

### Erosion Mode

**Noise:** **Modulate** the incoming signal with a **noise** generator

**Wide Noise:** Same as **Noise** but uses separate **noise** generators for the left and right channel for subtle stereo enhancement

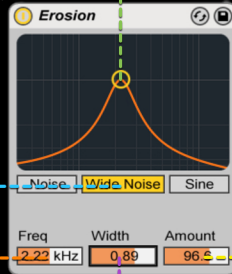
**Sine:** **Modulate** the incoming signal with a **Sine** wave

### X/Y Controller

**X axis:** **Modulation** Amount

**Y axis:** **Erosion** Frequency

Hold Opt/Alt to adjust **Width** when available



### Frequency

Adjust **Erosion** frequency by Hertz. Change the color and quality of the **distortion**

### Modulation Amount

Set the **modulation** amount. Higher values result in more distortion

### Noise Bandwidth

Adjust the width of the noise generator. Only available for **Noise** and **Wide Noise** modes