

vela manual

Effect, delay · version 0.8.4

A tempo-synced delay that steps aside while the track plays.



What it does

vela is a tempo-synced stereo delay with diffusion, motion and ducking. The echoes step aside while the track plays (or on the kicks of ikipump, kitto and tatakit) and come back in the gaps. Four characters, Clean, Tape, BBD and Lo-fi, and four patterns, Single, Ping pong, Scatter and Orbit.

Stereo delay with diffusion, modulation and ducking. The echoes go down while the track plays (or while a kick arrives over ZOKKU Link) and come back in the gaps.

- Every echo is a stem: drag sideways for time, up and down for feedback.
- Ducking listens to the track, the sidechain, or a kick from ikipump, kitto or tatakit.
- Clean, Tape, BBD and Lo-fi characters. Hold, freeze and reverse.

Quick start

- 1 Pick a **division** on the time ruler (or switch to *free* for milliseconds).
- 2 Set **Feedback** for the number of repeats and **Mix** for how much you hear.
- 3 Add **Diffusion** to melt the echoes into a space and **Duck** to keep them out of the vocal.

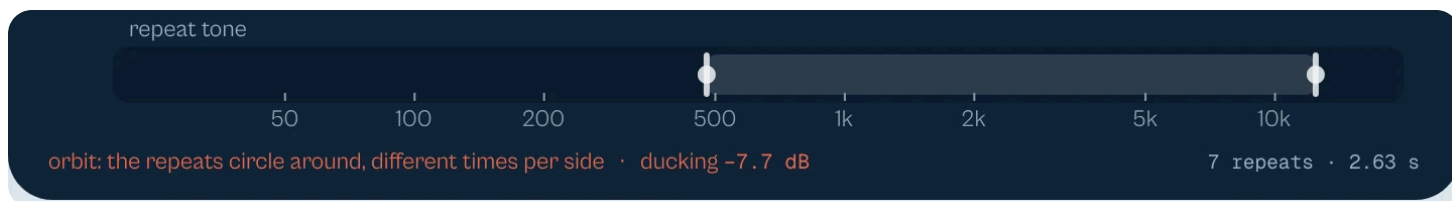
The display

The **map** shows the real repeats on a time axis: each repeat is a stem with a cap, and it lights up as it sounds. With both sides in use, left sits above and right below; the dotted curve is the decay; the number of repeats and the

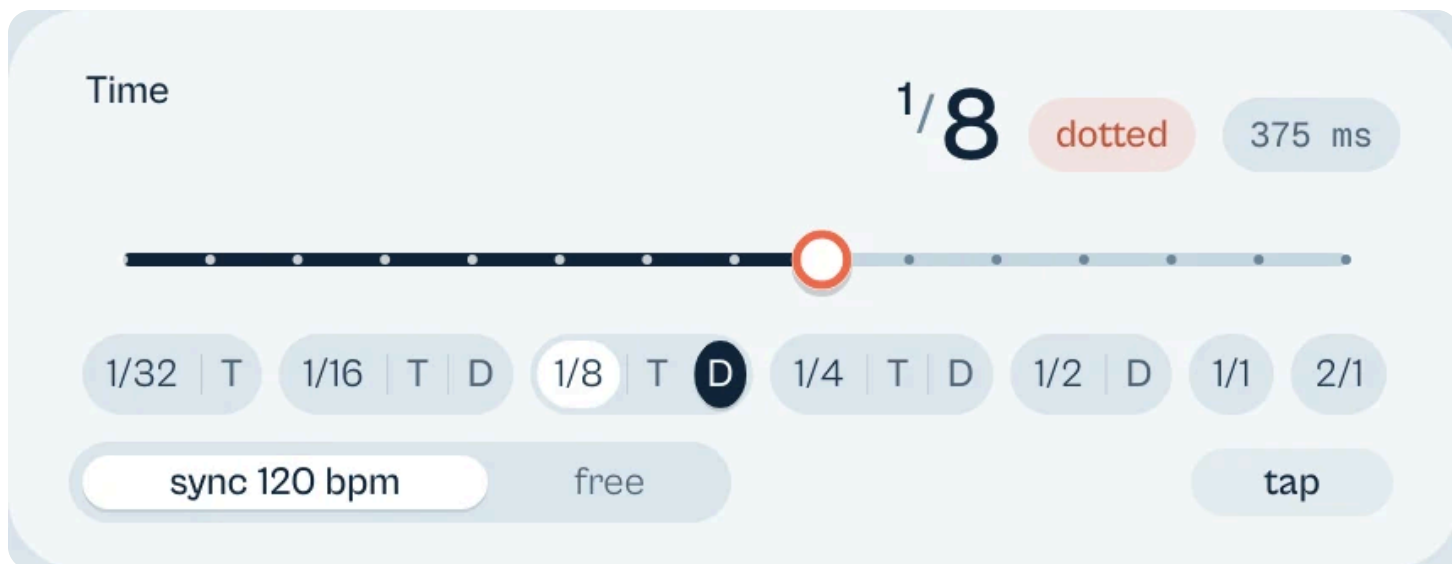
length of the tail sit bottom right. Drag a cap sideways for time (it snaps to musical values in sync), up and down for feedback (the first cap sets mix); the wheel sets diffusion. Two handles under the map set the low cut and tone of the echoes. The tabs *tape*, *spectrum* and *stereo field* are read-only views. With the display focused (Tab):   feedback,   time,   diffusion,  to  the view.



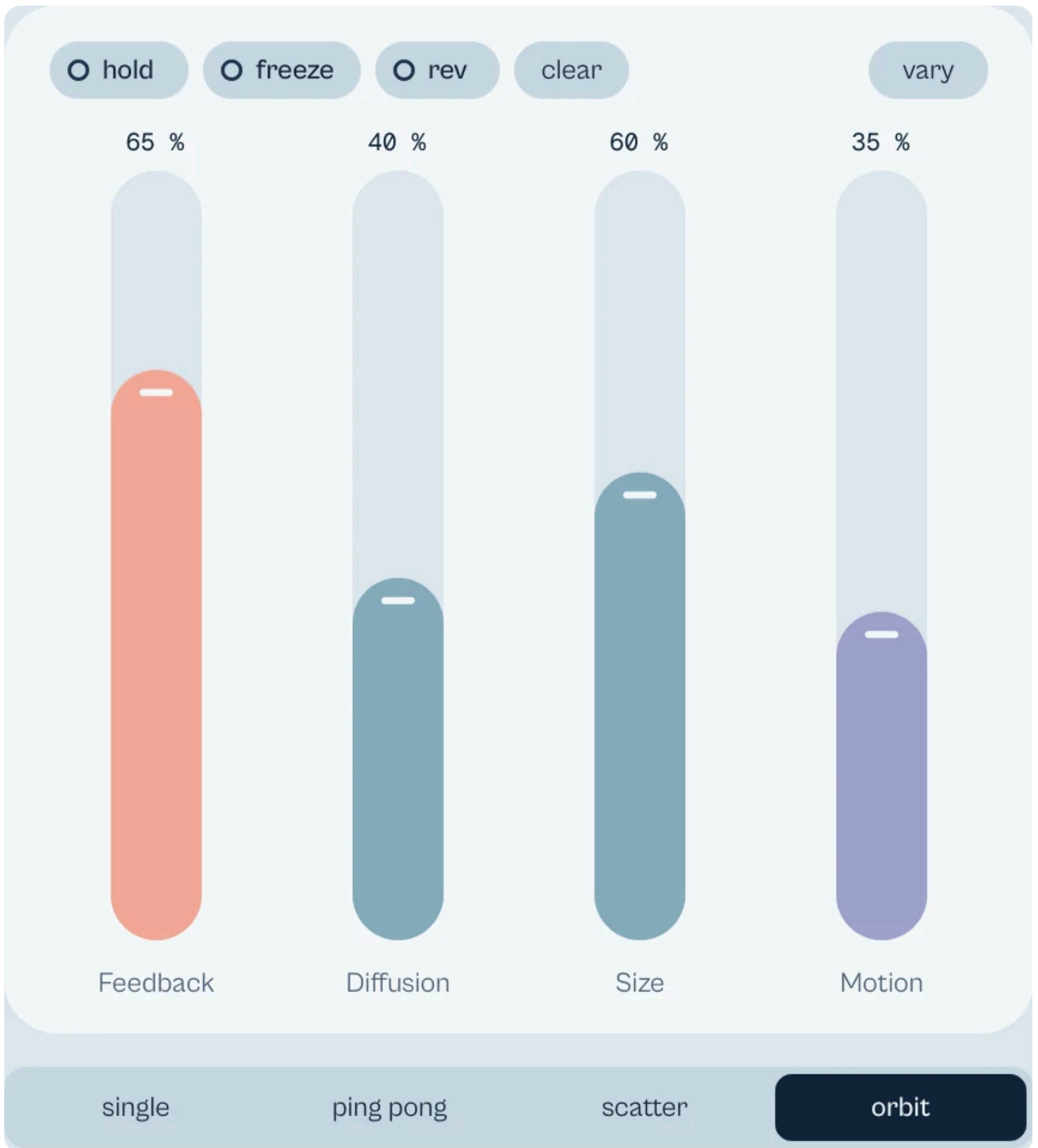
The echo map. Every repeat is a stem with a cap on a time axis, and it lights up as it sounds. When the repeats use both sides, left sits above and right below; the dotted curves are the decay, and the number of repeats and the length of the tail sit bottom right. Drag a cap sideways for time (it snaps to musical values in sync) and up and down for feedback. The wheel sets diffusion.



Repeat tone. Two handles under the map set the low cut and the tone (high cut) of the echoes only. Low cut reaches 2 kHz, so a kick and snare can stay dry while the hats echo.



The time ruler. From 1/32 triplet to two bars, with dotted (D) and triplet (T) values. Drag the bar or click a value; switch to free for milliseconds, or tap the tempo.



Four capsules. Feedback sets the repeats, up to 92 %. Diffusion and Size melt the echoes into a space, Motion moves them in stereo. hold, freeze and rev, each with its light, sit above with clear and vary; the patterns single, ping pong, scatter and orbit sit below. advanced, in the footer, opens repeats, colour, duck and levels.



Compare and size. A and B hold two complete settings and equal vol. plays them at the same loudness; A > B, in advanced, copies A into B. S, M and L pick the window size; the last button is bypass.

Every picture on this page is a capture of the real interface, from the current build.

Controls

The names are the ones your DAW shows for automation, read from the plugin itself; ranges and defaults are the plugin's own. Every knob: drag (Shift for fine), wheel for small steps, double-click for the default, Enter or a click on the value to type it with units (`6k3` , `250ms` , `-3 dB`).

Main controls

Control	Range	Default	What it does
Division	1/32 · 1/16 · 1/8 T · 1/8 · 1/8 D · 1/4 · 1/4 D · 1/2 · 1/2 D · 1 bar · 1/32 T · 1/16 T · 1/16 D · 1/4 T · 2 bars	1/4	The tempo-synced time, from 1/32 triplet to 2 bars, with dotted and triplet values.
Tempo sync	Off · On	On	On: Division sets the time. Off: Time in milliseconds.
Time	20 ms to 2000 ms	500 ms	The free time in milliseconds (with Tempo sync off).
Feedback	0 % to 92 %	57 %	How many repeats, up to 92 %.
Diffusion	0 % to 100 %	32 %	How much the echoes melt into a space.
Space size	10 % to 100 %	56 %	How big that space is.
Motion	0 % to 100 %	61 %	Stereo movement and modulation of the delay heads.
Motion rate	0.05 Hz to 4.00 Hz	0.75 Hz	Speed of the motion.
Low cut	20 Hz to 2.00 kHz	380 Hz	Low cut of the echoes only. Up to 2 kHz, so kick and snare can stay dry while the hats echo.

Control	Range	Default	What it does
High cut	800 Hz to 16.0 kHz	7.80 kHz	Tone of the echoes (high cut).
Duck	0 % to 100 %	58 %	How far the echoes drop while the track (or the sidechain) plays.
Duck recovery	40 ms to 1200 ms	220 ms	How fast they come back. After a sharp attack the duck stays full for about five times this value.
Duck attack	0.5 ms to 200 ms	0.5 ms	How fast the echoes drop when the track comes in.
Duck source	Track · Sidechain	Track	Track (the input) or Sidechain.
Duck from IKIPUMP	Off · On	Off	Ducks the echoes on the kicks received on ZOKKU Link.
IKIPUMP channel	1 to 16	1	The ZOKKU Link channel to listen to.
Pattern	Single · Ping pong · Scatter · Orbit	Orbit	Single, Ping pong, Scatter or Orbit.
Character	Clean · Tape · BBD · Lo-fi	Clean	Clean, Tape (wow and flutter, loses highs on each pass), BBD (dark and grainy), Lo-fi (10 bit, 11 kHz).
Drive	0 % to 100 %	0 %	Saturation inside the loop: clean at low levels, warmer as echoes pile up.
Hold	Off · On	Off	The tail sustains for a long time and takes no new audio.
Freeze	Off · On	Off	The tail loops forever without loss until you switch it off; play over it.
Reverse	Off · On	Off	The echoes play backwards.
Feedback pitch	-12.0 st to 12.0 st	0.0 st	Each pass rises or falls by semitones; repeats stay on the grid.
Stereo detune	0 ct to 50 ct	0 ct	Pitch offset between the sides, in cents: wider, chorus-like echoes.

Control	Range	Default	What it does
Swing	0 % to 75 %	0 %	Every second repeat comes later.
Repeats	Off · On	Off	Replaces the pattern with four taps, each with its own level, pan and nudge.
Width	0 % to 100 %	100 %	Stereo width of the echoes.
Mix	0 % to 100 %	50 %	Dry and wet balance.

Every parameter (50)

Numbered parameters are grouped in one row (for example Band 1-8), with the number of copies.

Parameter	Range	Default
Time	20 ms to 2000 ms	500 ms
Tempo sync	Off · On	On
Division	1/32 · 1/16 · 1/8 T · 1/8 · 1/8 D · 1/4 · 1/4 D · 1/2 · 1/2 D · 1 bar · 1/32 T · 1/16 T · 1/16 D · 1/4 T · 2 bars	1/4
Feedback	0 % to 92 %	57 %
Diffusion	0 % to 100 %	32 %
Space size	10 % to 100 %	56 %
Motion	0 % to 100 %	61 %
Motion rate	0.05 Hz to 4.00 Hz	0.75 Hz
Low cut	20 Hz to 2.00 kHz	380 Hz
High cut	800 Hz to 16.0 kHz	7.80 kHz
Duck	0 % to 100 %	58 %
Duck recovery	40 ms to 1200 ms	220 ms
Width	0 % to 100 %	100 %
Mix	0 % to 100 %	50 %
Input	-18.0 dB to 12.0 dB	0.0 dB
Output	-12.0 dB to 6.0 dB	0.0 dB
Pattern	Single · Ping pong · Scatter · Orbit	Orbit
Hold	Off · On	Off

Parameter	Range	Default
Bypass	Off · On	Off
Air	0 to 10	0
Air frequency	2.5 kHz · 5 kHz · 10 kHz · 20 kHz · 40 kHz	10 kHz
Phaser	0 % to 100 %	0 %
Phaser center	100 Hz to 5.00 kHz	1.00 kHz
Stereo spread	-50 % to 50 %	0 %
Filter motion	0 % to 100 %	0 %
Duck source	Track · Sidechain	Track
Feedback pitch	-12.0 st to 12.0 st	0.0 st
Repeats	Off · On	Off
Repeat 1-4 level ×4	0 % to 100 %	Repeat 1: 100 %, Repeat 2: 75 %, Repeat 3: 55 %, Repeat 4: 40 %
Repeat 1-4 pan ×4	-100 % to 100 %	Repeat 1: 0 %, Repeat 2: -60 %, Repeat 3: 60 %, Repeat 4: 0 %
Repeat 1-4 nudge ×4	-50 % to 50 %	0 %
Duck from IKIPUMP	Off · On	Off
IKIPUMP channel	1 to 16	1
Swing	0 % to 75 %	0 %
Character	Clean · Tape · BBD · Lo-fi	Clean
Drive	0 % to 100 %	0 %
Reverse	Off · On	Off
Freeze	Off · On	Off
Duck attack	0.5 ms to 200 ms	0.5 ms
Tone resonance	0 % to 100 %	0 %
Stereo detune	0 ct to 50 ct	0 ct

Presets

75 presets in 9 categories. Each one states its division and how many repeats you hear.

Vocals 12 Classic Slapback, Phrase Throw	Drums 9 Ghost Sixteenths, Half-Time Halo
Bass 5 Mono Rubber, Riddim Ricochet	Guitar 5 Rockabilly Slap, Analog Lead Echo
Synth 12 Neon Answer, Trance Refraction	Dub 8 Copper Chamber, Tape Dub Throw
Ambient 9 Polar Veil, Shimmer Octave	Lo-fi 5 Cassette Wobble, Broken Walkman
Experimental 10 Reverse Swell, Freeze Pad	

Click the preset capsule in the top bar to open the **preset sheet**: search (every word must appear in the name, category or description), categories with their counts, ★ **Favourites**, tags on every row, and **in B**, which loads a preset into the slot that is not playing so you can compare. A click loads a preset and leaves the sheet open;   move, **Enter** loads and closes, **Esc** closes. The arrows < > beside the capsule step through the list; a dot says the sound was changed.

All 75 programs, as the DAW lists them

Drums / Ghost Sixteenths	Synth / Laser Triplets
Drums / Broken Warehouse	Synth / Velvet Horizon
Drums / Chrome Slap	Synth / Orbit Arpeggio
Drums / Half-Time Halo	Voice / Intimate Double
Bass / Mono Rubber	Voice / Tape Balcony
Bass / Offbeat Shadow	Voice / Last Word
Bass / Reese Satellites	Voice / Air Choir
Bass / Riddim Ricochet	Synth / House Glass
Synth / Neon Answer	Synth / Garage Shuffle

Synth / Analog Bloom
Synth / Trance Refraction
Dub / Copper Chamber
Dub / Skank Spiral
Dub / Springless Smoke
Dub / One Bar Return
Ambient / Polar Veil
Ambient / Prism Rain
Ambient / Low Tide
Ambient / Distant Cities
Experimental / Clockwork Dust
Experimental / Slow Corrosion
Experimental / Orbital Sparks
Experimental / Fractured Cathedral
Drums / Pocket Percussion
Bass / Riddim Backtalk
Synth / Chord Carousel
Synth / Lead Split Answer
Ambient / Mist Chamber
Dub / Tape Dub Throw
Ambient / Glass Afterimage
Experimental / Metal Microscope
Voice / Classic Slapback
Voice / Wide Double
Voice / Pop Quarter
Voice / Pop Dotted Eighth
Voice / Trap Dotted Eighth
Voice / Trap Triplet Hook
Voice / Phrase Throw

Voice / Long Fade Throw
Drums / Snare Dotted Splash
Drums / Hi-Hat Sixteenth Spray
Drums / Trap Hat Triplets
Drums / Swung Rim Echo
Guitar / Rockabilly Slap
Guitar / Dotted Eighth Arpeggio
Guitar / Analog Lead Echo
Guitar / Wide Clean Stereo
Guitar / Ambient Swell Wash
Synth / Ultra-Wide Ping Pong
Synth / Arp Sixteenth Lock
Dub / Tape Siren Runaway
Dub / Melodica Echo
Dub / BBD Rumble
Ambient / Near Reverb Hall
Ambient / Shimmer Octave
Ambient / Detuned Cloud
Lo-fi / Cassette Wobble
Lo-fi / Dusty Keys Echo
Lo-fi / Broken Walkman
Lo-fi / BBD Memory
Lo-fi / Phone Echo Voice
Experimental / Reverse Swell
Experimental / Reverse Octave Ghost
Experimental / Freeze Pad
Experimental / Freeze Stutter
Experimental / Pitch Staircase

A/B and undo

A and **B** hold two complete settings. **equal vol.** plays B at the loudness of A, so louder never fools you. **in B** in the preset sheet loads a preset straight into the other slot. Undo and redo (the curved arrows, **Ctrl** + **Z** and

Ctrl + **Shift** + **Z**) are kept separately for A and B; switching slot is not a step.

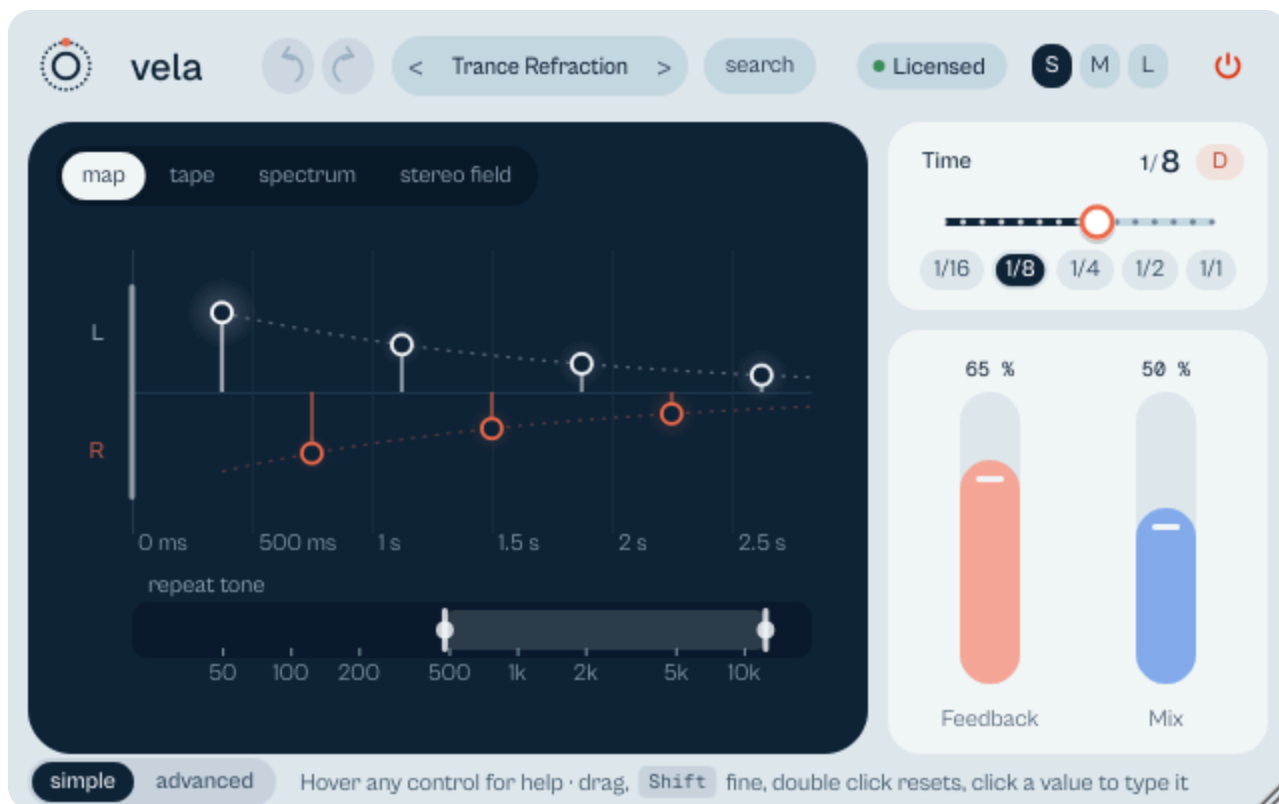
Listen modes

vela has no delta mode: the echoes are the effect. To hear only the echoes, set **Mix** to 100 %. **clear** empties the tail at once.

Simple, advanced and sizes

simple keeps the map, the time ruler and the four capsules (Feedback, Diffusion, Size, Motion) with *hold*, *freeze*, *rev*, *clear* and *vary*. **advanced** opens a drawer with four tabs: *repeats* (four taps, swing, spread, pitch, detune), *colour* (character, drive, rate, low cut, tone, resonance, tone motion, air, phaser), *duck* (duck, attack, recovery, source, ZOKKU Link) and *levels* (input, output, width, save, open, A > B). At S the drawer also holds the map controls.

Pick a size with **S**, **M** and **L** in the top bar, or drag the window corner. A click on the status line zooms the contents from 75 to 200 %. The **help strip** in the footer describes the control under the pointer.



Essential (S), 640 × 400



Studio (M), 1000 × 640



Full (L), 1280 × 800

More features

Duck from ikipump (ZOKKU Link)

Switch on **duck from IKIPUMP** and pick the channel of an ikipump set to *Send / Kick*, or of kitto or tatakita (their ZOKKU Link item in the status line): the echoes drop on every kick, from any track of the project, in proportion to its velocity. The button says who is sending (*TATAKIT linked*). The link works between plugins in the same process: with FL Studio *Make bridged*, the Bitwig sandbox or a dedicated Reaper process, use *Duck source: Sidechain* instead.

Hold, freeze, rev, vary

hold sustains the tail (−60 dB in one minute), **freeze** loops it forever, **rev** plays the echoes backwards, **clear** empties the tail, **vary** proposes a random but musical variation.

Tips by genre

Pop and trap vocals

Pop Dotted Eighth or *Trap Dotted Eighth*: dotted 1/8 with duck, so the words stay clear.

End-of-phrase throws

Phrase Throw or *Tape Dub Throw*, and automate Mix.

Hi-hats

Low cut at 2 kHz: kick and snare stay dry while the hats echo (*Hi-Hat Sixteenth Spray*).

Dub

Tape or BBD, high feedback, Freeze for the build. Feedback is held below runaway.

Ambient

Diffusion and Size high, Motion on: the echoes become a reverb-like cloud (*Polar Veil*).

CPU and latency

Latency

0 samples.

Quality

Characters Clean, Tape, BBD and Lo-fi, with drive in the loop. No separate quality switch.

CPU

About 1.2 % of one core while the echoes play; about 0.2 % at rest, once they have died out.

ZOKKU Link

Receives: the echoes duck on the kicks of ikipump, kitto or tatakit on the same channel.

CPU: one stereo instance at 48 kHz, 512-sample blocks, on a test signal, as a percent of one core of a recent desktop CPU. Indicative only: your system will differ.

Version and changes

This manual describes **vela 0.8.4**. Updates never change how a saved session sounds: when the sound changes, it arrives as a new option or only in new instances.

Latest builds

0.8.4 2026-10-24 ["Its own product now: its licence, the Beat Kit's (KIZAMI, KITTO, TATAKIT, FUZZO, ASCENT) or ZOKKU All's unlocks it; old beta trials keep working. Sound and saved sessions unchanged."]

0.8.3 2026-10-24 ['Activate online and Activate offline in the licence sheet activate ZOKKU All; a saved session stays byte for byte the same after it is reopened.']

0.8.2 2026-10-24 ['A ZOKKU All licence unlocks it too; the free trial is the ZOKKU All one: 7 days, one trial for all eleven.']

Before

0.8 Revisited interface: echoes light up as they sound, simple/advanced, help strip, preset sheet with in B.

0.7 Maker ZOKKU; Duck from IKIPUMP on ZOKKU Link.

Common to every plugin: windows, presets, keyboard and typed values.

