

MODE 1: GRANULAR PROCESSING

Default granular texture synthesis

FREEZE BUFFER

GRAIN SIZE & PITCH

GRAIN POSITION

AUDIO INPUT GAIN

GRAIN DENSITY
(no grains @12, CW random grains, CCW for constant rate grains)

TRIGGER INPUT
(Set DENSITY @12 to control time)

INDICATOR LEDs

LOAD/SAVE

BLEND/AUDIO/MODE

BLEND KNOB:

1. Dry/Wet Balance
2. Stereo Grain Spread
3. Feedback amount
4. Reverber amount

GRAIN TEXTURE
>2 Diffusion of Transients

MODE 2: PITCH SHIFTER/TIME STRETCHER

Similar to granular processing mode, but uses two overlapping grains synchronized and spliced to a smooth deglitched mesh.

FREEZE BUFFER

GRAIN SMOOTHNESS

SCRUB BUFFER

GRANULAR DIFFUSION

AUDIO INPUT GAIN

FREEZE CLOCK SYNC

INDICATOR LEDs

LOAD/SAVE

BLEND/AUDIO/MODE

BLEND KNOB:

1. Dry/Wet Balance
2. Stereo Grain Spread
3. Feedback amount
4. Reverber amount

LOW PASS/HIGH PASS FILTER
CCW Low-pass/CW high-pass

MODE 3: LOOPING DELAY

The looping delay engine continuously plays back audio from the buffer without any kind of granularization.

LOOP BUFFER

LOOP DURATION

GRAIN POSITION

GRANULAR DIFFUSION

AUDIO INPUT GAIN

SYNC LOOPED BUFFER OR DELAY

INDICATOR LEDs

LOAD/SAVE

BLEND/AUDIO/MODE

BLEND KNOB:

1. Dry/Wet Balance
2. Stereo Grain Spread
3. Feedback amount
4. Reverber amount

LOW PASS/HIGH PASS FILTER
CCW Low-pass/CW high-pass

MODE 4: SPECTRAL MADNESS

MP3-style bitrate reduction and corrupted file glitches, spectrum warping and stretch-like drones .

FREEZE BUFFER

SPECTRAL SHIFTING

SELECT RECORD/PLAYBACK BUFFER

RECORD: Set POSITION to minimum and FREEZE for 1st texture. Set POSITION to maximum, unFREEZE and FREEZE for 2nd texture. PLAYBACK: Interpolate between the two textures by moving POSITION knob. 2-7 buffers are available depending on the quality setting .

AUDIO INPUT GAIN

SMOOTHING

INDICATOR LEDs

LOAD/SAVE

BLEND/AUDIO/MODE

PITCH SHIFTER

BLEND KNOB:

1. Dry/Wet Balance
2. Stereo Grain Spread
3. Feedback amount
4. Reverber amount

BIT REDUCTION/NOISE

CCW BIT REDUCTION FILTER/CW NOISE



MODE 5: OLIVERB (Parasite firmware only)

The Oliverb is a full-featured and CV-controllable modeless reverb with some twists.

INDICATOR LEDs

CLOCKABLE PRE-DELAY

SMOOTHING

CW dense, CCW delay

AUDIO INPUT GAIN

FEEDBACK/DECAY

Self Oscillation >3

TRIGGER INPUT

(Set DENSITY @12 to control time)

BLEND/AUDIO/MODE

LOAD/SAVE

FREEZE BUFFER

PITCH SHIFTER

Shimmer effect at full CW

ROOM SIZE

BLEND KNOB:

1. Dry/Wet Balance
2. LP/HP Dampening (CCW/CW)
3. Modulation Speed for 4
4. Modulation Amount



MODE 6: RESONESTOR (Parasite firmware only)

Dual-voice, four-part resonator (or comb filter) effect with built-in capability for polyphonic Karplus-Strong plucked string synthesis.

SWITCH VOICE

SELECT CHORD

TIMBRE/TIME

CCW long dampened, CW short and high pitched

AUDIO INPUT GAIN

VOICE DECAY

Infinite sustain >3

NOISE BURST

Karplus-Strong (FREEZE disabled)

BLEND/AUDIO/MODE

LOAD/SAVE

BLEND/AUDIO/MODE

PITCH

A3 @12

FEEDBACK FILTER

No filtering @12, CCW low-pass, CW band-pass filter

BLEND KNOB:

1. Dry/Wet Balance
2. Stereo Imaging
3. Scatter delay time
4. Harmonics

