

Hexaline 2.0

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Hexaline is a **free** vst2.0 plugin, that can be used to chorus, enhance, and otherwise mess up your audio tracks. You will find below a quick explanation of what the controls do.

Hexaline consists in 3 "dual variable-delay lines with cross-feedback". When a stereo signal is sent into such a unit, its left and right parts are delayed with different values (the delay values are driven by separate triangle-shaped lfo's.) Then the left part is fed back into the right delay, and the right part into the left delay (this is the "cross-feedback" thing). The feedback amount can be negative ! With extreme feedback amounts, Hexaline can turn a simple input sound into big ambient textures...

The 3 units are all detuned internally, and can be chained in series (the output of a unit is the input of the next one) or parallel (all units process the same input signal).

Hexaline controls



delay controls the left/right delay times

speed controls the left/right lfo's speeds

depth controls the left/right lfo's depths

feedback controls the delays cross-feedback

random randomizes the depth of the lfo

serial selects serial chain mode

parallel selects parallel chain mode

invert changes the sign of the processed sound

slow toggles between slow or fast lfo speed

dry selects the mix of unprocessed sound

wet selects the mix of processed sound

Thank you for using Hexaline. If you find any bugs or want to suggest improvements, feel free to email.