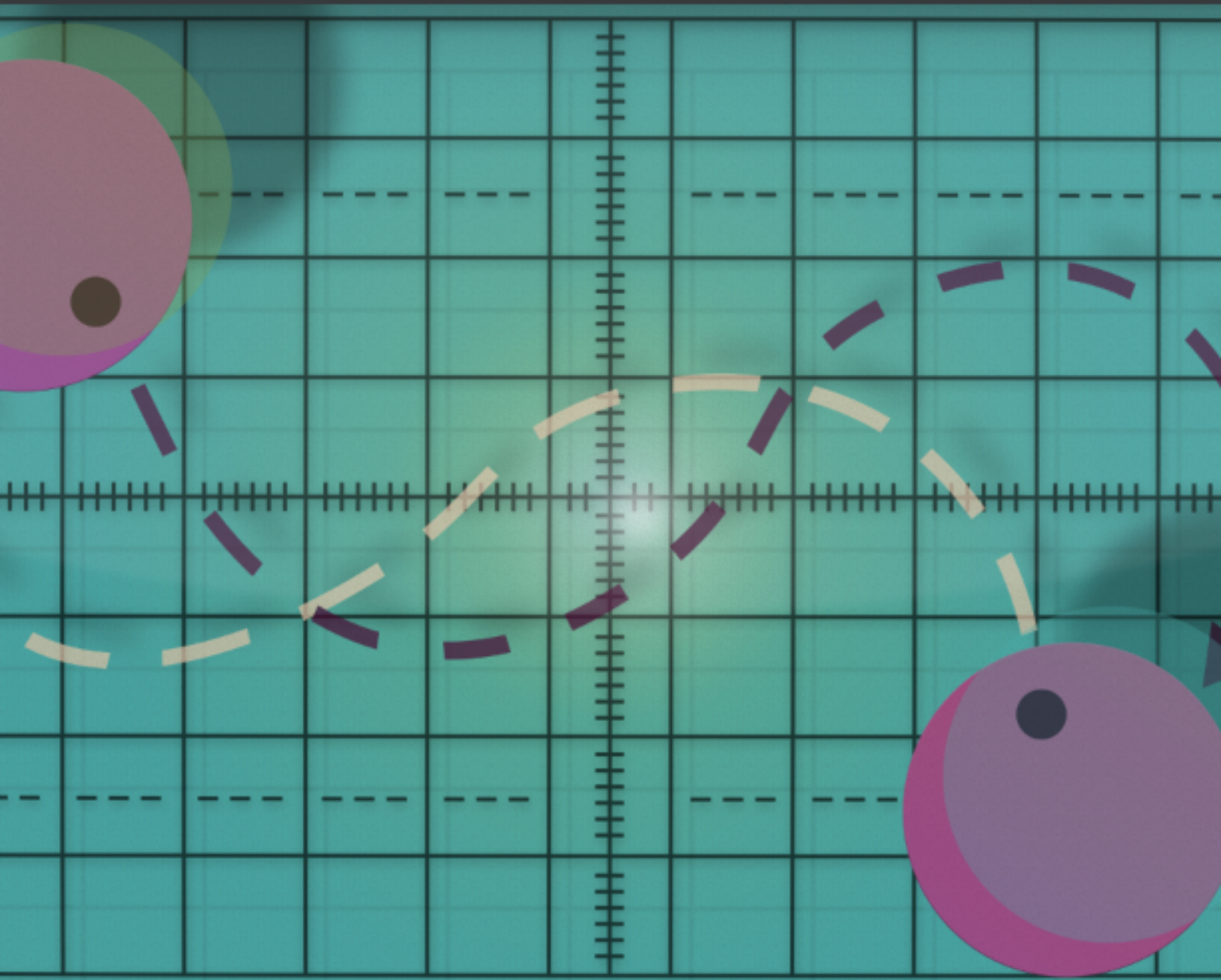




# Help Documentation



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## Introduction

Here at iZotope, we specialize in building audio products for music production, post production, and broadcast.

The DDLY Dynamic Delay processor is the result of some inspired extracurricular experiments. The iZotope Team became so passionate about using this new approach to delay in our own music productions and mixes, that we brought DDLY out of the shadows and into the prime time. We hope you enjoy using the DDLY Dynamic Delay processor on your next project!



- The iZotope Team

## Authorization

When you first download and install DDLY, it will be in Trial mode. After 10 days the product will go into Demo mode.

Authorization is required to disable both Trial and Demo modes.

### Trial mode

For the first 10 days after DDLY is opened or instantiated, DDLY will run in Trial mode. Trial mode offers the full functionality of DDLY, with the exception of saving and batch processing in the standalone application.

### Demo mode

After 10 days, DDLY will go into Demo mode. In Demo mode, DDLY is limited to 10 seconds of continuous playback.

### Serial number

Each purchased copy of DDLY contains a unique serial number to authorize your product.

If DDLY has been downloaded directly from iZotope or another reseller, the serial number will be emailed to you, along with the link to download the product. The serial number should resemble:

SN-DDLY-XXXX-XXXX-XXXX-XXXX

Instructions on how to use this serial number to authorize are outlined in this chapter.

## Authorizing your copy of DDLY online

### Launching the Authorization Wizard

The first time you open the DDLY standalone application or plug-in, the Authorization Wizard will appear.

You can choose to either click Authorize to authorize DDLY, or instead click Continue to use it in Trial mode for evaluation purposes. Please use your supplied DDLY serial number to fully authorize your product.

After opening DDLY and launching the Authorization Wizard, perform the following steps to complete the authorization process online:

1. Click on “Authorize.”
2. Enter the serial number, using all capital letters, as it is shown in the purchase confirmation email.

SN-DDLY-XXXX-XXXX-XXXX-XXXX

- a. You must also enter your name and a valid email address.
- b. Note: Clicking the Advanced button reveals a set of options that allow you to store your DDLY authorization on a portable hard drive or flash drive. More detail can be found at [www.izotope.com/en/support/authorization/](http://www.izotope.com/en/support/authorization/)

3. Please make note of the email address you use to authorize your license, as your license and iZotope account will be linked directly to this email address.
4. When you have confirmed that your serial number and email information is accurate, click once more on “Authorize.”
5. Click on “Submit” to send your authorization information to iZotope.
6. Once the authorization is accepted, click on the Finish button to complete the authorization.

iZotope Authorization

**iZotope | AUTHORIZATION**

Please enter the following information:

Serial Number:

Name:

E-mail:

Country:

Subscribe to the iZotope newsletter

Use iLok authorization

iLok ID:

Not connected to the Internet? You can use offline authorization.

Have a question about iZotope authorization? Please visit: <http://www.izotope.com/en/#faq>

Authorizing

Please verify that the following information is correct. Note that your account information will be sent to this e-mail address.

Serial Number: SN-DDLY-XXXX-XXXX-XXXX-XXXX

Name: John Doe

E-mail: jdoe@izotope.com

Country: United States

Press Submit to begin authorization.

iZotope Authorization

**iZotope | AUTHORIZATION**

iZotope DDLY Dynamic Delay v1.0.0.48

Thank you for using iZotope DDLY Dynamic Delay. This copy will continue to run with full functionality for 10 day(s). After this period, the output will be silenced until the product is fully authorized. Click Authorize to authorize the product now. Click Continue to use the product and authorize later.

For details on purchasing DDLY, please visit the iZotope website:

<http://www.izotope.com/store/>

Have a question about iZotope authorization? Please visit: <http://www.izotope.com/authfaq/>

## Authorizing your copy of DDLY offline

Some customers choose to keep their audio workstations offline; for these instances, a simple offline authorization option has been included.

After opening DDLY and launching the Authorization Wizard, the following steps will complete the authorization process offline:

1. When first prompted to authorize DDLY, click on “Authorize.”
2. Click on the option for “Offline Authorization” at the bottom of the authorization window.
3. You will be given a unique Challenge Code that is specific to your computer only.
  - a. Write down or make a copy of the exact Challenge Code. It will look like this:  
  
`IZ-DDLY-XXXXXXXX-XXXX-XXXX`
4. Next, using a system with Internet access, login to your customer account at the iZotope website: [www.izotope.com/en/account/log-in/](http://www.izotope.com/en/account/log-in/)
5. Click on “Activate Software with a Serial Number,” enter your full serial number, then click “Submit.”
6. Select the “Challenge/Response option and click on “Submit.”
7. Enter your full Challenge Code copied in step 3.
8. After submitting your Challenge Code, you will receive a unique authorization file named “iZotope\_DDLY\_xxxxx.izotopelicense.” Copy this file to your offline computer.
9. Once the authorization file is copied to your offline computer using a network, hard drive, or USB thumb drive, click the Choose File... button in your authorization wizard.
10. Navigate and select the authorization file and click “Next” to authorize your machine.
11. You should now receive a message that your authorization has been successful; you may click “Finish” to begin using DDLY.

## iLok Support

DDLY supports the iLok copy protection system.

The plug-in will be able to detect iLok keys and assets if you already use iLok and PACE software on your system.

If you don't already have PACE or iLok, we will not install any PACE or iLok software to your system, and iLok authorizations will be unavailable.

### Authorizing DDLY with iLok

1. When first prompted to authorize DDLY, click on "Authorize."
2. Next, enter the serial number in all capital letters as it is shown on the included card or purchase confirmation email.
  - a. This would look something like: SN-DDLY-XXXX-XXXX-XXXX-XXXX
3. You must also enter your name and a valid email address. Make note of the email address you use to authorize your license. Your license and iZotope account will be linked directly to this email address.
4. Select "Use iLok Authorization" and enter your iLok ID.
5. When you have confirmed that all your information is accurate, click once more on "Authorize."
6. Lastly, click on "Submit" in order to send your authorization message to the iZotope servers.
7. You will now be instructed to log in to your iLok account and transfer your DDLY license to your iLok.
8. When you have completed this step and have your iLok connected to the computer on which you want to use DDLY, click "Next."
9. You should now receive a message that your authorization has been successful and may click "Finish" to begin using DDLY.

### Removing your current authorization

Use the Remove Authorization button in the DDLY's Options menu to remove your current DDLY authorization.

After removing your authorization, DDLY's authorization screen will pop up when you restart the program. Now you can re-authorize using a new serial number. You may also remove your authorization at any time in order to run in Trial or Demo mode.

### How to contact iZotope Customer Care

For additional help with authorizing DDLY:

- Check out the Customer Care pages on our web site at [www.izotope.com/support](http://www.izotope.com/support).
- Contact our Customer Care department at [support@izotope.com](mailto:support@izotope.com).

More information on iZotope's Customer Care department and policies can be found in the iZotope Customer Care section.

## What is the DDLY Dynamic Delay Processor?



### Overview

DDLY is an effects plug-in that combines the responsiveness of dynamics processing with top-shelf analog and granular delay technologies, in order to create reactive, program-dependent delays.

DDLY is extremely versatile. Keep it clean or make it raucously wild—whichever feels right for you. No judgement here.

This means three things:

1. It can produce delays that, due to the dynamic behavior, trigger only on more audible transients, minimizing aural mud.
2. It can produce magical granular clouds of pixie dust delay, for practical slapback and stutter effects in addition to more exploratory sounds.
3. A fun factor of over 9000.



## How does it actually work?

DDLY is a combination of dynamics processing plus two delay effects.

In simple terms, DDLY gives you delay when you want it, and not when you don't.

The more detailed answer is that the audio input is fed through a detection circuit that utilizes dynamic analysis, with a program-dependent, adaptive release time, to determine the transient character of the audio. The audio input is analyzed so that the loudness of a transient at any given moment will affect how much of that transient is processed by the delay effect, as well as affecting which of the two delays it will be processed by.

Instead of statically accepting and processing all audio through the delay path, DDLY uses this analysis to determine which transients it applies delay to, and it then uses a theoretical compressor's gain reduction to determine how much of each transient it sends to each of the two delays.

## Design philosophy

The genesis of DDLY, the artist formerly known as M209, involved dreams of manipulating the space/time continuum, a healthy dose of science fiction references, and a manual that on first draft consisted solely of pictures of cats found on the Internet.

Once that was over, in the real world, we at the iZotope brain trust challenged ourselves to make delay effects more interesting, more inventive, and overall more fun, while improving on the clarity and transparency achievable when using both nostalgic and more experimental delay effects.

## Understanding the DDLY Parameters



© Maya Miller, age 8.

## Parameters



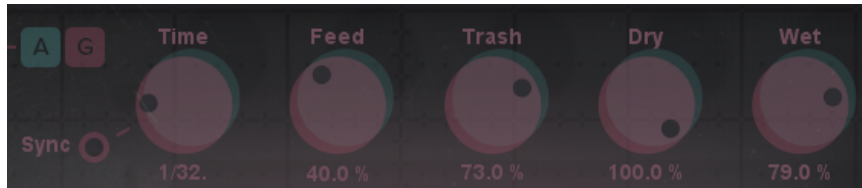
### Power Button

DDLY supports a maximum of two simultaneous delays. The Power Button allows you to enable or disable each delay individually.

**A/G**

Each of DDLY's two delays can be toggled between one of two algorithms, using the A/G buttons:

- Analog: a lo-fi analog delay algorithm with smearing and analog degradation.



- Grain: a granular delay algorithm that splits audio into multiple grains of adjustable size and pitch.

**Solo**

Both of DDLY's delays have a Solo button. Enabling Solo will output the audio being processed by the associated delay.

The Dynamic Threshold, Intensity, Dry, Wet, or Mix controls all have the potential to affect the level of the audio you will hear when soloing. Be aware that when soloing the output of a delay with both Dry and Wet, or Mix set to 0%, you won't hear anything. The same applies to soloing a delay to which no audio is being sent (depending on the Dynamic Threshold).

**PRO TIP:** For the ultimate John Cage 4'33" setting, set the top analog delay's Dry and Wet controls to 0%, then solo the top delay, set a timer for 4'33", hit play, and revel in your new-found avant-garde sensibilities.

**Dynamic Threshold**

The Dynamic Threshold is first in the signal chain, and controls the threshold of the dynamics processing. It analyzes the dynamics of incoming audio to determine which audio is sent to the top delay versus the bottom delay.

With the Dynamic Threshold all the way at the top (0 dB), not much, if any, audio will exceed the threshold, and all audio will be routed to the bottom delay. As you move the Dynamic Threshold down (at the lowest point, it's -60 dB), you'll notice more transients start to exceed the threshold, and that audio is now routed to the top delay as well.

## Intensity

The Intensity parameter controls the ratio of the dynamics unit. This controls how much of the audio signal above the Dynamic Threshold gets routed to the top delay.

With the Intensity at an extreme of 100%, all transient audio exceeding the threshold is sent to the top delay, and all audio below the threshold is sent to the bottom delay. As you reduce the intensity, not as much transient audio will overshoot the threshold, causing less audio to be sent to the top delay.

Using this method, the top delay creates a louder delay affecting only the important audible transients. The bottom delay either doesn't delay at all, or creates a more subtle, perhaps filtered delay affecting the quieter, less transient audio. As such, the syllables of words, as well as louder, higher notes, will have greater delay. And the mumbly, less important audio in-between doesn't create as much delay (which would muddy the signal).

## Sync

The Sync parameter toggles the Time parameter between tempo-synced values, pulled from the digital audio workstation (DAW) timeline, and more detailed, but un-synced millisecond values.

## Time

The Time parameter determines the amount of time that will pass before each successive repeat of a dry audio input. Time has two modes, Tempo and Milliseconds.

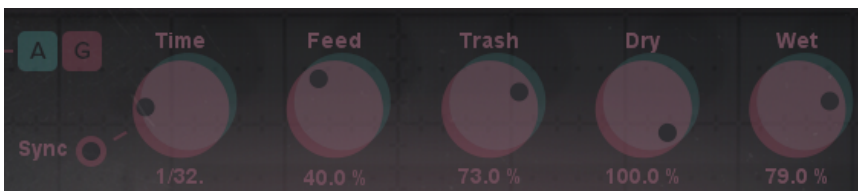
- Tempo is synced to the DAW, and supports values between 1/64T and 8. These values can be specified in subdivisions or multiples of one musical beat, determined by the DAW's time signature and beats per minute.
- Milliseconds supports values between 0 and 3500 ms.

## Feed

The Feed parameter adjusts the gain of the delay feedback, controlling how much the signal is repeated before it is faded out. Low values allow for the creation of tight, slapback, bouncing delays, whereas higher values result in longer audible feedback, for symphonically large amounts of repetitive delay.

Note: When increasing this control to 100%, special delay effects can be created. While they may produce interesting results, these effects can also grow to be very loud. Be mindful of the levels of your audio when adjusting this control into higher percentages.

## Analog Delay



## Trash

Sets the amount of degradation for the delay.

## Dry

When using the analog algorithm, the Dry parameter sets the output gain of the unprocessed signal for that particular delay, top or bottom.

## Wet

When using the analog algorithm, the Wet parameter sets the output gain of the processed signal for that particular delay, top or bottom.

## Grain Delay



## Pitch

The Pitch parameter adjusts the pitch of the wet grains produced by the grain delay.

## Grain Size

A granular delay continually samples the audio input, but rather than playing back these samples in a conventional manner, it splits the audio into discrete slices, known as grains or particles. The Size parameter adjusts the grain size, between a range of 1 to 1000 ms.

## Mix

This controls the mix between the processed delay signal (100%) and original unprocessed signal (0%).

## Filter



There are two identical filters in DDLY, one for each of the two delays. Each filter has two nodes. There is a low-pass filter with a maximal value of 20 kHz, as well as a high-pass filter with a minimal value of 20 Hz. These filter nodes control how much low- or high-frequency content from the original audio will be sent to the delay, controlling the frequency band of a delayed signal. In combination with the Intensity and Dynamic Threshold parameters, the filters allow the wet delay to avoid getting in the way of the dry audio input.

## Wide

Turning on this parameter modifies the phase of the delayed signal to create a wider-sounding stereo image.

## Options

The Options menu supports three main functions: Analytics, Updates, and Authorization.

- Analytics sends anonymous usage data to iZotope, in order to help iZotope improve DDLY. This can be toggled on/off, should you wish to opt out.
- Updates allows you to check for updates manually or automatically. When checking automatically, you'll receive a notification should any updates be available, so that you may then choose to download and install them.
- Authorization allows DDLY to be authorized or de-authorized, about which more information can be found in the Authorization chapter.

## Help

Clicking the Help button loads the DDLY manual, which you are currently reading. Helpception.

## Fun Settings to Explore

Though we're sure you'll quickly find your own sounds using DDLY, here are a few that we like!

### Sub Generator

These settings work best on drums and percussion, and act as a feeding-back resonant sub-filter that can create massive amounts of boom and rumble. Be careful... this can get crazy pretty fast! Tweak the Dynamic Threshold and Intensity controls to have it trigger when you want, and then tweak Feed and the Mix controls to adjust the insanity.

### Global

Threshold: -21 dB

Intensity: 5

### Top Delay

Algorithm: Grain Delay

Sync: Off

Time: 1 ms

Feed: 80%

Pitch: 0

Size: 1 ms

Mix: 50%

Filter: HP filter 27 Hz, LP filter 102 Hz

### Bottom Delay

Off





## Vintage Modulation

We describe this as a “warbling, poor man’s flanger/chorus of yesteryear.” It sounds pretty good on vocals, guitars, and synths. Tweak the Pitch and Time controls to adjust the “modulation” rate. Increasing Feed will result in more of the zippering, flanged sound.

### Global

Threshold: -13.5 dB

Intensity: 25

### Top Delay

Algorithm: Grain Delay

Sync: Off

Time: 1 ms

Feed: 0%

Pitch: 4

Size: 730.2 ms

Mix: 48%

Filter: HP filter 20 Hz, LP filter 20 kHz

### Bottom Delay

Algorithm: Grain Delay

Sync: Off

Time: 4 ms

Feed: 0%

Pitch: 4

Size: 1000 ms

Mix: 47%

Filter: HP filter 20 Hz, LP filter 20 kHz





## Dynamic Slap

These settings create a tight, filtered echo that mimicks traditional slap echo. It alternates between the top and bottom delays as your audio comes in. Tweak the Dynamic Threshold control in the middle until the audio is regularly moving back and forth between the top and bottom delays, increasing the slap factor.

### Global

Threshold: -17.6 dB

Intensity: 25

### Top Delay

Algorithm: Analog Delay

Sync: On

Time: 1/16

Feed: 59%

Trash: 23%

Dry: 100%

Wet: 90%

Filter: HP filter 585 Hz, LP filter 8961 kHz

### Bottom Delay

Algorithm: Analog Delay

Sync: On

Time: 1/16

Feed: 55%

Trash: 20%

Dry: 100%

Wet: 94%

Filter: HP filter 624 Hz, LP filter 8477 kHz



## Simple 1/8th Delay

This filtered, rhythmically synced delay is perfect for breathing life and depth into a dry, lifeless instrument or an as-yet-uninspiring loop.

### Global

Threshold: -31.5 dB

Intensity: 9

### Top Delay

Algorithm: Analog Delay

Sync: On

Time: 1/8

Feed: 20%

Trash: 40%

Dry: 100%

Wet: 30%

Filter: HP filter 563 Hz, LP filter 2987 kHz

### Bottom Delay

Algorithm: Analog Delay

Sync: On

Time: 1/4

Feed: 20%

Trash: 0%

Dry: 100%

Wet: 40%

Filter: HP filter 1100 Hz, LP filter 2000 kHz



## Slapback Delay

Slap your audio with single short delays and subtle pitch effects. Tweak the Feed and Mix controls to obtain just the right amount of delay and decay time. Increasing Grain Size will make pitch effects more present.

### Global

Threshold: -14.6 dB

Intensity: 2.9

### Top Delay

Algorithm: Grain Delay

Sync: Off

Time: 74 ms

Feed: 67%

Pitch: 12

Size: 1.2 ms

Mix: 70%

Filter: HP filter 563 Hz, LP filter 1586 kHz

### Bottom Delay

Off



## Rhythmic Filter Delay

Multiple delays with varying delay times allow you to add feeling and groove to percussive and short rhythmic instruments and loops.

### Global

Threshold: -12 dB

Intensity: 1.5

### Top Delay

Algorithm: Analog Delay

Sync: Off

Time: 1/8

Feed: 20%

Trash: 30%

Dry: 100%

Wet: 20%

Filter: HP filter 450 Hz, LP filter 2000 kHz

### Bottom Delay

Off



## iZotope Customer Care

### How to purchase the full version of DDLY

If you are using the demo version of DDLY and would like the full version, you can purchase DDLY direct from the iZotope online store, located at: [www.izotope.com/store](http://www.izotope.com/store).

Once your purchase is complete, you will be sent an email confirmation and a full-version serial number that can be used to fully authorize your current installation of DDLY.

### iZotope Customer Care policy

iZotope is happy to provide professional technical **Customer Care** to all registered users, absolutely free of charge.

We also offer valuable pre-sales technical Customer Care to customers who may be interested in purchasing an iZotope product. Before contacting iZotope Customer Care, you can search our [Product Knowledgebase](#) to see if the solution to your problem has already been published.

### How to contact iZotope Customer Care for technical support

For additional help with DDLY:

- Check out the Customer Care pages on our web site at [www.izotope.com/support](http://www.izotope.com/support).
- Contact our Customer Care department at [support@izotope.com](mailto:support@izotope.com).

iZotope's highly trained Customer Care team is committed to responding to all requests within one (1) business day and frequently responds faster. Please try to explain your problem with as much detail and clarity as possible. This will ensure our ability to solve your problem accurately, the first time around. Please include all system specs and the build/version of DDLY that you are using.

Once your Customer Care request is submitted, you should automatically receive a confirmation email from iZotope Customer Care. If you do not receive this email within a few minutes please check your spam folder and make sure our responses are not getting blocked. To prevent this from happening, please add [support@izotope.com](mailto:support@izotope.com) to your list of allowed email addresses.

### International distribution

Customer Care is also available from our international distributors worldwide, for any customers who purchased their iZotope products through a certified iZotope distributor.

Check with your local distributor for their availability. If you would like help locating your local distributor, please contact iZotope Customer Care.

Thanks for using DDLY!



-The iZotope Team



## End User License Agreement

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THIS IS A LEGAL AGREEMENT BETWEEN YOU AND IZOTOPE, INC. (“iZotope”). READ THIS AGREEMENT CAREFULLY BEFORE YOU CLICK ON THE “I ACCEPT” OPTION BELOW. BY CLICKING ON THE “I ACCEPT” OPTION, YOU AGREE THAT YOU HAVE READ AND UNDERSTAND THIS AGREEMENT AND WILL BE BOUND BY ITS TERMS AND CONDITIONS.

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# End User License Agreement

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