

## Time Stretch Modes (Top toggle to the left)

In the time stretch modes around 2 seconds of audio is constantly being recorded into the delay buffer. This audio is then chopped up into tiny grains; the time stretching effect is from an LFO scrolling through all the grains that are currently in the buffer. The playback direction is chosen by the bottom toggle (←, ↔, →).

- “←” - Reverse - bottom toggle left
- “↔” - Ping Pong - bottom toggle center
- “→” - Forward - bottom toggle right
  - “SPEED” - speed of the LFO - dictates how much time stretching is occurring
  - “SIZE” - size of the grains - determines how smooth or choppy the time stretching is
  - *Left footswitch* - when engaged the current audio in the delay buffer is locked in and continually repeats

## Delay Modes (Top toggle to the right)

- “E” - Envelope - audio is recorded into delay buffer whenever a certain threshold is triggered by the input’s amplitude
  - Bottom toggle left
  - “SENSE” - threshold or sensitivity for the envelope
  - “SIZE” - length of the delay buffer
  - *Left footswitch* - when engaged this brings the sensitivity all the way down so the incoming audio no longer overwrites the delay buffer
- “C” - Choppy - audio is sampled and held at a rate set by the “SPEED” knob
  - Bottom toggle center
  - “SPEED” - rate of sample and hold
  - “SIZE” - length of the delay buffer
  - *Left footswitch* - freeze buffer
- “S” - Smooth - similar to the choppy mode but the repeats are smoother and less glitchy
  - Bottom toggle right
  - “SPEED” - rate of sample and hold
  - “SIZE” - length of the delay buffer
  - *Left footswitch* - freeze buffer