

VITRIC



Colonnade Delay

USER MANUAL | VERSION 1.1.14 | UPDATED OCTOBER 29, 2026

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Colonnade Delay is a two-engine character delay that places its echoes in space. Engines A and B each put one of four machines (STUDIO, TAPE, BUCKET, GHOST) inside the feedback loop, the path every repeat travels back through. Tone, saturation and wear build up repeat by repeat. Each engine's DEPTH moves its echoes from in front of the dry sound to far behind it, so one insert can give you a close slap and a distant wash at the same time. It is for anyone who wants echoes with character that sit in the mix instead of on top of it.

This manual covers Colonnade Delay 1.1.14 on macOS and Windows, in VST3, AU and AAX.

01 Quick start

- 1 Insert **Colonnade Delay** on a track, or on an effects send (then turn on **KILL DRY**, set **MIX** to 100 % and turn on **LOCK**). If the chip in the top bar reads LOCKED, Colonnade stays silent until you activate it or start a trial (see Installation and activation).
- 2 Press play. Each engine's repeats sit on the stage as dots at their real times and light up as the audio passes through.
- 3 Both engines start on: A is TAPE on a quarter note, B is BUCKET on a dotted eighth. To hear A alone, click the **B** switch at the left of B's deck.
- 4 Pick a character for engine A: **STUDIO** for clean repeats, **TAPE** for warm ones.
- 5 Set A's **TIME** (synced to your tempo by default) and **FEEDBACK** for how many repeats you hear; 20 to 40 % gives a few.
- 6 Drag A's **DEPTH** toward BACK to push the echoes behind the sound, or toward FRONT to bring them forward.
- 7 Set **MIX**, and compare with **BYPASS**.

TIP

On the stage, drag a lane's head dot (its first repeat) sideways to change its time and up or down to change its depth. Drag its last repeat outward for more feedback.

02

What's new in 1.1.14

Clearer tooltips for ENGINE A/B, WIDTH and PITCH MODE.

A reopened session shows its preset's name.

The update notice is quieter.

Security improvements to license file handling.

03

What's new in 1.1.12

What changed since 1.1.0:

Your own presets. Save, recall, rename and delete presets from the preset menu. With LOCK on, MIX stays where it is.

True ping-pong. In new instances, PING-PONG bounces left, right, left from a mono sum, so centered and mono sources bounce too. Sessions saved before 1.1.9 keep the routing they were made with.

Mono-in, stereo-out tracks run as dual mono, which fixes runaway feedback in some VST3 hosts.

Very short delays play exactly. Times under about 42 ms used to stop there; now they play as set, down to 1 ms. At those times diffusion and the depth smear step aside, and the SPACE page says why.

In MID/SIDE, B's WIDTH sets how wide the side echoes are.

Update notice. The license chip tells you when a new version is out (see Updates).

Sessions always reopen as saved, after every update and under every license state.

Subscriptions renew by themselves in the plugin.

Fixes: a crash on macOS 10.15 and 11; Colonnade not loading on Windows when the user name has accented characters; a window that drew only the stage grid on some Windows screens; KILL DRY turning off when you changed presets; A/B slots sharing one preset name.

04The window

Colonnade has a top bar, the echo stage and the two engine decks (A on the left, B on the right). A strip along the bottom holds groove, ducking, mix and output. Drag the corner to resize the window, from 1000 × 680 up to 1860 × 1260 pixels; it opens at 1240 × 840 and keeps its proportions.

The top bar



FIG. 1 The top bar: routing, presets, license, A/B, undo and bypass.

- 1

Routing. DUAL, PING-PONG, SERIAL or MID/SIDE.
- 2

Preset menu. Factory presets and your own.
- 3

License chip. LICENSED, TRIAL or LOCKED.
- 4

A and B slots. Two setups to compare.
- 5

COPY. Copies the active slot into the other.
- 6

UNDO and REDO. Step through your changes.
- 7

BYPASS. Compare with the dry sound.
- 8

... (Options). Tooltips, updates, effects and shortcuts.

CONTROL	WHAT IT DOES	RANGE	DEFAULT
DUAL · PING-PONG · SERIAL · MID/SIDE	How A and B connect. See Routing.	4 modes	DUAL
PRESET MENU	Factory presets in six sections, and your own. It reads Default until you load one. Arrows beside it (when the window is wide enough) or [I] and [J] step through the factory presets.	44 factory presets plus yours	Default
LICENSE CHIP	LICENSED, TRIAL with the days left, or LOCKED. It reads UPDATE and the version number when a new version is out (never over LOCKED). Click it to open the license card.		
A · B	Two complete setups to compare; not engines A and B. Press [A] to switch.	A or B	A
COPY	Copies the active slot into the other one.		
UNDO · REDO	Step back and forward through your changes.		
BYPASS	Bypasses Colonnade with a short crossfade, so it never clicks. Press [B].	On or off	Off

CONTROL	WHAT IT DOES	RANGE	DEFAULT
... (OPTIONS)	Opens a menu: Show tooltips, Check for updates, Reduce visual effects and the keyboard shortcut sheet. The first two apply to every Vitric plugin on this computer.		
NOTE	The A and B buttons in the top bar hold two complete setups to compare. They are not engines A and B, the two delay lines in the decks.		

Routing

DUAL: A and B run side by side.

PING-PONG: repeats bounce left, right, left, from a mono sum of the input, so centered and mono sources bounce too. Sessions saved before 1.1.9 keep the routing they were made with (each side's repeats cross to the other side); to get the new bounce there, add a new Colonnade.

SERIAL: A feeds B, for compound machines: a tape eighth feeding a bucket quarter is one patch.

MID/SIDE: A on the center of the image, B on the sides. Each engine runs mono here, so PAN is stored but not used, and so is A's WIDTH. B's WIDTH sets how wide the side echoes are (0 % removes them, 200 % doubles them). B echoes only what is different between left and right, so on a mono or centered source B is silent.

The echo stage

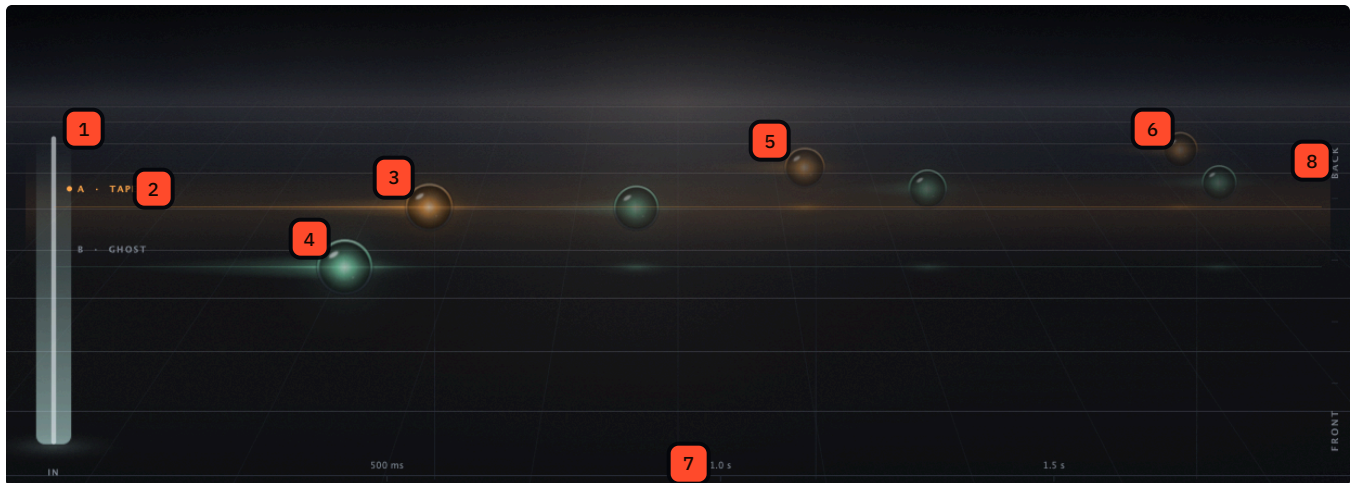


FIG. 2

The echo stage: each engine's lane, its repeats at their real times, front to back by depth.

- | | |
|---|---|
| 1 IN meter. The input level. | 2 Lane label. The engine and its character. |
| 3 A's head dot. Drag sideways for time, up and down for depth. | 4 B's head dot. The same, for engine B. |
| 5 A repeat. Each dot is an echo at its real time, in its engine's color. | 6 Last repeat. Drag it outward for more feedback. |
| 7 Time scale. Milliseconds, with a beat grid when synced. | 8 Depth scale. FRONT at the bottom, BACK at the top. |

Every repeat you hear is drawn at its real time, placed front to back by its engine's depth, with a beat grid when the engine is synced. You can edit right on the stage:

Drag a lane's head dot: sideways for time, up and down for depth. A readout shows TIME and DEPTH while you drag.

Drag anywhere else on the lane: time only.

Drag the last repeat outward for more feedback (more repeats), inward for less.

Mouse wheel over a lane: feedback in 5 % steps (**Shift**: 1 %).

Double-click: resets what is under the pointer (the head dot resets depth; anywhere else on the lane, the last repeat included, resets feedback).

Right-click a lane for its menu: on, sync, reverse, resets, and copy between A and B.

A synced engine snaps to note values as you drag. Ducking shows as the trails dimming, FREEZE draws a ring around each repeat and shows a FROZEN caption, and feedback over 100 % shows SELF-OSC over the lane.

05

The engine decks

Each engine has the same deck. The top half keeps the essentials in view; the bottom half has four pages: **MACHINE**, **FILTER**, **SPACE** and **OUT**. Keys 1 to 4 pick the page of the engine you last clicked. Click a value box to type an exact value; **Return** applies and **Esc** cancels.

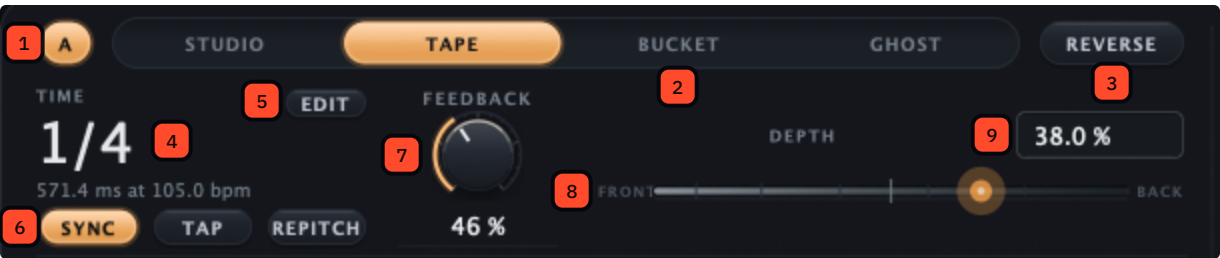


FIG. 3 Engine A: on switch, character, reverse, time, feedback and depth.

- 1

A.

Turns the engine on or off.
- 2

Character.

STUDIO, TAPE, BUCKET or GHOST.
- 3

REVERSE.

Repeats play backwards.
- 4

TIME readout.

Drag to scrub.
- 5

EDIT.

Type a time or pick a note value.
- 6

SYNC, TAP and REPITCH/FADE.

Tempo lock, tap and time glide.
- 7

FEEDBACK.

How many repeats.
- 8

DEPTH rail.

FRONT to BACK.
- 9

DEPTH value.

Click to type.

The top half

CONTROL	WHAT IT DOES	RANGE	DEFAULT
A / B	Turns the engine on or off. Off fades its echoes out quickly, click-free, and takes its lane off the stage. The loop keeps decaying underneath, so turning it back on soon brings back what is left.	On or off	On
STUDIO · TAPE · BUCKET · GHOST	The machine inside the feedback loop; each wears the repeats its own way (see below the table).	4 characters	A TAPE, B BUCKET
REVERSE	Plays this engine's repeats backwards. The loop keeps running forwards.	On or off	Off
TIME	The delay time. Drag the readout to scrub (Shift for fine), use the wheel to step, double-click to reset. Synced, it shows the note value and the time it equals at your tempo.	1 to 4000 ms, or 21 note values from 1/64 to 1/1 with dotted (D) and triplet (T)	A 1/4, B 1/8D (free: A 500 ms, B 375 ms)

CONTROL	WHAT IT DOES	RANGE	DEFAULT
EDIT	Type an exact free time (350 ms , 1.2 s), or, when synced, pick a note value from a menu.		
SYNC	Locks the time to your DAW's tempo.	On or off	On
TAP	Tap a tempo to set the free time. Tapping turns SYNC off.		
REPITCH · FADE	How time changes sound. REPITCH glides like a tape machine, so the pitch bends as the time moves. FADE crossfades cleanly at constant pitch. Both are click-free.	REPITCH, FADE	REPITCH
FEEDBACK	How many repeats you hear. From 100 % the repeats keep building on their own (self-oscillation) instead of dying away; it stays controlled up to 120 %.	0 to 120 %	A 38 %, B 25 %
DEPTH	Moves the repeats from in front of the dry sound (FRONT, -100 %) to far behind it (BACK, +100 %). It changes level, air, smear, arrival time and width together, so an echo recedes instead of just getting quieter.	-100 to +100 %	A +25 %, B -15 %

The machines:

STUDIO: clean repeats.

TAPE: saturation, head bump (a lift in the low end), high-frequency loss, and wow and flutter (slow and fast pitch wobble).

BUCKET: an analog bucket-brigade chip delay. Repeats darken as times get longer, with compander pumping (a soft breathing in level).

GHOST: lo-fi. Bit reduction that breathes with the signal, sample-rate reduction and a slow warble.

The MACHINE page



FIG. 4 MACHINE: age, drive and noise.

- 1

Page tabs. MACHINE, FILTER, SPACE, OUT.
- 2

AGE. New to worn.
- 3

DRIVE. Saturation in the loop.
- 4

NOISE. The machine's noise.

CONTROL	WHAT IT DOES	RANGE	DEFAULT
AGE	The condition of the machine, from new to worn (TAPE, BUCKET and GHOST). STUDIO has no age.	0 to 100 %	A 30 %, B 35 %
DRIVE	Saturation inside the feedback loop, after the machine and the filter, so it builds up repeat by repeat. It works with every character, STUDIO included; 0 % is clean.	0 to 100 %	A 12 %, B 8 %
NOISE	The machine's noise: tape hiss and splice thump, bucket hiss and clock whine, GHOST hiss and crackle. It grows as FEEDBACK nears 100 %. STUDIO has none. Off keeps the wear and GHOST's warble.	On or off	On

The FILTER page



FIG. 5 FILTER: the loop filter's type, frequency and resonance.

- 1

Page tabs. MACHINE, FILTER, SPACE, OUT.
- 2

Filter type. OFF, LP, HP or BP.
- 3

FREQ. Filter frequency.
- 4

RES. Resonance.
- 5

Note. What this filter affects.

CONTROL	WHAT IT DOES	RANGE	DEFAULT
OFF · LP · HP · BP	A filter inside this engine's feedback loop: low-pass (darker), high-pass (thinner) or band-pass (both). It shapes the first repeat and gets stronger on every pass. OFF keeps FREQ and RES without using them.	4 settings	OFF
FREQ	Where the filter works: the cutoff for LP and HP, the center for BP.	20 Hz to 20 kHz	2 kHz
RES	Resonance: a peak at FREQ that makes the filter more pronounced.	0 to 100 %	15 %

Filtering A does not filter B.

The SPACE page

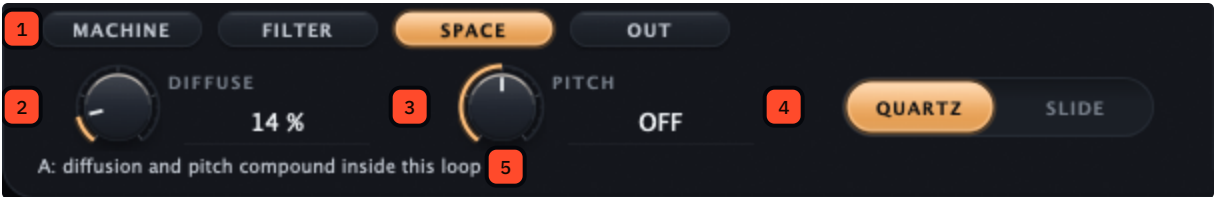


FIG. 6 SPACE: diffusion, pitch and pitch mode.

- 1

Page tabs. MACHINE, FILTER, SPACE, OUT.
- 2

DIFFUSE. Clean repeats to a wash.
- 3

PITCH. Pitch shift in the loop.
- 4

QUARTZ · SLIDE. How pitch changes.
- 5

Note. What the page is doing now.

CONTROL	WHAT IT DOES	RANGE	DEFAULT
DIFFUSE	From clean, separate repeats to a smeared wash, without moving the echo off the grid.	0 to 100 %	A 8 %, B 0 %
PITCH	Pitch shift inside the loop, so it builds up: at +12, the repeats climb another octave every second repeat. Reads OFF at 0. With PITCH on, the shortest echo is about 72 ms.	-24 to +24 semitones	OFF
QUARTZ · SLIDE	QUARTZ changes pitch instantly with a clean shift; SLIDE glides to a new PITCH setting and sounds more like tape.	QUARTZ, SLIDE	QUARTZ

Very short delays. When an engine's first echo is under 41 ms, DIFFUSE, GHOST's built-in diffusion and the smear part of DEPTH step aside, because each is longer than the echo itself. A negative NUDGE can pull the first echo under 41 ms too. The SPACE

page dims DIFFUSE and says why.

The OUT page

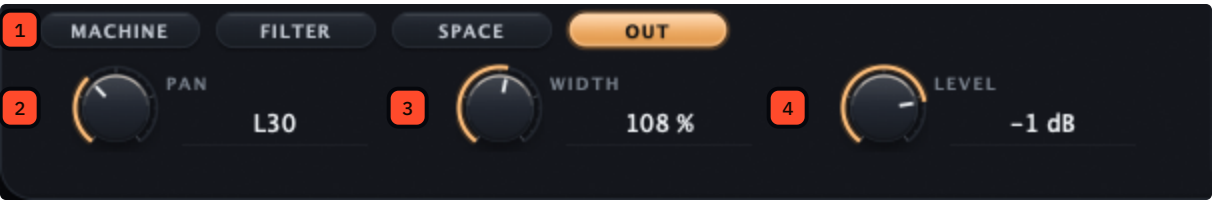


FIG. 7 OUT: pan, width and level for this engine.

- 1

Page tabs. MACHINE, FILTER, SPACE, OUT.
- 2

PAN. Left to right.
- 3

WIDTH. Width of this engine's repeats.
- 4

LEVEL. This engine's level.

CONTROL	WHAT IT DOES	RANGE	DEFAULT
PAN	Where this engine's repeats sit left to right. Has no effect in MID/SIDE.	L100 to R100	Center
WIDTH	Stereo width of this engine's repeats; DEPTH narrows them toward the back. In MID/SIDE, A's WIDTH is stored but not used, and B's sets how wide the side echoes are.	0 to 200 %	100 %
LEVEL	This engine's level, to balance A against B.	-60 to +6 dB	A 0 dB, B -3 dB

06

The bottom strip

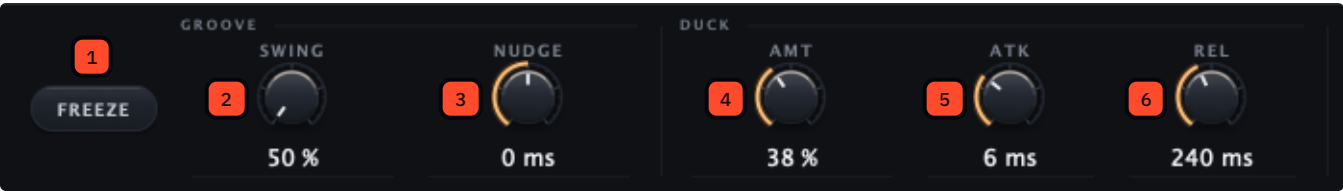


FIG. 8 FREEZE, groove and ducking.

- 1

FREEZE. Holds the loop.
- 2

SWING. Swings synced repeats.
- 3

NUDGE. Ahead of or behind the beat.
- 4

AMT. Ducking amount.
- 5

ATK. How fast ducking clamps.
- 6

REL. How fast echoes return.

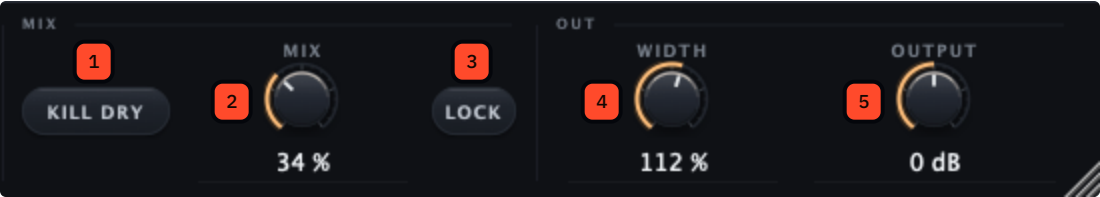


FIG. 9 Mix and output.

- 1

KILL DRY. Removes the dry signal.
- 2

MIX. Dry and wet balance.
- 3

LOCK. Holds MIX on preset loads.
- 4

WIDTH. Width of the whole output.
- 5

OUTPUT. Output level.

FREEZE sits on its own at the left; the rest is grouped as printed on the face.

CONTROL	WHAT IT DOES	RANGE	DEFAULT
FREEZE	Holds what is in the loop, click-free. New sound stops entering the echoes (the dry signal still plays). The machine and DRIVE stop wearing the held sound; the loop filter, diffusion and pitch keep working on it.	On or off	Off

GROOVE			
CONTROL	WHAT IT DOES	RANGE	DEFAULT
SWING	Swings synced repeats. The swung repeat moves; the grid does not. 50 % is straight; about 66 % is a triplet feel.	50 to 75 %	50 %
NUDGE	Slides repeats ahead of or behind the beat.	-30 to +30 ms	0 ms

DUCK

CONTROL	WHAT IT DOES	RANGE	DEFAULT
AMT	Ducking: the echoes duck while the dry signal plays and bloom in the gaps.	0 to 100 %	0 %
ATK	How fast ducking clamps down.	0.1 to 100 ms	5 ms
REL	How fast the echoes come back.	20 to 2000 ms	250 ms

MIX

CONTROL	WHAT IT DOES	RANGE	DEFAULT
KILL DRY	Removes the dry signal, for use on an effects send.	On or off	Off
MIX	Dry and wet balance. The dry signal stays at full level up to 50 % while the wet rises to full; above 50 % the dry fades out, so 100 % is wet only.	0 to 100 %	22 %
LOCK	Keeps MIX where you set it when you load presets or switch A/B.	On or off	Off

OUT

CONTROL	WHAT IT DOES	RANGE	DEFAULT
WIDTH	Stereo width of the whole output.	0 to 200 %	100 %
OUTPUT	Output level.	-24 to +24 dB	0 dB

07 Keyboard and mouse

Keys work when the Colonnade window has keyboard focus: click an empty part of the window once. While you type in a value box, the box keeps the keys.

ACTION	MAC	WINDOWS
Switch the A/B slot	A	A
Bypass	B	B
Previous or next factory preset	[or]	[or]
Show MACHINE, FILTER, SPACE or OUT	1 to 4	1 to 4
Undo	Cmd + Z	Ctrl + Z
Redo	Cmd + Shift + Z OR Cmd + Y	Ctrl + Shift + Z OR Ctrl + Y
Show the shortcut sheet	?	?
Feedback anywhere on a lane	Option + drag	Alt + drag
Fine drag on the stage (a quarter speed)	Shift + drag	Shift + drag
Time with the wheel (a note value synced, a semitone free)	Cmd + wheel over a lane	Ctrl + wheel over a lane
Depth with the wheel (5 steps; Shift : 1)	Option + wheel over a lane	Alt + wheel over a lane
Step a selector (character, filter, pitch mode, routing)	Wheel over it	Wheel over it
Step DEPTH (5 %; Shift : 1 %)	Wheel or arrow keys over the rail	Wheel or arrow keys over the rail
Reset DEPTH to 0	Double-click the rail	Double-click the rail
Fine drag on a knob	Shift + drag	Shift + drag
Reset a knob	Double-click, or Cmd + click	Double-click, or Ctrl + click

In Pro Tools, fine drag on knobs is **Cmd** + drag (**Ctrl** on Windows) and reset is **Option** + click (**Alt** on Windows).

08 Recipes

These are starting points. Every voice, mix and room is different, so adjust by ear and compare with **BYPASS**.

Slap and throw a vocal

START FROM	The Bright Slap 90 preset, then turn engine B on
ROUTING	DUAL
A	STUDIO, SYNC off, 90 to 120 ms, FEEDBACK 5 to 10 %, DEPTH -20 % (close to the voice)
B	TAPE, 1/4, FEEDBACK 35 %, DEPTH +70 % (far behind)
AMT (DUCKING)	30 to 40 %
MIX	20 to 30 %

The slap sits with the voice; the throw blooms in the gaps between phrases.

Bloom a dub snare

Each repeat gets darker and grittier, so the snare melts into the track.

START FROM	The Dub Snare Bloom preset
A	TAPE, AGE 55 %, DRIVE 35 %, B off
FEEDBACK	65 %; ride it toward 100 % for a swell at the end of a phrase
FILTER	LP at 3.2 kHz, RES 30 %, so each repeat gets darker
DEPTH	+30 %
MIX	30 %

Add ambience to a guitar

A dotted eighth fills the gaps between notes without crowding the playing.

START FROM	The Pedalboard Dotted preset
A	TAPE, 1/8D, FEEDBACK 40 %, B off
DEPTH	+15 %; push toward +40 % for more space
MIX	25 %
TRY	BUCKET instead of TAPE for darker, pumping repeats

Build a shimmer ladder

START FROM	The Octave Bloom preset
A	STUDIO, B off
PITCH	+12 (an octave), QUARTZ
DIFFUSE	40 %
FEEDBACK	60 %
DEPTH	+45 %
MIX	30 %

The repeats climb an octave every second repeat; DIFFUSE smears the ladder into a wash.

Set up a send that never changes level

INSERT ON	An effects send
KILL DRY	On
MIX	100 %
LOCK	On, so presets never change the send balance

09 Presets

44 factory presets in six sections:

SECTION	PRESETS
Vocals	Tape Slap 120, Bright Slap 90, Quarter Throw, Tight Doubler, Verse Whisper, Ad-Lib Ping-Pong, Telephone Tail
Drums	Snare Sixteenth, Dub Snare Bloom, Dotted Hat Echo, Room Melt, Kick Sub Trail, Swung Eighths 66
Guitars	Memory Slap, Bucket Lead, Pedalboard Dotted, Twang Double, Solo Widener, Amp Warble
Keys & Synths	Rhodes Eighth, Pad Wash, Arp Ping-Pong, Poly Stagger, Tape Chorus Bed, Fifth Up Sparkle
Mix FX	Mono Glue Slap, Haas Spread, Half-Note Throw, Fill Reverser, Freeze Playground, Duck Everything, Serial Thickener, Sides Echo
Ambient & Sound Design	Parallax Signature, Ghost Choir, Octave Bloom, Sub Octave Drag, Oil Can Basement, Worn Cassette, Self-Osc Playground, Infinite Corridor, Reverse Dreams, Granular Drift, Static Between Stations

Your own presets

- 1 Open the preset menu and choose **Save preset...**, then type a name.
- 2 Your presets appear under **User** at the end of the same menu. Choosing one recalls it into the active A/B slot.
- 3 **Rename preset** and **Delete preset** manage the list; **Show preset folder** opens the folder on disk.

A saved preset holds both engines and the global controls, routing included. **BYPASS**, **KILL DRY** and **LOCK** keep their current state, and with **LOCK** on, **MIX** holds too. The arrows and **[]** step through the factory presets. The files are in `~/Library/Application Support/Vitric Audio/Presets/Colonnade Delay` on macOS and `%APPDATA%\Vitric Audio\Presets\Colonnade Delay` on Windows. Saving and loading your own presets needs an active license or trial; factory presets always work.

10 Specifications

Engines: 2 independent delay lines; characters STUDIO, TAPE, BUCKET, GHOST, all inside the feedback loop.

Time: 1 ms to 4 s free, or 21 synced note values from 1/64 to 1/1 (dotted and triplet included), up to 8 s at slow tempos.

Feedback: 0 to 120 %, self-oscillation from 100 %, bounded.

Loop filter: LP, HP or BP with resonance. **Pitch:** ± 24 semitones, QUARTZ or SLIDE.

Depth: -100 (front) to +100 (back).

Routing: DUAL, PING-PONG, SERIAL, MID/SIDE.

Groove: swing 50 to 75 %, nudge ± 30 ms. **Ducking, FREEZE, KILL DRY, LOCK,** tap tempo per engine.

Latency: none at any setting, so Colonnade is safe while tracking.

Window: 1000 × 680 to 1860 × 1260.

Formats: VST3 and AAX on macOS and Windows; AU on macOS; an optional standalone app on Windows.

Systems: macOS 10.15 or later on Intel, macOS 11 or later on Apple Silicon; Windows 10 or later, 64-bit.

Not included

No oversampling mode; Colonnade runs at your session's rate.

No modulation matrix.

No external sidechain: ducking follows Colonnade's own input.

11 Installation and activation

Install

- 1 Download the installer from vitricaudio.com/downloads or your account at vitricaudio.com/account.
- 2 Save your work and quit your DAW.
- 3 Run the `.pkg` (Mac) or `.exe` (Windows).
- 4 Open your DAW. If Colonnade Delay is not listed, rescan plugins.

Use AU in Logic Pro, AAX in Pro Tools and VST3 in other DAWs. The Mac installer puts the plugins in the standard folders:

AU: `/Library/Audio/Plug-Ins/Components`

VST3: `/Library/Audio/Plug-Ins/VST3`

AAX: `/Library/Application Support/Avid/Audio/Plug-Ins`

On Windows:

VST3: `C:\Program Files\Common Files\VST3`

AAX: `C:\Program Files\Common Files\Avid\Audio\Plug-Ins`

Standalone app (optional in the installer): `C:\Program Files\Vitric Audio\Colonnade Delay`

Activate your license

Until you activate a license or start a trial, Colonnade passes no sound, the chip reads LOCKED and a large LOCKED mark sits over the window. The license card opens by itself once each time you open the window.

- 1 Click the license chip in the top bar to open the license card.
- 2 Paste the `VT-...` key from your purchase email or account page. Lost it? vitricaudio.com/license can resend your keys.
- 3 Click **Apply license**. The chip changes to LICENSED.

A full license works offline after activation and runs on up to three computers at a time.

NOTE

Moving to a new computer is free. Write to support@vitricaudio.com and we move your license for you. Uninstalling from the old computer does not free its slot on its own.

Activate a computer that is offline

- 1 On the offline computer, open the license card and click **Copy code** to copy its machine code (it starts with `VTM1-`).
- 2 On any computer that is online, open vitricaudio.com/license, enter your key and the machine code, and download the license file.
- 3 Copy the file to the offline computer, open the license card and click **Load file**.

Try it free for 72 hours

- 1 Open the license card and click **Start free trial**. The trial page opens with the product and machine code filled in.
- 2 Sign in with the emailed link and click **Start my 72-hour trial**.
- 3 Click **Copy trial key**, paste it into the license card and click **Apply license**. Or click **Download license file** and use **Load file**. A backup copy is emailed to you.

The trial has every feature, runs 72 hours from issue and needs an internet connection while you use it. There is one trial per product, person and computer, and no payment details are needed. When it ends, Colonnade goes silent but keeps every setting in your projects.

Updates

Colonnade asks vitricaudio.com once a day, while its window is open, whether a newer version exists, and sends only the product, your version and your platform. When one is out, the license chip reads UPDATE and the new version number.

- 1 Click the chip. The license card shows UPDATE AVAILABLE with the new version and yours.
- 2 Click **Download** (the button shows the new version number) to open the product page and get the installer. Or click **Later**: the chip goes back to its license text until the next version, and the card keeps the notice.
- 3 Quit your DAW and run the new installer over the old one. Your sessions reopen as saved.

Turn off **Check for updates** in Options to stop the checks.

12

Troubleshooting

Colonnade does not appear in my DAW

Rescan plugins and restart the DAW. In Logic Pro, use Logic Pro > Settings > Plug-in Manager and **Reset & Rescan Selection**. On Windows, make sure your DAW scans `C:\Program Files\Common Files\VST3`.

There are no echoes

The license chip reads LOCKED: Colonnade has not been activated, the trial ended, or the license needs attention. Click it. A trial needs an internet connection while you use it.

BYPASS is lit: click it or press **B**.

Both engines are off, MIX is at 0 %, or each engine's LEVEL is down.

AMT (ducking) is high and the track never stops playing.

MID/SIDE on a mono or centered source: engine B has no side signal to echo.

A repeat still sounds unfiltered or smeared

FILTER may be OFF, or the other engine is unfiltered: each engine has its own loop filter. For a clean repeat, set DIFFUSE and DEPTH to 0. GHOST keeps a little smear even at DIFFUSE 0.

The echoes run away

FEEDBACK over 100 % self-oscillates on purpose (SELF-OSC shows over the lane). Pull FEEDBACK under 100 %, or double-click the lane to reset it.

The echoes are off the beat

Turn **SYNC** on (TAP turns it off). Check **SWING** (50 % is straight) and **NUDGE** (0 ms).

The repeats sound dark or muffled

BUCKET darkens as times get longer, AGE adds wear, and DEPTH toward BACK softens the repeats. Try STUDIO, lower AGE, set FILTER to OFF, or bring DEPTH toward 0.

PAN does nothing

You are in MID/SIDE routing, where each engine runs mono and PAN is stored but not used.

Shortcuts do nothing

Click an empty part of the Colonnade window once so it has keyboard focus. Some DAWs keep certain keys for themselves; use the mouse for those.

The preset menu says "User (unlock to use)"

Your own presets need an active license or trial. Activate Colonnade, and the menu items come back.

I lost my license key

Enter your email at vitricaudio.com/license to have your keys sent again, or find them in your account at vitricaudio.com/account.

13 Support

Write to support@vitricaudio.com with your Colonnade version, operating system, DAW and version, plugin format and the exact error if there is one.

Every purchase comes with a 14-day refund, no questions asked.

Colonnade Delay user manual, version 1.1.14, updated October 29, 2026.

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