FUNtasia Audio

USER MANUAL

FUN Dimension Expander

Natural micro-delay expansion



The illustration is a simplified control layout, not an exact screenshot. Appearance varies by theme and window size.

- 8-tap micro-delay
- 0-sample reported latency
- 7 interface themes

FUN Dimension Expander adds width and depth through short, irregular delays while keeping a recognisable centre. Shape a subtle sense of space or a wider stereo image without turning the plug-in into a reverb.

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v1.1.6 / Windows VST3

English

Start with the space

Four steps to explore a natural sense of dimension.

1

Insert the plug-in

Load the VST3 on an audio track or bus in your DAW. A stereo source makes the spatial change easy to hear.

2

Listen at the defaults

SIZE 45%, WIDTH 100%, SOFTNESS 35%, MIX 35%, DEPTH 0%. Begin by comparing levels as well as tone.

3

Shape the image

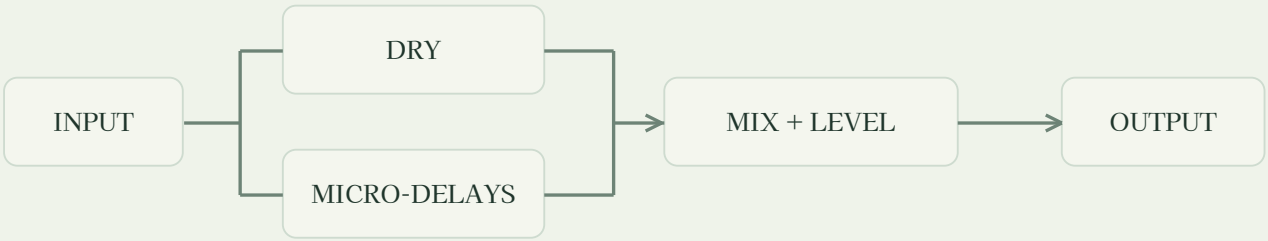
Increase WIDTH and MIX gently; move SIZE to change the scale. Raise DEPTH if you want a little more front-to-back space.

4

Check mono and peaks

Keep MONO SAFE enabled as a starting point. Listen in mono and watch both output peak and OVER indicators.

Simplified signal path



The dry source is blended with generated space, followed by static mix compensation. No built-in limiter is provided.

Working with the interface

- Drag a slider or knob to adjust it. Double-click its numerical value box to type a value.
- Resize the window while preserving its aspect ratio. THEME changes appearance only, never the sound.

Control reference

Ranges and factory defaults. Parameter values are stored in your DAW project.

CONTROL	RANGE / DEFAULT	WHAT IT DOES
SIZE	0–100% / 45%	Scales the irregular tap delays, changing the perceived size of the space.
WIDTH	0–200% / 100%	Adjusts the strength of generated stereo side information. Check mono at high settings.
SOFTNESS	0–100% / 35%	Varies tap density and damping, and restrains added wet sound around sharp attacks.
MIX	0–100% / 35%	Balances dry and spatial signals. Fixed, MIX-dependent level compensation is always active.
MOTION	0–100% / 35%	Adds very slow, subtle movement to the micro-delay pattern.
DEPTH	0–100% / 0%	Blends in a quiet, warm later spatial layer; at 0% the extra layer is absent.
OUTPUT GAIN	-24–+12 dB / 0 dB	Sets the final level after the dry/wet mix and static compensation.
MONO SAFE	OFF / ON (ON)	Reduces low-frequency energy in generated side content around 160 Hz.
BYPASS	OFF / ON (OFF)	Smoothly returns to the dry source. On-panel and host Bypass share one parameter.

Defaults apply to new instances. Existing projects restore their saved parameter values.

DAW workflow & safety

Themes, bypass, monitoring and mono compatibility.

THEME / appearance

Choose Original Sage (default), Charcoal, Deep Brown, Lapis Lazuli, Lavender, Coral Red or Mikan Orange. The theme is stored per plug-in instance with the project. It is not an automatable parameter.

BYPASS / host

In v1.1.6 the on-panel BYPASS and host Bypass refer to the same parameter. Automation, Undo/Redo and project save/restore follow the DAW's normal plug-in workflow.

L/R OUTPUT METER

Displays post-processing sample peaks for left and right. OVER latches when samples exceed 0 dBFS; click each OVER indicator to clear it. This is not a True Peak meter.

MONO SAFE / mono

MONO SAFE reduces low-frequency generated side energy; it does not guarantee mono compatibility. Audition mono fold-down, especially at high WIDTH and MIX settings.

Technical reference

Format	VST3 / Windows
Audio buses	Mono→Mono, Mono→Stereo, Stereo→Stereo
Reported latency	0 samples
Reported tail	0.1 second
Processing	32-bit float
Spatial engine	Eight taps + optional DEPTH layer; no feedback

IMPORTANT: Static MIX compensation is not automatic gain control and cannot ensure matched loudness. There is no built-in peak limiter: monitor DAW levels. Verify any host-bypass automation saved with older plug-in versions after upgrading.