

TUBE DELAY STATION

NEW GENERATION OF NEBULA DELAY



General Information

Delay, repeating echoes, static flange, doubling, short feedback reverb, distortion; all of this and more is possible with the Tube Delay Station. The delay time ranges from .2ms to 1.884 seconds, with choices in increments of .2, .5, 1, 2, 3, or 4ms, depending on the time. The delay can be set to any of 63 different sampled tones from my Tube Radios Direct product. They sound very different, each filtering the frequency response differently. The tone choices are organized into 'dark', 'mid', 'bright', 'wide', and 'stereo' groups. You can also choose from 9 different sampled harmonic distortions, or leave it off completely.

Between the fundamental tone and the distortion options, as well as being able to mix the distortion in at the exact desired amount, you can achieve a vast amount of radically different sounding delays. With the feedback you can easily achieve evolving endless echoes, from lo-fi to pristine.

You can adjust the panning for the delay, and every repeating echo will move further and further in that direction, away from the center. I created the special 'Pan Wiggle' control, which allows you to introduce an amount of random pan 'wiggling'. The panning will randomly move around the position set by the main 'Pan' control. You can also set the rate at which the panning will jump to the next random position (the speed of the wiggling).

There is simply no other delay in Nebula with anywhere near this degree of control and versatility, and it's all wrapped up in a nice set of skins by Max.

Installation

There are two main steps to the installation-

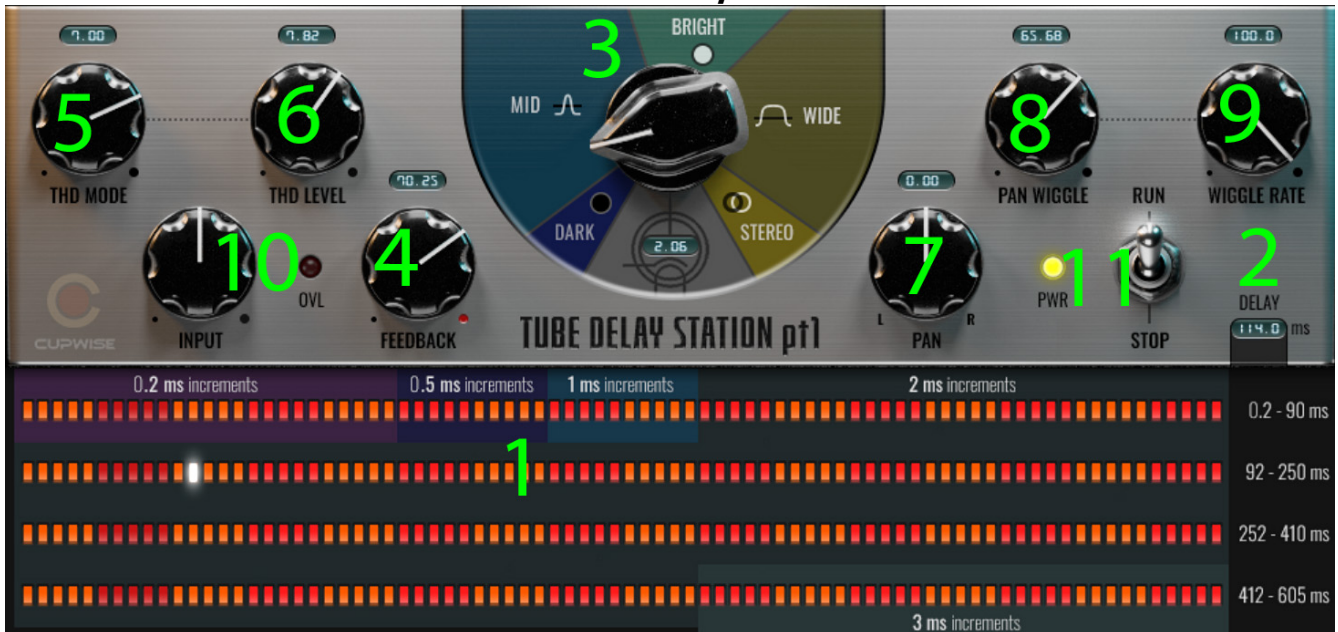
- 1) Install the programs/vectors. Just copy the .n2p files to your Nebula 'Programs' folder, and the .n2v files to the 'Vectors' folder. **Before moving on to the skin install, check to see that the programs load properly in the default Nebula.** The programs are in the 'DEL' category, then either the 'TB4', 'TB5', 'TB8', or 'TB9' categories below that, depending on the sample rate(s) you've installed. 'TB5' is for the 48khz rate.
- 2) To install the skins, consult the skin installation manual! The skins currently only work with N4. After installing the skins you will be loading these programs as a unique plug-in, not by using the default Nebula and its program finder/list to select them!

General Use

- These effects are designed to be used as a send in your DAW. They cannot be used as insert effects because they don't put out any dry signal, unless you use your DAW's own wet/dry mix control.

- The first skin has delays 605ms or less. Skin two offers delays between 608 and 1884ms.
- The first thing to do is pick a delay time. If you pick a different delay time later, all of your settings will remain the same.
- If you want a static flanging type of effect (comb filtering), pick a time of ~15ms or less. For doubling try between 15 and 70ms. For distinct repeating echoes use a longer delay and add some feedback.
- Next pick your tone. The tones are grouped into categories. The dark group is more focused on lower frequencies, with a lowpassed sound. The mid group has bandpassed options focused on different mid frequencies. The bright choices are focused on high frequencies. The wide group has samples with fuller responses, but some still have some filtering of the low and/or high frequencies. The stereo group is special- these choices use different sample sources for the left and right channels, producing a noticeable stereo effect.
- The harmonic distortion is disabled when you first load the Delay Station. If you want to thicken the delay sound a little, you can introduce a small amount of distortion. You can push it further for more cooked results. With heavy feedback it can get out of control easily, so it could be a good idea to put a compressor before the delay station if you plan on using distortion, as it can help keep things under control.
- Just like with the main tone, you have several flavors of distortion to chose from. Pick one, then SLOWLY increase the THD level control to bring the distortion up until you can hear it, and fine tune to taste.
- If you want to try a different distortion option after setting the THD level, you might want to lower the THD level control before switching to another distortion choice. The levels can be different between them, so another distortion option might be louder when you switch.
- Pan wiggle causes a random/chaotic panning motion. In lower amounts it produces a nice stereo widening effect. The delay station loads with the wiggle amount at 10%, giving this type of result.
- If you also own my 'Tube Radios, Direct' release, I would suggest trying the compressor module from that, on your send channel before the Tube Delay Station. This will give you a more squished delay sound and also helps with controlling the signal if you use the Delay Station's distortion.
- I would also suggest trying a vibrato, or most chorus plug-ins set to fully wet (giving a vibrato), after the Delay Station, to get some modulation on the delay. Unfortunately this is impossible to build into these programs.

User Interface/Controls



- 1) **Delay Time Matrix** - Use these buttons to select a delay time. All of the buttons are in increments of 4ms in the second skin, but the first one offers ranges with different increments, which are labeled. The range of each row is labeled over on the far right. Can't be automated.
- 2) **Delay Time** - Shows the delay time you've selected.
- 3) **Tone Selector** - Use this knob to select a delay tone. The little readout below the knob shows which tone you've selected. The first digit in the readout corresponds to the different tone groups. Dark = 1, Mid = 2, Bright = 3, Wide = 4, and Stereo = 5. The digits after the decimal point show the selection within the current group. The groups are labeled around the knob with the differently colored sectors.
- 4) **Feedback** - Use it to introduce feedback. Be careful. Especially when using distortion.
- 5) **THD Mode** - Use this knob to select a distortion type, or turn it off with a setting of 0. Loads off by default. There are 9 options, and each are different harmonic distortion sample sets. They sound different so just try them all.
- 6) **THD Level** - After picking a distortion, use this knob to set the level. Usually you will have to bring it up a bit to really hear the distortion. The distortion plays into the repeating feedback, and allows you to sculpt the delay sound even further, beyond the main tone choices.
- 7) **Pan** - You can pan the delay. Feedback repeats will drift further.
- 8) **Pan Wiggle** - This adjusts the amount of pan wiggling. At 0 there is none. As you increase it, the delay will wiggle further and further away from the main 'Pan' control's setting, in both directions. The wiggling is a random, chaotic motion back and forth. It loads at 10% by default, which gives a subtle stereo widening effect as long as the main 'Pan' control is kept at 0.
- 9) **Wiggle Rate** - Adjusts the rate/speed at which the pan wiggling happens.
- 10) **Input Gain** - It's a simple input gain control. It will affect the distortion.
- 11) **Run/Stop Switch** - Click this to turn everything off if the feedback starts running away and getting too loud. It just bypasses the effect.

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Max Ponomaryov, aka azzimov did the skins! Check out his Patreon here!

<https://www.patreon.com/join/azzimov>