



Phaser-DDL DP/4 Stream Dusty Devices User Manual

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Phaser - DDL

Phaser-DDL DP/4 Stream Dusty Devices



Introduction

Phaser-DDL is a cycle-accurate emulation of the Phaser-DDL algorithm from the parallel effects processor Ensoniq DP/4, created by Jon Dattorro, Bill Mauchly, Dave Andreas, John O. Senior, Tom Metcalf and Bill McCutcheon. Phaser-DDL combines a stereo 12-pole phaser with a delay, which feeds back into the input of the phaser. All parameters (except for the Input and Output Gain) use the same range and units as Ensoniq DP/4. Parameter settings between two integer values are interpolated for more adjustment freedom.

On/Bypassed

The plugin is active when On. While Bypassed, the plugin lets the signal through without applying any processing. The emulation isn't being run while Bypassed. The LFO phase and the delay buffers are only updated while the device is set to On.

Input

- **Gain** Gain of the incoming signal before the processing.

Note: Default is set to -12 dB to allow more headroom in the processing. Ensoniq DP/4 (and thus Phaser-DDL) uses 24-bit fixed-point arithmetic, so any input signal that exceeds 0 dBFS will clip. Eventhough the input signal might not exceed 0 dBFS, the effect algorithm can still cause peaks in the processed signal that exceed 0 dBFS and therefore clip.

LFO

- **Phase** Toggles whether the phaser modulation is in or out of phase.
- **S & H** LFO sample and hold rate. Controls the rate at which the LFO modulation is stepped. Range Off (minimum knob position) and continuous 0.01-100.
- **Rate** Controls the rate of the phaser notch modulation. Range 0-99.
- **Width** Controls the excursion amount of the notch modulation. Range 0-99.
- **Center** Controls the center frequency of the notches. Range +/- 99.

Note: Originally in Ensoniq DP/4 the polarity of this parameter is reversed, higher values resulting in lower center frequency.

Phaser

- **Feedback** Controls the amount of feedback. The sign of the value determines the polarity. Range +/- 99.
- **Notch Depth** Controls the depth of the notches. Range +/- 99.

Delay

- **Left Time** Delay length of the left channel. Range 0-1600 ms.
- **Right Time** Delay length of the right channel. Range 0-1600 ms.
- **Feedback** Delay feedback amount. Negative amount reverses the signal polarity. A setting of 0 disables the delay. Range +/- 99.

Output

- **Mix** Controls the dry/wet signal mix. A setting of 0 is 100% dry, a setting of 99 is 100% wet. Range 0-99.
- **Gain** Gain of the outgoing signal after the algorithm. Range +/- 24 dB.

Note: Default is set to +12 dB to compensate for the added headroom in the Input Gain stage.

Sample Rate

Simulates the different sample rates at which the effect algorithm can be run. Resampling causes characteristic aliasing in the frequency spectrum found in the original Ensoniq hardware. Different sample rates also have an effect on the resulting frequency extremes of the phaser notches and peaks, and the rates of the LFO and the LFO Sample & Hold.

- **Host** Resampling is not applied. The algorithm runs at the sample rate of the host software.
- **44.1 kHz** Resamples to 44100 Hz, used in Ensoniq ASR-10.
- **35.7 kHz** Resamples to 35720.9 Hz, used in Ensoniq DP/4.

- **29.7 kHz** Resamples to 29761.9 Hz, used in Ensoniq ASR-10.

Note: Resampling causes 13 samples of latency on the output. Both dry and processed signals are resampled, sousing the Mix control will always result in a correct in-phase signal mix. It's a good idea to keep this in mind, since the host might not always compensate for the latency automatically when Phaser-DDL is used as a send effect, for example. When Sample Rate is set to Host, the latency is 1 sample.

Another note: The plugin is designed to work with a sample rate of 44.1 kHz or higher. In case you're running your host at a lower sample rate than 44.1 kHz, Phaser-DDL will not do any processing and will effectively bypass itself instead.

Thanks

Jon Dattorro, Bill Mauchly, Dave Andreas, John O. Senior, Tom Metcalf and Bill McCutcheon for creating the Ensoniq DP/4 and all of its effect algorithms. Markus Pyykkö / electronu.be for reverse engineering and writing a custom ES5510 emulator. Max Huttunen for porting to VST3/AU and his initiative. Pekka Kokkonen for alpha testing. Laatikko for being my rubber duck during development.

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Documents / Resources

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