

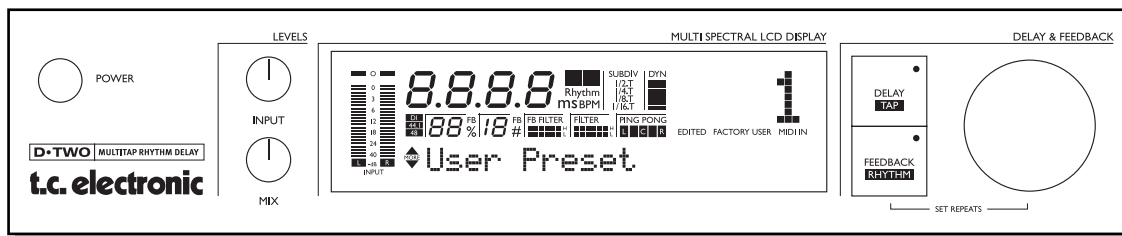
# QUICK GUIDE TO THE

# D•TWO

MULTITAP RHYTHM DELAY

by

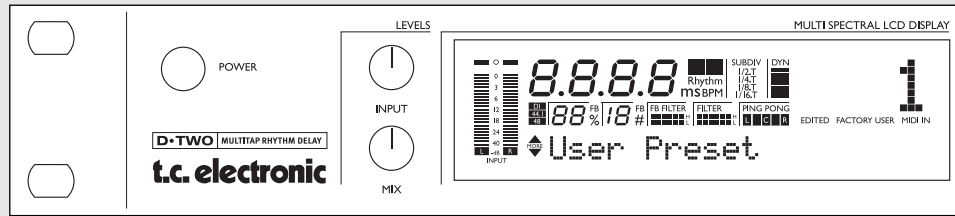
TC ELECTRONIC



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# QUICK GUIDE



## **POWER button**

Power on/off.

## **IN LEVEL knob**

Adjusts the Input level.

## **MIX knob**

Adjusts the global mix between dry and wet signal. Fully clockwise position is 100% effect.

## **IN meters**

The IN peak meter shows the Input level of left and right channels.

The meter range is:

0, -3, -6, -12, -18, -24, -40dB.

## **OVERLOAD LEDS**

The OVERLOAD LEDS indicate one of two situations:

- The Input level is too hot and therefore overloading.
- There is an internal DSP overflow.

The Overload LED is lit when 1 sample is @ 0dBFS.

## **DELAY TIME indicator**

The DELAY TIME indicator can display Delay time in either ms (milliseconds) or BPM (Beats Per Minute). This is selected in Setup. The ms or the BPM icon next to the Delay time will be lit accordingly. The tempo is also indicated via the blinking TEMPO /RHYTHM indicator.

## **SUBDIVISION indicator**

The selected subdivision determines the recalculation of the tapped tempo. Example: At 120BPM you tap 1/4 notes. The tapped time equals 500ms. If the Subdivision is set to 1/8, the D-TWO now recalculates the Delay time to 250ms.

## **DYNAMIC meter**

Indicates the gain reduction on the Delay Output when using the Dynamic Delay algorithm.

## **EDITED icon**

This icon will be lit as soon as the current recalled preset has been modified.

## **FACTORY/USER icon**

Shows whether you are operating in the Factory or the User bank.

## **MIDI IN icon**

Indicates the presence of incoming MIDI information.

## **SAMPLE RATE indicator**

The SAMPLE RATE indicator shows the clock source and the incoming master clock. The icons 44.1 and 48kHz will be blinking if no clock or unacceptable clock is found.

## **FEEDBACK %**

The amount of level fed back to the delay line.

## **FEEDBACK #**

The number of repeats allowed.

## **FB FILTER LEDS**

Indicates the Feedback High and Low Cut filter setting.

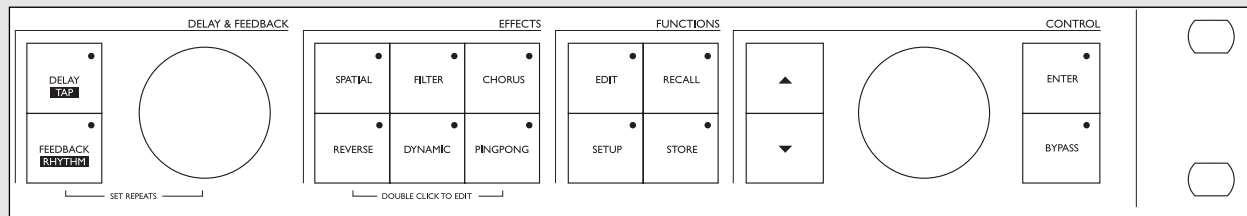
## **FILTER LEDS**

Indicates the overall High and Low Cut filter setting.

## **PING PONG LEDS**

Indicates the panning carried out.

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## DELAY/TAP key

This key has two functions.

- When the DELAY key LED is lit, the DELAY wheel changes the Delay time when dialed.
- When the key is tapped the D•TWO measures the time between the last two taps and the Delay time is calculated according to the selected subdivision.

## FEEDBACK/RHYTHM key

This key has three functions.

- When the LED is lit the DELAY wheel is changing the Feedback level or %.
- When the key is pressed and held, the DELAY wheel changes the number of repeats.
- Tap a rhythm pattern of up to 10 taps.

## DELAY & FEEDBACK wheel

Sets the Delay time or Feedback depending on what is selected.

## SPATIAL key

Enables/disables the Spatial function. Double click shortcuts to the Spatial parameters.

Options are:

- Left channel offset +/-200ms.
- Phase reverse any channel.

## FILTER key

Enables/disables the Filter functions. Double click shortcuts to the Hi and Lo cut filter parameters.

## CHORUS key

Enables/disables the Chorus. Double click shortcuts to the Chorus parameters.

## REVERSE key

Enables/disables the Reverse Delay. Double click shortcuts to the Reverse Delay parameters.

## DYNAMIC key

Enables/disables the Dynamic Delay. Double click shortcuts to the Dynamic Delay parameters.

## PING PONG key

Enables/disables the Ping pong functions. Double click shortcuts to the Ping Pong parameters.

## EDIT key

Enters the general Edit list. This is where all preset processing parameters are located. Use the CURSOR keys to select parameters.

## RECALL key

Selects the Recall menu.

## SETUP key

Enters the Setup menu. This is where all I/O and global parameters are located.

## STORE key

Selects the Store menu. Presets can be stored in the User bank only. Location is selected using the CONTROL wheel. Operation is confirmed using ENTER.

## CURSOR UP/DOWN keys

Are used to move the cursor around in the display.

## CONTROL wheel

Is used to change values.

## ENTER key

Confirms operations.

## BYPASS key

Bypasses the unit. There are three different Bypass modes.

- 1 Mix 0%: Signal is bypassed directly to the Output.
  - 2 Fx Input: Input bypass letting the effects ring out.
  - 3 Fx Output: Kills the effect but keeps the direct signal level.
- The Bypass mode is selected in the Setup menu.

# QUICK GUIDE

## Setting up the D•TWO

Connect the D•TWO as illustrated using balanced 1/4" jack cables.

### Mode selection

The D•TWO has two operating modes: Regular and Rhythm.

### Regular mode

The D•TWO default mode and what you use for standard delay applications.

### Rhythm mode

A unique feature allowing you to tap a specific rhythm of your choice. The D•TWO automatically enters the Rhythm mode when FEEDBACK/RHYTHM is tapped.

