



Granular Burst

Real-time granular bursts change based on the input sound, while the sequencer controls the parameters of the granular playback.

Portrait	Large granular windows for a repeater or dropout style sound, depending on the sampled audio.
Fragment	Signal is sliced up into smaller fragments and repitched.
Blur	Grains are played back repeating in a hazy blur.
Burst	Long granular free effect for sustained grains until retriggered.



Particle Sampler

The particle sampler sends audio to the granular engine on a per-step basis, sampling on active steps.

Flux	A shifting granular effect for evolving grains.
Scanner	Scans and grabs small fragments of audio.
Noisy	Dirty bits and bobs of sound.
Capsize	Adds some wobble to the particles.
Scatter	Scatters the sample across a wide range of time for a glitchy wash.



Micro Looper

Samples slices of audio, from 4x to 1/16 the step length.

Slice	Slices and repeats the selected step. Pitch dropping and rising is tempo synced.
Stereo Slice	Sliced repeats in L/R ping-pong mode. Pitch dropping and rising is tempo synced.
Dropper	Slices are tempo-synched, but repitched freely of the tempo.
Stereo Dropper	Slices are tempo-synched in L/R ping-pong mode, but repitched freely of the tempo.
Rev	Slices are played back in reverse.
Stereo Rev	Slices are played back in L/R ping-pong reverse mode.



Pitch Shifter

Pitch shifting with Monophonic pitch tracking.

Tonal

Standard pitch tracking pitch shifter with quality control.

Textural

Textural pitch shifter yielding unique results with extreme pitch changes.



Spectralizer

Real-time frequency spectrum manipulation.

Expander

Creates a wide, sustained spectralized field.

Screamer

A tight spectralizer algorithm, shines on drums.



Reverb

Multi-mode Reverb.

Chamber Reverb (x4)

Large cathedrals and wide spaces.

Hall Reverb (x5)

Hall size reverbs from modulated or dark halls to bright spaces.

Plate Reverb (x4)

Metallic plate simulations.

Room Reverb (x7)

Room sized reverbs, from clubs to garages.

Warped Reverb (x6)

Twisted, modulated, and shifting reverberations.



Delay

Multi-mode Delay

Multi-Tap Delay (x5)	Double and Triple Tap Delay modes.
Pingpong Delay (x3)	Left/Right ping-pong stereo delay.
Analog Delay (x5)	Simulations of Analog Delay engines from BBDs to Magnetic drum heads.
Tape Delay (x4)	Recreations of analog tape style delays.
LoFi Delay (x2)	Experimental modulated LoFi delay.
Single Delay (x3)	Single-tap mono delay.
Unsynced Delay (x3)	Freely running delay lines for out of time effects than can be sequenced by Hz instead of ratios.



Modulation

Muti-mode Modulation.

Analog Chorus (x6)	Recreations of classic analog chorus.
Stereo Chorus (x4)	Stereo Chorus effects, from slow wide stereo spreads to cross-modulation feedback.
Vibrato (x2)	Subtle pitch wobble.
Flanger (x7)	From classic flanging to jetpack sounds.
Phaser (x3)	Phase sounds from slow sweeps to whirling ripples.
Tape Modulation (x2)	Tape style modulation.
Reel	Tape double-tracker emulation.
Synced Tremolo	Tremolo synced to tempo, ratio is sequencable.
Unsynced Tremolo	Sequence the speed of the tremolo without the constraints of a locked tempo.



Shaper

Waveshapers to sculpt, energize or destroy your sound.

Saturator	Subtle harmonic distortion.
Overdrive	Pushed to the edge of breakup distortion.
Diode Clipper	Symmetrical Diode Clipping.
Diode Clipper+	Asymmetric Diode Clipping.
WaveShaper	Uses a sine wave to shape the signal.
WaveShaper+	Uses a warped waveform to shape the signal.
Fuzz	Classic Fuzz Tone.
Exciter	Excites the high-end frequencies. The tone knob selects the frequency.
Bitcrusher	Reduces the number of bits in the audio signal.
Rectifier	Converts a bipolar signal to unipolar for clipped drive tones and possible octave up effects.
Redux	Sample Rate Reduction.
Redux+	An alternative sample rate reduction algorithm for a more prominent effect.



Panning

Stereo Spread control.

Simple	Per-step panner.
Drift	LFO control of panning is not tied to the tempo for drifting around the stereo field.
Synced	Syncs the panned signal based on the chosen tempo and subdivision.



Filter

Reduce or increase specific frequencies.

Highpass	Passes the high frequencies above the chosen filter frequency, cutting lower sounds.
Lowpass	Passes the low frequencies below the chosen filter frequency, filtering out the high end.
Bandpass	Passes only the specific band of frequencies and filters out higher and lower frequencies.
Lowshelf	Boosts or cuts low frequencies without a hard cut.
Highshelf	Boosts or cuts high frequencies without a hard cut.
Formant	Vocal-style resonant filter with sequencable vowel options.
Equalizer	Control Low, mid, and high gain bands.
