and features and even inspired entire series of products at times. **Thank you** for any feedback you'd like to share – here are a few links you can use to reach us:

- Visit our Facebook page: facebook.com/ujaminstruments
- Comment on our Youtube videos: youtube.com/ujaminstruments
- Comment on our Instagram posts: instagram.com/ujaminstruments
- Additional resources: linktr.ee/ujaminstruments

Join Us

We are growing our community of users and providing more ways to connect. From our Facebook group to Discord and beyond. We hope you will join the conversation and maybe even share some of your music as we help each other in our creative adventures.

ujam

We Inspire, U Dare.

www.ujam.com