

Frequency

Control the size and duration of each grain. This will affect the sound of **Pitch** and **Spray**.

Spray

Create "noisiness" with your sound. Low values spread the signal across time. High values break down the sound creating rhythmic chaos

Y Axis

Assign **Spray**, **Frequency**, **Pitch**, **Rand Pitch**, **Feedback**, or **DryWet** as the Y Axis of the **X-Y Controller**

X-Y Controller

Adjust the X and Y Axis parameters by clicking and dragging

Beat Division

With **Delay Mode** set to **Sync**, set the delay time in 16th notes

Beat Offset Percentage/Ms Delay

In **Sync** mode, offset the delay time by small amounts to create "swing". In **Time** mode, set the delay time in milliseconds

X Axis

Assign **Delay Time**, **Spray**, **Frequency**, **Pitch**, **Rand Pitch**, or **Feedback** as the X Axis of the **X-Y Controller**

Pitch

Shift the **grain pitch**

Random Pitch

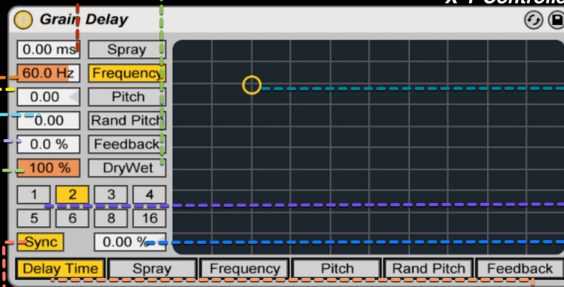
Low values produce a unique chorusing effect. High values completely change the original pitch. **Random Pitch** interacts with **Pitch**, creating more variation of the pitch structure

Feedback

Control how much of the output signal feeds back to the delay's input

Dry/Wet Mix

Control the balance of the **dry** and **wet** signals



Delay Mode

Select beat synced or time-based delay. **Sync** mode is based upon the **Beat Division** selection. **Time** mode is set in milliseconds