

### Offset

Along with **Interval**, controls the starting point of the automatic Beat Repeat trigger

### Interval

Along with **Offset**, controls how often **Beat Repeat** Auto Trigger. **Interval** is synced to the song tempo

### Repeat

Manually trigger Beat Repeat.

**Interval**, **Offset**, **Chance**, and **Gate** have no effect while **Repeat** is on

### Chance

**Chance** will trigger the Beat Repeat Automatically according to **Interval**, **Offset** and **Gate**. At 100%, repetitions always occur. At 0%, repetitions never occur

### Grid/No Triplets

Control the speed of repeats. Turn on **No Trpl** to ignore triplet rhythms

### Variation

At 0 the grid size is fixed at the **Grid** speed, but set to higher values the grid randomizes different **Grid** values

### Variation Mode

**Trigger** - variations of the grid while repeating. **1/4**, **1/8**, and **1/16** - variations in regular intervals. **Auto** - most complex variations, creates new random variations

### Bandpass Display

**X-Y** control for the **bandpass filter**. **X-axis** controls **center frequency**. **Y-axis** control **bandwidth**

### Filter/Center Frequency/Bandwidth

Turn **Filter** on/off to filter repetitions. With **Filter** on, control the **center frequency** of the filter with the left slider. Set the **bandwidth** with the right slider.

### Output Mode

**Mix** - blend original signal and repetitions. **Insert** - mutes original signal only while repetitions are playing. **Gate** - plays only the repetitions, useful on a return track



### Gate

Control the length Auto trigger by **Chance**.

'4/16' is equal to one beat

Pitch down the repeats. rhythmic structure become less clear at higher values

Control the output level of the repetitions

Gradually pitch down the repeats. Amount controls speed of pitch bend

Gradually decrease repetitions volume