

Barberpole Flanger

Version 1.0.0

Welcome

Thank you for downloading this fine plug-in. **Barberpole Flanger** is flanger that seems to continuously flanges in one direction in contrast to oscillating.

In order to get the most out of the **Barberpole Flanger**, please spend a few moments reading this brief manual.

License

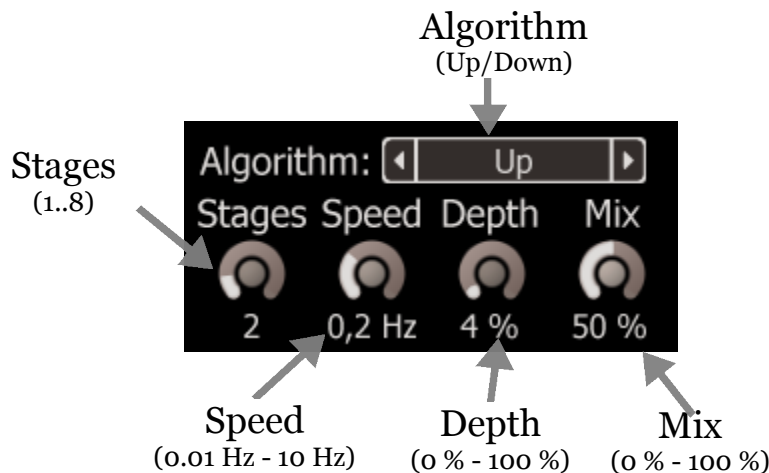
The pre-compiled **Barberpole Flanger** has a very simple license:

1. **Barberpole Flanger** is freeware. This means that you are free to distribute it, give it to friends, or otherwise share it around. However, only the entire unaltered archive, including this document, may be re-distributed.
2. Copyright of the code and the finished plug-in remain the property of the *Delphi ASIO & VST Project* and namely *Christian-W. Budde*.
3. This plug-in is provided at no cost; therefore the author *Christian-W. Budde* assume no responsibility for any negative effects that may occur to the end user or the equipment used to run the plug-in.
4. Magazine editors are welcome to include the plug-in on cover mount discs or similar media; however, I request that am informed about it via [e-mail](#). A few copies of the publication are always appreciated, but not expected.

User Interface

The user interface shows all adjustable parameters including a readout for every value. There are no meters available to maintain the lowest possible CPU usage without wasting too much CPU cycles. Either a dedicated analyse plugin or the build in meters can be used for this task.

Here is a commented screenshot:



The dials can be adjusted by clicking and dragging up and down on a dial. To reset the dials to their defaults hold the [Ctrl] key while clicking on the dial. Holding the [Shift] key enters the fine tune mode.

Below any dial a read out shows the exact value of a parameter.

The parameters

This plugin features 5 adjustable parameters. A brief description of the parameters is given below

Algorithm

The plugin features 4 different algorithms. Two for virtually shifting the frequency upwards and two for shifting the frequency downwards.

Stages

Within the plugin, the input is processed in parallel by different stages. Using only one stage will result in a pitch shifted sound with a tremolo effect due to blending effects in the algorithm. Adding more stages will smooth out the tremolo effect, but will also cause some kind of blur to the sound.

Speed

The speed of the modulation can be controlled by this parameter.

Depth

The amount of the modulation can be controlled by this parameter. In combination with the speed this can be used to change the perceived effect of shifting/flanging.

Mix

With this control the original input can be mixed with the processed input. A value of 0 % equals only original input, while a value of 100 % means only the processed sound is passed to the output.

Feedback / Bug Reports

I am always eager to hear feedback or have bugs reported. The easiest way is to send me a mail to: Christian@aixcoustic.com

Furthermore feel free to download the source code, that can be found in the [Delphi ASIO & VST Project](#) at sourceforge.net.

Version History

1.0.0	First release!
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Credits

- Programming: Christian W. Budde
- Additional Framework Programming: Tobias Fleischer, Maik Menz
- Special Thanks: Swen Müller, Duncan Parsons, Laurent de Soras
- Documentation based on a template by Greg Pettit

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