mididelay is an implementation of traditional delay effect adapted for the MIDI data.

It features:

- 8 independent delay lines with feedback
- Each delay line can process MIDI notes, control change, aftertouch, polyphonic key pressure and pitch bend messages.
- For the feedback, the "feedback level" is applied to the messages; note messages change velocity and all other messages can be mixed with previous values using one of three modes (average, minimum and maximum value)
- It's possible to organise delay lines in different possible 'algorithms', sequentially and/or in parallel
- There are three effects available inside delay's feedback chain: scale quantise, pitch and velocity value operations randomisation
- Each 'preset' contains 3 independent scenes marked "A","B" and "C", it's possible to cross-fade between them and adjust overall amount of the effect with 2D pad.
- Simple mode : only one delay with scenes morphing.

Quick start

The screen is divided in three sections:
Feedback Effect Settings, **Delay Settings** and **2D Morph** pad with output visualisation

The **2d Morph** pad is always active and lets you mix 3 scenes or fade to "zero". To start editing scene you need to select it explicitly with **[EDIT A]...** buttons or by moving slider in the 2D Morph box to A, B or C

Simple Mode
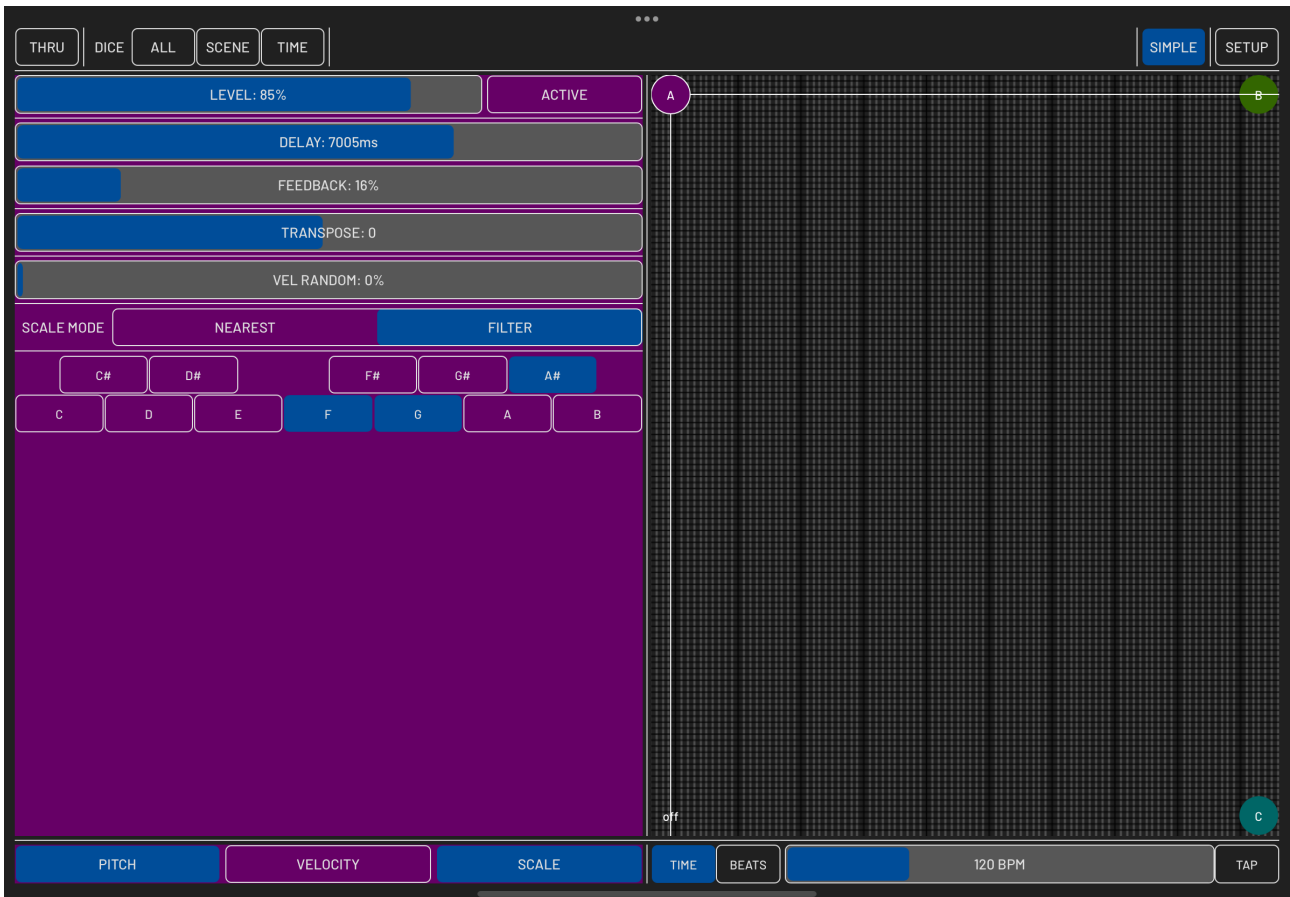
This mode provides less controls; these elements are available in one **Settings** section
- [**LEVEL**] changes output level (see below for specific details)
- [**DELAY**] allows you to set delay time in seconds or as music time value if [**BEATS**] mode is activated
- [**FEEDBACK**] adjusts the "level" of messages that go back to delay's input the same way as the "LEVEL" slider
- [**PITCH**], [**VELOCITY**], [**SCALE**] effect activation buttons
- [**TRANSPOSE**] is the only pitch effect in this mode, changes note pitch inside feedback loop
- [**VEL RANDOM**] is the only parameter for [VELOCITY] effect in the Simple Mode
- The "SCALE" effect filters or changes notes according to specified "scale"; use the note buttons to specify which ones should remain; The **FILTER** mode will remove notes outside selection and the **NEAREST** will change note to a nearest one. Please be aware that if no notes are selected and "NEAREST" mode is selected, the effect is bypassed

Full Mode

The basic setup is provided by the central section:
- Buttons [**1**] through [**8**] select a delay to set up
- [**LEVEL**] changes output level (see below for specific details)
- [**DELAY**] allows you to set delay time in seconds or as music time value if [**BEATS**] mode is activated
- [**FEEDBACK**] adjusts the "level" of messages that go back to delay's input the same way as the "LEVEL" slider
- **CC: [AVERAGE | MIN | MAX]** sets up behaviour of mix for non-note messages:
  – **AVERAGE** makes the delay line output the average between last input value of parameter and the delayed one
  – **MIN** and **MAX** are for minimum and maximum values accordingly.

The leftmost section, **Feedback Effect Settings,** provide special effects inside a feedback chain:
- Use buttons to activate **SCALE**, **PITCH** and **VELOCITY** effects:
- The "SCALE" effect filters or changes notes according to specified "scale"; use the note buttons to specify which ones should remain; The **FILTER** mode will remove notes outside selection and the **NEAREST** will change note to a nearest one. Please be aware that if no notes are selected and "NEAREST" mode is selected, the effect is bypassed
- **VELOCITY** section provides output range for note on velocity and randomisation amount
- **PITCH** section provides transposition feature and randomisation range

MODE buttons provide different feedback / mix modes for delay lines:
- **8** : sequence of 8 delays
- **4/4** : sequence of four and another sequence of four delays in parallel
- **4/2/2**, **2/2/4**, **2/2/2/2** - the same thing; number indicates the count of delays in a sequence
- **1*** : all 8 parallel delays

[**THRU**] button provides switch for message passing to the output

Below the 2D Morph control there is a tempo setup:
[**SECONDS | BEATS**] switches "DELAY" slider value mode
[**TEMPO**] and [**TAP**] are for the tempo settings in "BEATS" mode; double-click on the "TEMPO" slider to enter exact value with keyboard

Dice buttons allow you to randomize the parameters: [**ALL**] for the entire preset, [**SCENE**] for an active scene, [**TAP**] for a single delay line in a Full Mode, [**TIME**] for delay time only

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