CAVERNS

BUCKET BRIGADE DELAY — USER MANUAL

Wild Jog Audio — Plugin Catalog
Version 1.0.2
macOS · AU / VST3 / AAX / Standalone



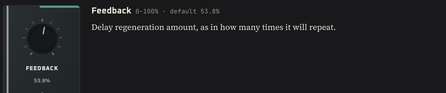
01 What It Is

Caverns is a stereo delay with independent left and right delay times, styled after analog bucket-brigade delay hardware. Degrade and the two modulation controls add the pitch wobble and lo-fi darkening bucket-brigades are known for, letting you dial in the perfect amount of character.

Each repeat darkens a little more than the last as it passes back through the feedback path, the way a real bucket-brigade delay's repeats degrade over time. Low Cut and High Cut then shape the tone of every repeat at once.

02 Signal Path

L Time and R Time set how long each channel (Left and Right) waits before its first repeat. Feedback and Degrade shape what happens as the signal recirculates; Low Cut and High Cut shape the delayed signal on its way out.



03 The Panel

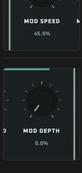
TIMING · CHARACTER · MODULATION · MIX

TIMING



Sync on/off · default off

Locks L Time and R Time to tempo-synced note divisions (L Division / R Division) instead of free-running milliseconds.



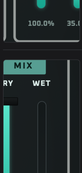
Link on/off · default off

Forces R Time to exactly follow L Time, so both channels always match.



L Time 1–2000 ms · default 350.0 ms

Left channel delay time. Unused while Sync is on.



R Time 1–2000 ms · default 350.0 ms

Right channel delay time. Unused while Sync or Link is on.

CHARACTER

Feedback 0–100% · default 53.8%

Delay regeneration amount, as in how many times it will repeat.

Degrade 0–100% · default 0.0%

Bucket-brigade-style lo-fi character and pitch wobble in the feedback path. At 0% the repeats stay clean. Turning it up adds the flutter and grit of aging analog hardware.

Low Cut 20 Hz–2 kHz · default 80 Hz

High-pass filter on the delayed signal. Raise it to thin out the low end of every repeat.

High Cut 1–20 kHz · default 8000 Hz

Low-pass filter on the delayed signal. Lower it to darken every repeat.

MODULATION

Mod Speed 0–100% · default 45.5%

Rate of a pitch wobble on the delay time, separate from the flutter Degrade adds.

Mod Depth 0–100% · default 0.0%

Depth of that pitch wobble. At 0% there's no wobble, regardless of Mod Speed.

MIX



Dry 0–100% · default 100%

Level of the untouched input.



Wet 0–200% · default 35%

Level of the delayed signal, independent of Dry. Can be pushed past unity for an exaggerated, obviously-effected sound.

A **Bypass** switch sits at the top right of the panel. It mutes the effect entirely, passing dry signal only, for quick A/B comparison.

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