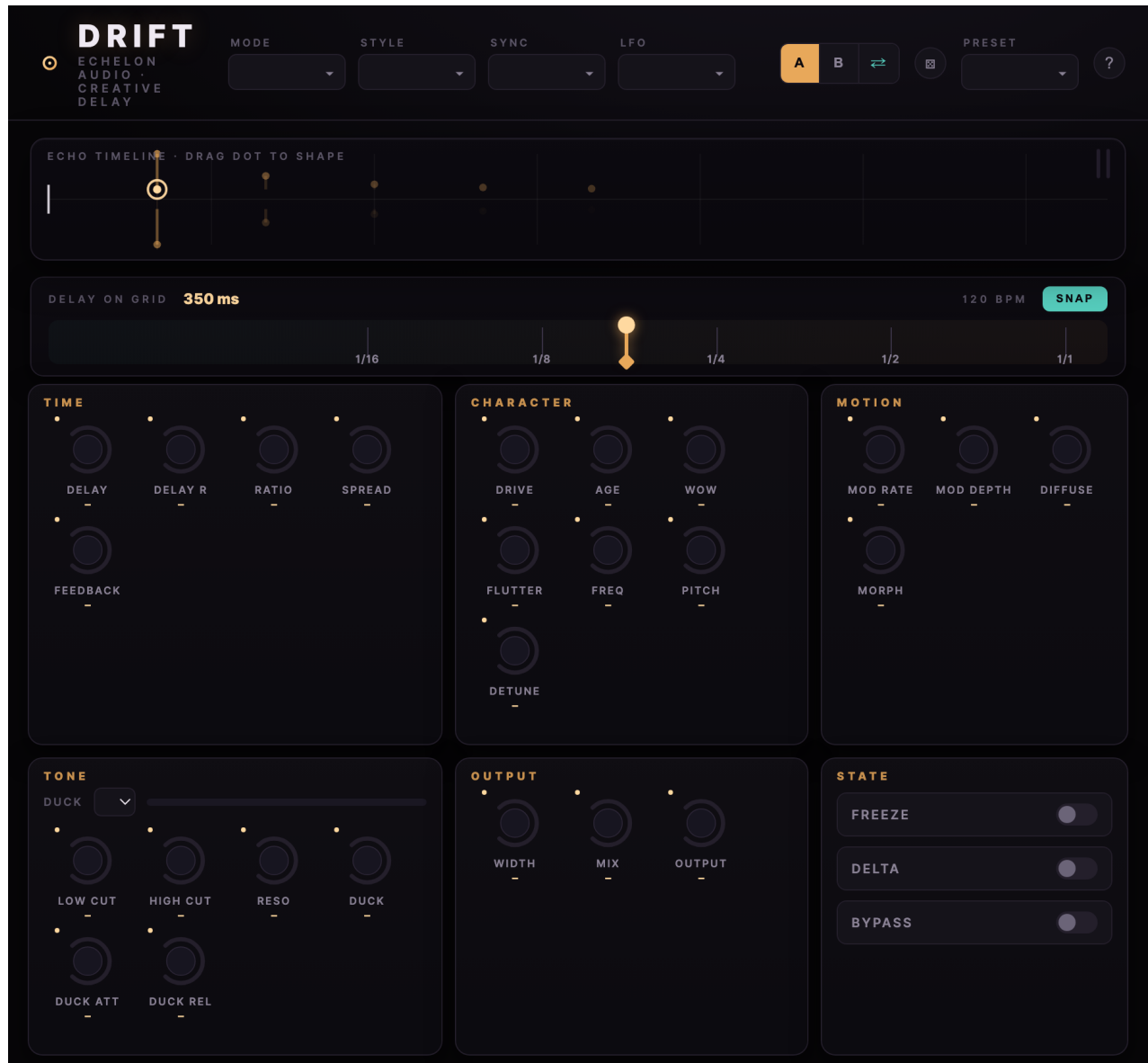


ECHELON AUDIO

DRIFT

Creative Delay — User Manual



The DRIFT interface. Hover any knob, selector or button in the plugin for a quick tip; this manual covers every control in full.

DRIFT is a creative delay with six character engines — Tape, BBD, Digital, Ghost (frequency-shifter), Pitch and Reverse — each with five styles. A live echo timeline lets you drag taps to shape the rhythm, with morphing character, modulation, ducking, and a full tone section. Sync to tempo, snap to the grid, and blend with Mix.

Global & Header Controls

Control	What it does
Mode	Engine character — Tape, BBD, Digital, Ghost (freq-shifter), Pitch or Reverse delay.
Style	Style variant of the selected engine.
Sync	Tempo sync — host-synced note division, or free (ms).
LFO	LFO waveform shape for the modulation.
Time Mode	What happens when the delay TIME changes. Repitch — the head glides, so the tail dives or rises like tape varispeed. Fade — a second head takes the new time and crossfades in, with no pitch change. Jump — snaps instantly.
Bounce	Which side a Ping-Pong bounce starts on.
Snap	Snap the delay time to musical note divisions on the grid.
Duck Source	Sidechain source that triggers ducking.
A / B	Hold two complete settings and compare; ■ copies one slot to the other.
Randomize	Randomize the settings for happy accidents.
Freeze	Infinite hold — freezes the echo buffer, losslessly: the loop stops running through the filters, damping and diffusion so it never darkens.
Feed	How much new input still enters the loop while Freeze is on — 0% is a sealed hold, higher layers new material into it.
Delta	Wet solo — audition just the echoes/tail.
Bypass	Bypass the whole plugin to compare against the dry signal.
Preset	Choose a factory preset.
Echo Timeline	Drag the dots to shape the delay taps (X = time, height = level).

Controls

Time

Delay times and feedback (drag taps on the timeline, snap to the grid).

Control	Range	What it does
Delay / Delay R	1 ... 2000 ms	Left and right delay times for stereo / ping-pong spacing.

Control	Range	What it does
Ratio	0.25 ... 4x	Ratio between the left and right delay times.
Spread	0 ... 100%	Real L/R time offset between the echoes, up to 60 ms (Single style) — Haas-style width, not a comb filter.
Feedback	0 ... 100%	How much output feeds back. 100% is the longest tail that still decays; Freeze is the infinite hold.
Slew	0 ... 100%	How fast the delay time moves when you change it: glide rate in Repitch, crossfade length in Fade.

Character

Engine colour and time-based artefacts.

Control	Range	What it does
Drive	0 ... 24 dB	Saturation on the way into the delay — the repeats inherit the grit.
Age	0 ... 100%	Mode-dependent wear: HF loss + modulation noise on Tape/BBD, bit-crush on Digital.
Wow / Flutter	0 ... 100%	Slow drift / fast wobble on the tape transport — sine plus a random walk, so it never repeats.
Freq	-1000 ... +1000 Hz	Frequency shift per repeat (Ghost mode).
Pitch	-12 ... +12 st	Pitch shift per repeat (Pitch mode).
Detune	0 ... 50 ct	Detune in cents for shimmering pitched repeats.

Motion

Modulation and diffusion.

Control	Range	What it does
Mod Rate	0.01 ... 10 Hz	LFO rate modulating the delay time.
Mod Depth	0 ... 100%	LFO depth (chorus / vibrato).
Diffuse	0 ... 100%	Blurs the echoes toward a reverb-like smear.
Morph	0 ... 100%	Melts the echoes into a reverb — discrete repeats through to a diffuse wash.

Tone

Filtering and ducking.

Control	Range	What it does
Low Cut	20 ... 2000 Hz	High-pass in the feedback path.
High Cut	1 ... 20 kHz	Low-pass in the feedback path.
Reso	0 ... 100%	Resonant peak on the High Cut — a dub filter that builds up over the repeats, bounded automatically at high Feedback.
Duck	0 ... 100%	Ducks the delay while the source plays.
Duck Att / Rel	ms	How fast ducking engages / releases.

Output

Width and level.

Control	Range	What it does
Width	0 ... 200%	Stereo width of the wet signal.
Mix	0 ... 100%	Dry/wet blend.
Output	-24 ... +12 dB	Final output trim.