

DubJr is a simple but powerful digital delay module with full voltage control. Using the same proprietary variable-delay algorithm we developed for Dubstation, our best-selling delay plug-in, DubJr accurately recreates the delightfully strange pitch-changing effects found in hardware delays of yesteryear.

DubJr also exhibits the same changing frequency response of analog bucket-brigade device (BBD) delays, producing bright flanging and comb filtering with short delay times and warm, darkening echoes at long delay times. Delay is an essential effect; DubJr is an essential addition to any modular system.

### Control-Voltage Jacks

Control voltages present at the jacks are added to the values set with the knobs.

Positive voltages at the **TIME** jack increase the delay time; negative voltages decrease it.

Positive voltages at the **REGEN** jack increase the regeneration or feedback amount; negative voltages decrease it.

Positive voltages at the **MIX** jack increase the amount of delayed signal in the output; negative voltages increase the amount of the original signal in the output.

The useful range of voltage for the CV jacks is  $\pm 5V$ .

### Audio Input Jack

The audio input signal goes in here. The hardware will be happiest if the signal level is within  $\pm 7V$ .



### Knobs

**TIME** sets the delay time. Turning the knob clockwise increases the time. The maximum delay is one second; the minimum is five milliseconds. If you rotate this knob while audio is entering the module, you'll hear the pitch of the output slide smoothly rather than making nasty clicking noises.

**REGEN** controls the regeneration, or internal feedback. If this knob is fully anti-clockwise, you'll hear just one delayed copy of the input signal. Turn REGEN up and some of the output is fed back into the input, creating a series of fading copies. Turn this knob all the way up and DubJr will sustain almost indefinitely.

**MIX** varies the amount of the original input signal and the delayed signal in the output. Turn this knob all the way clockwise and you'll hear only the delayed signal; turn it all the way anti-clockwise and you'll hear only the input signal. At the center position you'll hear equal amounts of both.

### Audio Output Jack

The processed signal comes out here. Where it goes next is up to you.

- A little delay goes well with almost any sound! A small amount of delayed signal can add depth and spaciousness, while a large delayed signal can become a counterpoint to the original.
- A small varying voltage from an LFO applied to the **TIME** jack turns a short delay into a doubling or chorus effect.

- Try turning down the **MIX** knob and setting up an external feedback path with other modules, such as a filter or—even better—our Grainshift granular-effect module.
- To toot our own horn just one more time: if you think one delay is fun, two is more than twice as much fun.

