### Ratio
Control the ratio of the ***membrane*** or ***plate's*** size

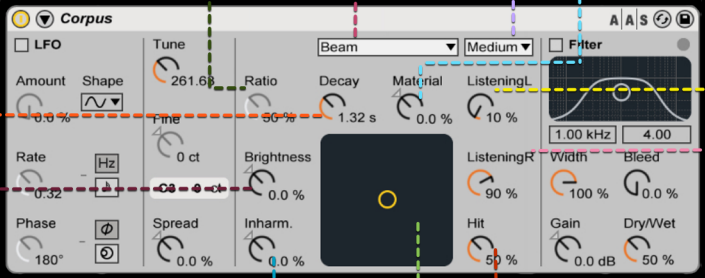
### Resonator Quality
Control the number of ***overtones*** calculated to adjust the sound quality of the ***resonators*** vs performance

### Material
Control the variation of ***damping*** at different frequencies. Low values simulate objects made of wood, nylon or rubber. High values simulate objects made of glass or metal

### Resonance Tuning
Select a resonant object to be simulated: ***beam***, ***marimba***, ***string***, ***membrane***, ***plate***, ***pipe*** and ***tube***

### Decay
Control the ***decay time*** by adjusting the amount of internal ***damping*** in the ***resonator***

### Left Listening Position
Control where vibrations are measured. 0% is at the objects center and higher values move closer to the edge




### Brightness
Control the volume of various ***frequencies***. Higher values make higher frequencies louder

### Right Listening Position
Control where vibrations are measured. 0% is at the object's center and higher values move closer to the edge

### Hit Position
Adjust the location of where the ***resonator*** object is hit. 0% is the center and higher values move to the edge

### Inharmonics
Control the pitch of the ***harmonics***. Negative values increase the amount of ***lower partials*** while positive values increase the amount of ***upper partials***

### X-Y Controller
Control the ***Decay time*** and ***Material*** parameter by clicking and dragging along the X and Y axis' respectively

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