7Soundware

Time Bundle
Max for Live Delay Bundle

Dear Costumer,

Thank you for purchasing 7soundware Time Bundle.
Time Bundle is a collection of 3 Max for Live Delays.

-Warped Delay
-Fractions Delay
-Pitch Shifted Delay

Each Delay as it's own experimental character and it's highly recommended to experiment with it.

So read further for installation instruction and for the User manual and enjoy your 3 new effects.

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Installation

Time Bundle
Max for Live Delay Bundle

To install open the folder you've just downloaded,
you will find two types of files, one with .adv extension and one with .axmd extension.

Inside Live Drag and Drop the .amxd File and when the effect it's loaded you're ready to go, to add permanently the Delay effect to your user library choose the save icon on the instrument (last one on the right)
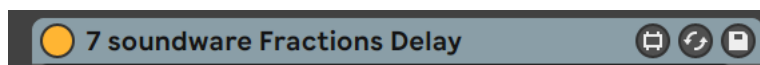
Now Ableton choose the correct place to save the effect and the correct name enlighted and wait your input to save.
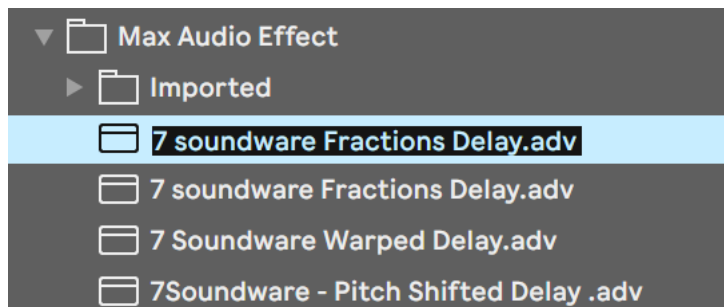
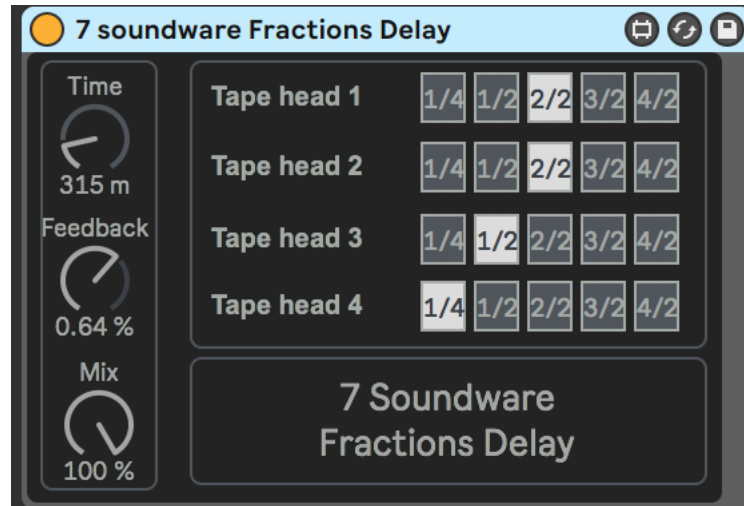Press Enter and your new effect it's now stored in your user folder.

Alternatively you can choose you are providede with .adv and .axmd files to manually install the instrument.

How to use
Fractions Delay
Highly rhythmic delay

Let's see the user interface of Fractions Delay:

On the left you have the controls for Time Feedback and Mix
And on the right you have the fractions of time for each Tape head.

The formula for the time in this delay is like this:

Tape Head 0 = Time control
Tape Head 1 = time control + Selected Fraction
Tape Head 2 = Tape Head 1 time + Selected Fraction
Etc etc

So Every change in time from one Tape head will affect the following one.

Let's see an Example:

Tape head 0 = 100ms
Tape Head 1 = 100ms + 1/4 = 125ms
Tape head 2 = 125ms + 1/2 = 187.5ms
Etc Etc…

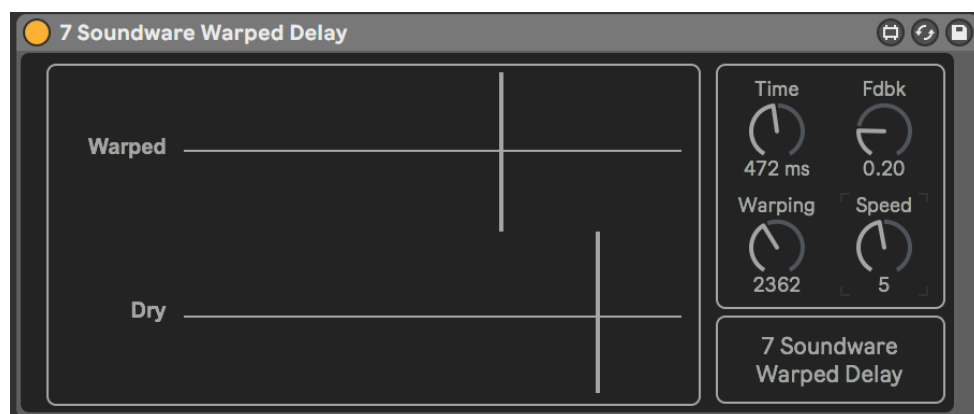In this way we can obtain multi-tap rhythmic related Delays.

How to use
Warped Delay
Tape vibrato delay

Warped Delay can go from wobbly modulating tape-like delays to Modular Sample and Hold circuit delays and everything in beetween.

Let's see the user interface:

On the left side we have the amount control for warped and Dry signal,
On the right we have "Delay Time" " Feedback", "warping" "Speed".

Delay Time and feedback are common delay controls, warping is the amount of deviation in pitch from the original sound , in other words how much the pitch change and speed as you can guess is the rate of the pitch change.

Try to set the effect like this for a slow VHS-Tape-like sound :
Time: 350ms
Feedback: 0.6
Warping : 120
Speed: 2

Set warped and dry signal as wished.

You can be subtle and very smooth or you can brutally sample and hold your delayed sound try something like this:

Time: 120ms
Feedback: 0.3
Warping : 1800
Speed: 8
Warped signal : about 35%
Dry Signal : 100%

How to use

Pitch Shifted Delay
Buffered shifting lines

This is a Buffer based pitch shifting delay, you can achieve octave up octave down Reverse delays and much more with just small tweaks at the controls.

Let's see the interface:

On the Left you have sliders to control the amount of each part of the delay
-Delay (simple feedback delay)
-Dry
-Pitch shifted sound

The Diagram of the effect is Sound in > Delay > Pitch Shifted (Buffer)
So you can pitch shift the delayed sound coming from the delay section.

You don't need to have the Delay section volume up to pitch shift since the record into buffer happens before the volume regulation and the 3 sliders are independent.

On the right the first controls that you'll find are the usual Time and Feedback, under this section there is the Strutter Section; when random is active the sliders are random automated and you will hear a strutter effect, under the random on off control there's a time regulation for the strutter effect (2n = Half Bar , 4n = 1/4 bar, 8n = 8th etc etc).

After that section you have the Pitch shift section.
The first control here is Randomize, that will randomize the End and Pitch controls to create random granular pitch shifted delays.

After that you have S, that stands for Start , E that stands for End and P that you may guess stands for pitch.

Since the pitch shifted part is related to a buffer you can choose to pitch shift a bigger or a smaller portion of the recorded sound , you can choose the start and end point of the portion to have different effects.

The pitch is highly related to the End point number so if you set "E" to 500 (that is the default value) and you set "P" to 500 you will end up with no shifting.
In the same way if we want to achieve an octave up effect with the E set to 500 we have to tune the P value to 250 (octave Down is the opposite E=500 > P = 1000), you can even tune two octave higher using 125 for P value.

So you read this chart to recap the P values :

1 Octave Up = E / 2
2 Octaves Up = E / 4
1 Octave Down = E * 2
2 Octaves Down = E * 4

You can also achieve a reverse delay effect by tuning S and E in a reverse way:

Reverse delay : S= 500 , E= 0, P= 500

And in the same way you can obtain octave shifting of the reversed delay setting P in relation to S:

1 Octave Up Reversed = S / 2
2 Octaves Up Reversed = S / 4
1 Octave Down Reversed = S* 2
2 Octaves Down Reversed = S * 4

Under the 3 knobs there's a button that link P to E to perform windowing.
When in link the P value will be the same of E and you can short the buffer without changing pitch.

you have to know that the pitch shifted part is recorded and momentary stored into a buffer so multiple instances in the same Ableton project can cause bleeding between the effects, if you want to add the effect on multiple instruments use freeze or record the effected track and move the effect to a different instrument.