NEOLD
OLDTIMER Master Blender

NEOLD OLDTIMER Master Blender Instruction Manual

Contents

1 NEOLD OLDTIMER Master Blender
2 Product Specifications
3 Product Usage Instructions
4 FAQ
5 ANALOG KISSES DIGITAL
6 ORGANIC SPICES
7 QUICK START
8 PARAMETERS
9 TOOLBARS
10 Documents / Resources
10.1 References
11 Related Posts

NEOLD

NEOLD OLDTIMER Master Blender

Product Specifications

- **Product Name**: Oldtimer
- **Model**: Master Blender
- **Feature**: Organic Spices

Product Usage Instructions

Quick Start Guide

1. Activate or bypass the Filter section by inserting or removing the plug.
2. Adjust the resonance peak of the cut filter to be softer (left) or stronger (right).
3. Blend filter type from low pass (left) to high pass (right) via flat (middle).
4. Silence echoes immediately by erasing the complete feedback loop.
5. Control the feedback loop to adjust the number of echoes.
6. Choose between Stereo (left) and Ping Pong (right) style delay by cross-fading.
7. Focus echoes towards the mid (left), neutral (middle), or sides (right) with each repetition.
8. Link or unlink the Time knobs for left and right channels by inserting or removing the plug.
9. Set delay time for left and right channels from 10 ms to 2.5 s.
10. Bypass or engage the entire signal processing chain.

FAQ

- **Q:** How can I add dub effects to my tracks using Oldtimer?
- **A:** To add dub effects, hit the Glitch button in the modulation section and adjust the depth and speed of random waveforms for unique dub vibes.
- **Q:** What does the Spread knob control in Oldtimer?
- **A:** The Spread knob controls the spatial location of repetitions in the stereo field. Shifting towards the sides creates reverb-esque patterns while focusing on the middle provides great focus and separation.

ANALOG KISSES DIGITAL

- Oldtimer is a dual-topology delay that combines the special characteristics of analog bucket brigade designs

and early digital systems from the 70s. Its two en-gines blend seamlessly – not against each other but within each other. This

- enchanting power creates an incredible range of characterful vintage echoes.

MASTER BLENDER

- The Spread knob controls the spatial location of repetitions in the stereo field. Shift-ing toward the sides results in complex, reverb-esque patterns while concentrating on the middle provides great focus and separation. Style
- configures a crossfaded routing for the delay feedback path, ranging from stereo to fully overlapping ping pong variations.

ORGANIC SPICES

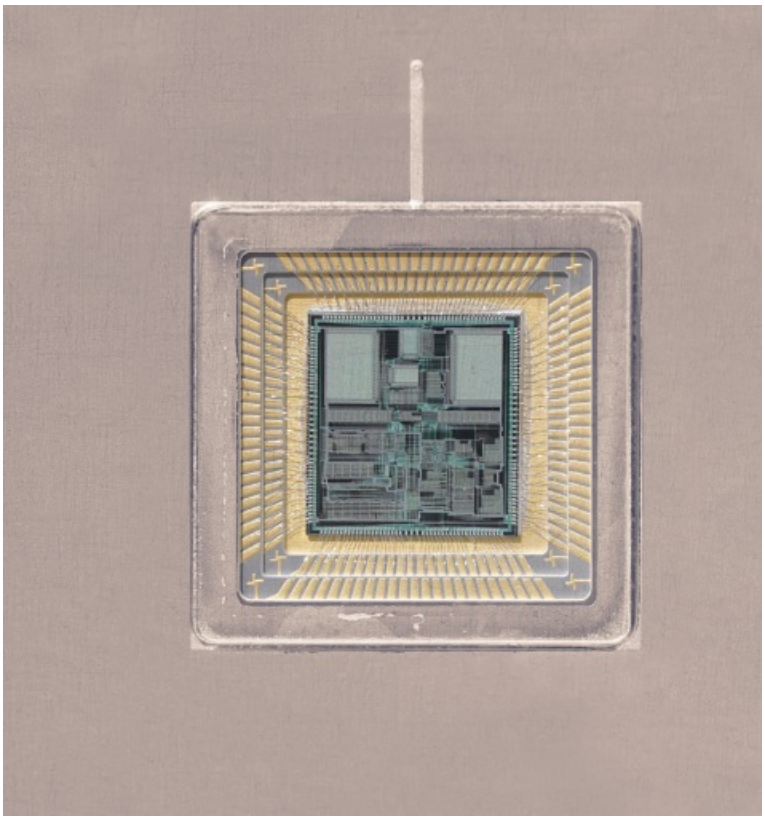
- The switchable filter module offers any characteristic between low and high pass. Its additional resonance control creates beautiful accents that evolve with each repetition. The modulation section can blend sine into random
- waveforms, which are adjustable in depth and speed. Add some dub to your tracks? Just hit Glitch. You'll love it… ovit… vt."

ANALOG

- Oldtimer’s analog engine emulates a Bucket Brigade Delay (BBD). Introduced in the late 60s, CMOS-based ICs were one of the first available technologies to implement signal delays up to the 100 of milliseconds in a reliable,
- affordable, and compact manner.
- While the signal level is stored in a truly analog manner, BBDs are actually time-discrete devices that sample the signal at a fixed or variable frequency.
- Thus, additional antialiasing and reconstruction
- filters are required to interface with the analog domain.
- Due to the poor SNR of a BBD, a compander system is typically employed to enhance its dynamic range.

DIGITAL

- Oldtimer’s digital engine mimics an early digital delay implementation, including an AD/DA converter chain used to feed an array of random access memory ICs (RAM).
- This type of delay system was introduced in the 70s and allowed for much higher fidelity than its BBD counterpart.
- However, this implementation came at a much higher cost both in terms of space and the number of required components.
- Convert-ers were in their early stages back then, and memory was expensive, thus the reso-lution was limited to 8/12 bits per sample, and the sampling rate was rather low, re-sulting in a delay sound of its own.



QUICK START

1. Activates (plug inserted) or bypasses (plug out) the entire Filter section below.
2. Introduces a softer (left) or stronger (right) resonance peak to the cut filter.
3. Blends filter type from low pass (left) via flat (middle) to high pass (right).
4. Erases the complete feedback loop and silences echoes immediately.
5. Controls how much of the signal is fed back into the delay and so the number of echoes.
6. Cross-fades from a Stereo (left) to a Ping Pong (right) style delay.
7. Focuses echoes towards the mid (left) via neutral (middle) to the sides (right) with each repetition.
8. Links (plug inserted) or unlinks (plug out) the Time knobs for left and right channels.
9. Sets the delay time for left and right channels from 10 ms to 2.5 s.
10. Engages or bypasses the entire signal processing chain.

11. Quantizes the delay time to the nearest note subdivision according to the current tempo.
12. Warps topology from vintage bucket brigade analog (left) to early digital delay (right) style.
13. Mixes the dry and processed signals for a perfect blend of the source and its echoes.
14. Adjusts the output level, implemented as linear gain without additional coloration.
15. Introduces random glitch artifacts for adding some groovy vibes to your tracks.
16. Switches the entire modulation section below on (plug inserted) or off (plug out).
17. Increases the speed of the modulation engine from slow (left) to fast (right).
18. Changes the modulation style and depth from sine wave (left) to random (right).

PARAMETERS

Time

- Sets the delay time of the left and right channels between 10 ms and 2.5 seconds. In mono instances, you can

use either of the two knobs to set the mono signal's delay time.

Link

- Engaging the link function keeps the left and right time knobs in sync. This parameter is only available in stereo instances of the plugin.

Sync

- Engage this mode to sync the delay times with the tempo setting of your DAW. Delay times will be quantized to the next subdivision (e.g. eighth notes). The respective subdivisions are displayed in the delay knobs' callouts.

Power

- Use the power plug to engage or bypass the plugin's entire processing chain.

Feedback

- The feedback knob sets the amount of signal tapped from the delay system's output and fed back to its input node.
- Setting higher feedback factors yields a slow-er decay of the echos reproduced by the delay line. 0% corresponds to a single echo while turning the knob clockwise towards the 100% setting allows for endless feedback or even overdriving Oldtimer's delay system.

Style

- The style knob is a continuous cross-fade between Stereo and Ping Pong operation. In the first mode, the left delay input will see the feedback signal of the left delay output channel, and the right channel stays with itself, too.
- In the second mode, the channels will be cross-fed, allowing for e.g. Ping Pong effects, where echos will be

reflected back and forth between the left and right channels. This function is only available in stereo instances of the plugin.

Spread

- Spread sets the stereo width of the effect signal. 0 corresponds to mono, while 200% corresponds to maximum stereo widening.
- Note: This knob is only effective if you move the Style knob away from its 50% setting, which produces a mono-effect signal by construction. This feature is only available in stereo instances of the plugin.

Topology

- Oldtimer’s two engines blend seamlessly – not against each other but within each other. This means that instead of running two separate delays in parallel and just blending their outputs, an ad-vanced single engine dynamically
- changes all relevant parameters in one or the other direction. This helps to control the fidelity and coloration of your delayed signal. Use the topology knob to continuously cross-fade between the analog (0%) and digital (100%)

Mix

- The mix knob is a loudness-compensated cross-fade between the dry (0%) and the wet (100%) effect signal tapped from the delay.

Level

- Use the level knob for manual loudness compensation. This is implemented as a purely linear gain, with no additional sound coloration from -20 to +10 dB. models.

Filter

- This plug engages or bypasses the filter section that is implemented as a semi-parametric second order filter located at the delay system’s output.

Resonance

- Sets the resonance of the filter. This is only effective when the Type knob is not in its 0 position.

Type

- Use this knob to set the filter type. The 0 position corresponds to a flat frequency response while turning it to the extreme positions yields a low pass (lp) or high pass response (hp).
- Intermediate settings result in all kinds of interesting and musical shelf filter curves. The transition frequency is fixed at 500 Hz.

Erase

- Triggering the Erase function will reset the cur-rent delay line contents. This is useful as a loop reset when the delay is driven with a lot of feed-back and/or longer delay times which will produce a long tail of echos.

Modulation

- This plug engages or bypasses the modulation section.

Rate

- The rate knob sets the modulation LFO frequency in Hz.

Depth

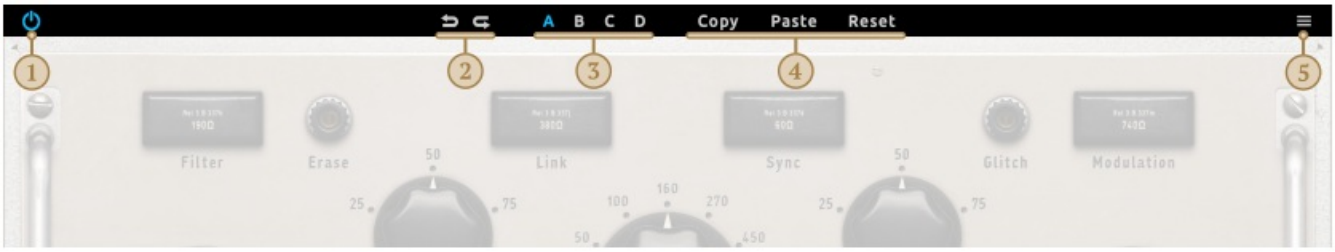
- Depth sets the type and depth of the delay time modulation. Turning the knob counterclockwise generates a pure sine LFO signal with increasing modulation depth, while turning it clockwise produces a random waveform with a maximum frequency that corresponds to the selected rate. The 0 position corresponds to no modulation = off.

Glitch

- Clicking the glitch plug will cause a short disruption in the clock signal of the virtual delay system, audible as a jittery glitch that is randomized every time you trigger the function.

TOOLBARS

1. This icon provides a master bypass function for the entire plugin.
2. Undo/Redo offers up to 32 steps of your recent settings. Just go back and forth.
3. Four individual preset banks which can also be automated in your DAW.
4. Copy and paste current settings to/from the clipboard, or reset current settings to default.
5. Opens GUI preferences (set interface size/quality and mouse sensitivity).
6. This icon provides a master bypass function for the entire plugin.
7. Undo/Redo offers up to 32 steps of your recent settings. Just go back and forth.
8. Four individual preset banks which can also be automated in your DAW.
9. Copy and paste current settings to/from the clipboard, or reset current settings to default.
10. Opens GUI preferences (set interface size/quality and mouse sensitivity).



Documents / Resources

	NEOLD OLDTIMER Master Blender [pdf] Instruction Manual NEOLD, d7c72f_9a33abbae2204866bac52a2c6c5d92b6, OLDTIMER Master Blender, OLDTIMER, Master Blender, Blender

References

- User Manual