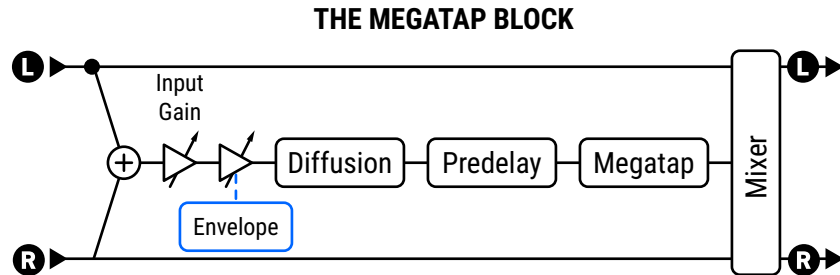


THE MEGATAP BLOCK

MGT

The Megatap Delay is a 4 second, 128-tap delay line with parametric control of time, amplitude, and panning. This effect can be used to create interesting sonic patterns/textures or to increase density before other effects.



CONFIG PAGE

Input Gain – Sets the input level to the effect, allowing for interesting control opportunities when a modifier is attached. For “swell” effects, the Megatap block also includes a built-in envelope follower which scales the input gain independently of this setting.

Master Level – Controls the overall level of the delay.

Delay Time – Sets the delay time of the last tap.

Number Of Taps – Sets the number of taps (repeats) from 1 to 128. Taps are distributed between the dry signal and the last tap, whose position is set by the **Delay Time** parameter (above). The three examples below shows how the density of echoes changes at a given delay time (1000ms) with 2 taps, 6 taps and 24 taps.



Predelay – This delays the entire Megatap effect by up to 1 second. Because the megatap can create echo density that borders on reverb, this affects perceptions of space caused by the effect.

Time Alpha – Sets the rate of time change across the taps.

An Alpha of 1.00 spaces all taps evenly across the delay time, as shown in the examples above.

Alpha values lower than 1 *decrease* the time between each tap and the next:



Alpha values greater than 1 *increase* the time between each tap and the next:



Time Randomize – This scatters the positions of the individual taps along the time line.

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Amplitude Shape, Amplitude Alpha – These control changes to the level of individual taps over time. Shape sets a pattern of changes (increasing, decreasing, etc.) and Alpha determines how the change varies over time. A graph shows the level and spacing of delay taps over time.

Pan Shape, Pan Alpha – These parameters affect the panning of individual taps over time in the same way that Amplitude Shape and Alpha affect level. Shape sets the overall trend (increasing over time, decreasing over time, etc.) and Alpha determines the intensity of the change over time. With a shape setting of “CONSTANT”, Pan Alpha becomes a simple pan control (0% = left, 100% = right).

Spread – This controls stereo imaging in a slightly different way than the “Spread” controls found in other blocks. At 0.0% spread, the **Pan Shape** and **Pan Alpha** settings expressly control the position of each tap in the stereo field as described above. Positive and negative Spread settings cause some taps to relocate in the stereo image, with the possibility to create interesting widening effects. Values very close to 0% can cause some taps to cancel.

Diffusion Mix, Diffusion Time – These set the level and time of an input diffuser, which adds a reverb-like effect to signals prior to the Megatap, thickening the tail and smearing transients to reduce the prevalence of individual echoes.

Feedback, Feedback Tap – These controls allow you to create repeating echoes. Higher **Feedback** creates a higher number of repeats. **Feedback Tap** sets the point in time where the output is routed to the input. Set it to match the Number of Taps setting for simple successive repeats, or set it to a lower number to create compound, overlapping echoes which begin to be heard even before the first megatap pattern has concluded.

CONFIG PAGE: ENVELOPE FOLLOWER SECTION

Delays are frequently used after a volume pedal or volume envelope for “swells” of ambient sound. The Megatap block has a built-in input envelope follower which controls the input gain to the effect.

Threshold, Attack, Release – These set the threshold level and times for the input envelope. Tip: For a basic volume “roll up” setting, try Threshold: -70.0 dB; Attack: About 400 ms; Release: about 15 ms.

MIX PAGE

The Megatap block has **Mix, Level, Balance, Bypass, Bypass Mode, Input Gain, Input Select** and **Global Mix**. See [“Common Mix/Level Parameters” on p. 7](#).