

multigrain

_travelers guide

_for navigating particle storms

8 sounds	2 scenes per sound	32 s per sample
[rec] press [rec] hold › then 1 s = keep holding [load] grey = alt label		

home page unless marked · alt › = press alt first · knobs edit the blinking sound + scene

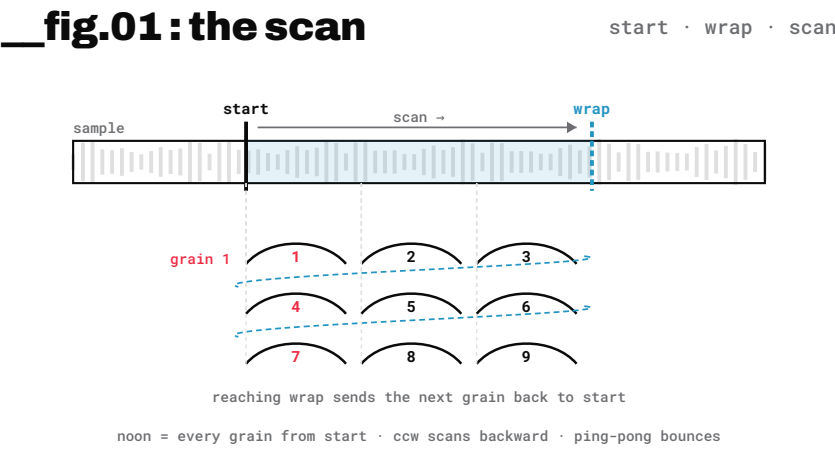
samples = .wav · 48_khz · 16-bit · stereo · ≤ 32_sec

red = hold

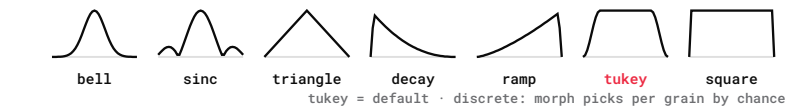
01	sounds	mgr_01
[1-8]	press / hold = play grains · active sound blinks	
[latch] › [1-8]	latch it on · switching keeps it latched	
[latch] + [1-8]	select silently, without playing	
[1-8] + [1-8]	copy sound to an empty sound	
[latch] + [clear]	kill all grains (blur tails on)	
[gate] [next]	play the sound · step one right (normalled)	
[select]	0-5 v picks 1-8 · empties skipped	

02	scenes · morph	mgr_02
[scene a] [b]	which scene the knobs edit (blinks)	
fader	a ↔ b · you always hear the fader	
[scene] + [scene] / [1-8]	copy scene to the other one or a sound	
[rand] / [clear] + [scene]	randomize / reset that scene	
[morph] cv	±5 v = full sweep · knob attenuverts	
shape · reverse	don't blend: each grain picks a or b by chance	

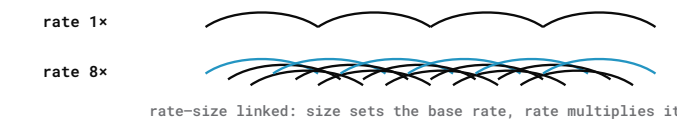
03	position	mgr_03
[start]	where grains begin in the sample	
[wrap]	how far scan travels before wrapping	
[scan]	noon = still · cw forward · ccw back	
resets	sound press or gate = back to start	
live sounds	start cw = the newest audio coming in	
[reverse] long	ping-pong : bounce, don't wrap (fades)	



04	grain	mgr_04
[rate]	0 hz (one grain per trigger) – 130.8 hz	
[size]	20 ms – 4 s · noon ≈ 1 s	
[pitch]	±2 oct (±3 with mod) · green = octaves	
[tone]	ccw lowpass · noon open · cw highpass	
[level] [blur]	grain volume · reverb send + decay	
[reverse]	grains play backwards (per scene)	



05	links · sync	mgr_05
[rate-size]	size sets the rate · rate = 1x – 8x	
[size-pitch]	size = audio amount: octave up = half	
alt › [sync]	rate × ÷ 2 4 8 16 of clock · noon ×1	
sync + [rate-size]	size snaps to clock divisions	

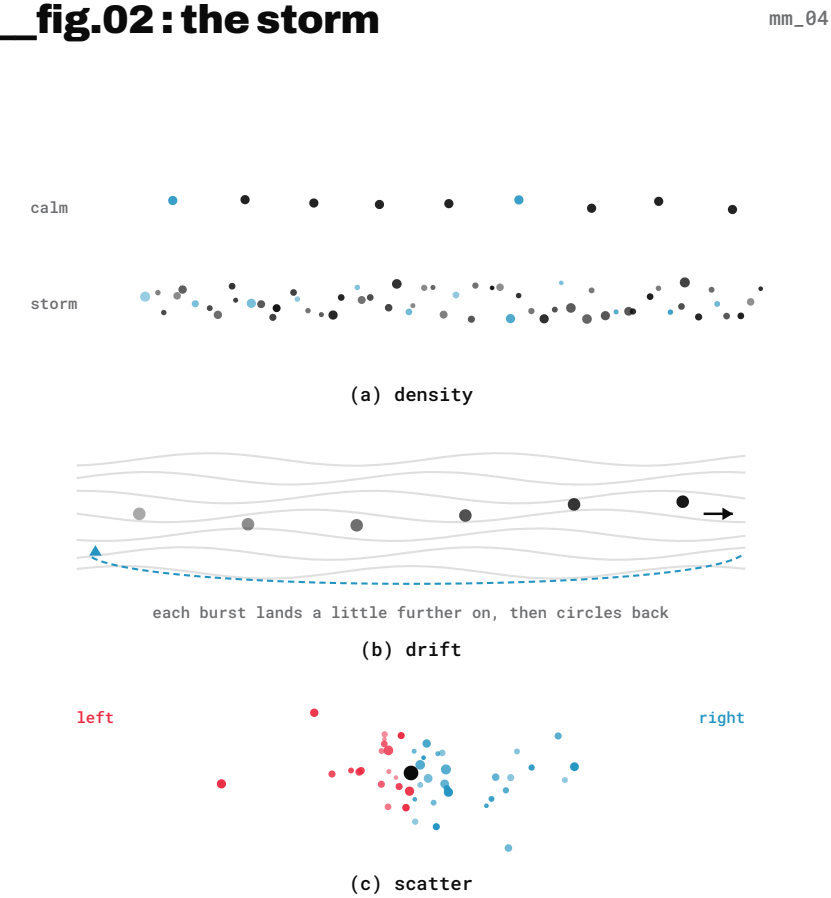


07	clear · control all	mgr_07
[clear] › item ×2	safe clear · red = clearable	
[clear] + item	quick clear, no confirm	
items	sound (×1 settings, ×2 sample) · scene · mod · sample memory · load = init · quant	
[scene] + turn	value goes to both scenes	
[latch] + turn	every sound · + scene = everything	
[rand] + [1-8]	randomize a whole sound	

12	quantizer	mgr_12
alt › [quant] / [quant]	open it (hold quant from home)	
keys	clear rand x y z black · 1-7 white	
notes	root yellow · scale purple · hold = root	
[quant]	knob + mod (dim) / mod only (lit)	
[latch] + note	apply to every sound	

06	modulation	mgr_06
[rand] [x] [y] [z]	mod page · hold = momentary	
mod page	knobs attenuvert: cw + yellow, ccw – purple	
[rand] / [x] + turn	quick assign from home	
[x] [y] [z] jacks	±5 v = full range · pitch 100% = 1v/oct	
[rand] + [x] / [alt]	randomize x's (or rand's) assigns	
[clear] › turn	on a mod page: clear that knob	
rand · start	cw spray · ccw = anywhere in wrap	
rand · rate	ccw = trigger chance 100% → 3%	
rand · level, tone	ccw = random stereo (l / r opposite)	

13	sample loader	mgr_13
alt › [/project] [/wavs] [/recs]	load from that folder	
[<prev] [next >]	step · hold = 5 at a time	
[1-8]	preview through the sound's grains	

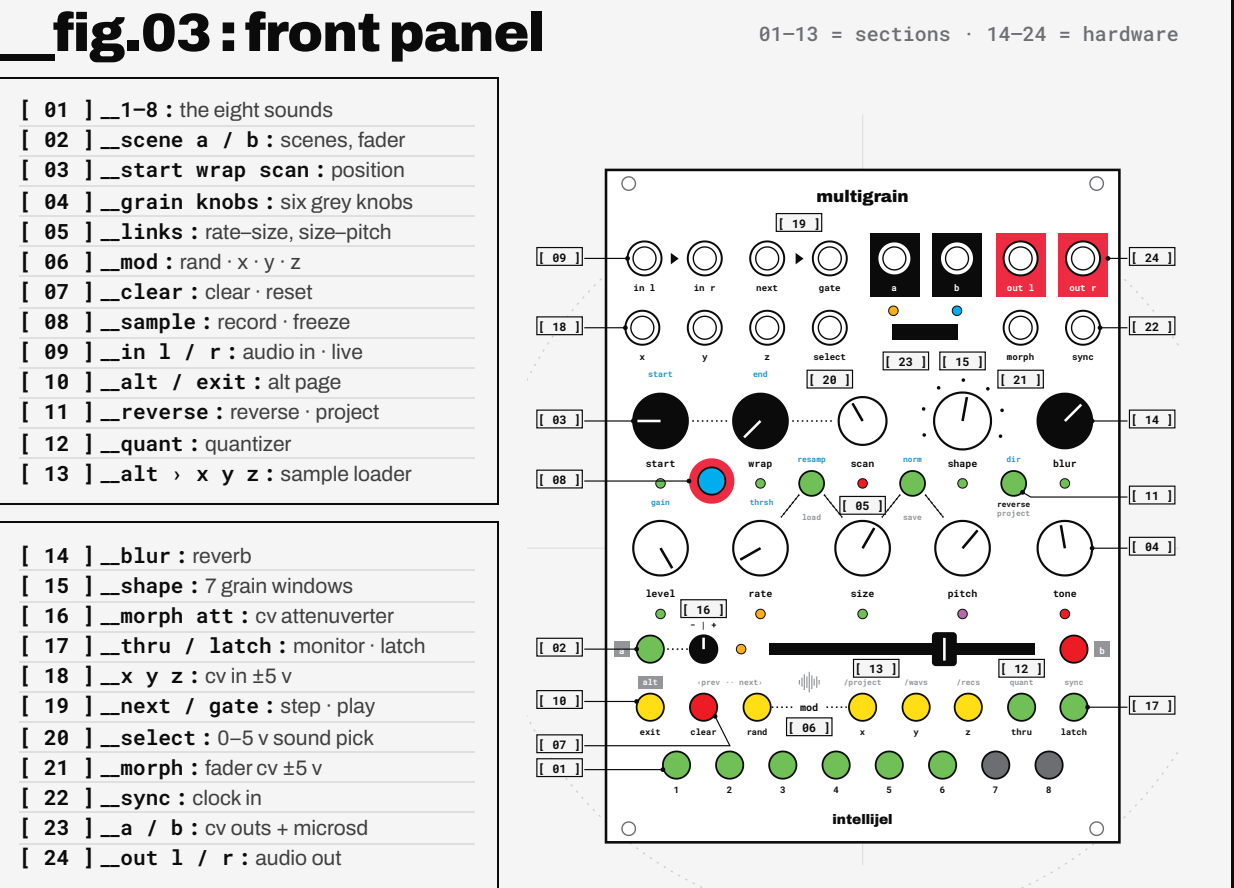


08	sampling	mgr_08
[sample]	rec (red) · again = stop · 32 s max	
then	blue sample = save · empty 1-8 = assign	
[sample] 1 s	grab the last 32 s · or open trim	
trim page	start / end · scene a / b preview · dir · scan = nudge 25-250 ms	
[alt] + [sample]	settings: gain 0.5-8.5x · thrsh = norm	
[thrsh]	rec waits for the input (sample fades red)	
[resamp]	inputs · resample outs · looping (magenta)	

09	live · looping	mgr_09
[1-8] + [sample]	live sound from the inputs (magenta)	
[latch] + [1-8] + [sample]	same, no trigger	
[sample]	magenta = recording · cyan = frozen	
[sample] 1 s	save the loop · 8-32 s memory	
[thrsh]	auto-freezes when the input goes quiet	

10	alt page	mgr_10
[alt] / [alt]	grey labels · hold = momentary	
alt › [pitch]	fine-tune ±7 semitones	
alt › [a] [b]	cycle output modes (see colours)	
[1-8] on alt	sample live · load choke · save gate	
[1-8] + [save] 1 s	save default sound (load = reset)	

11	presets · projects	mgr_11
alt › [load] [save] [project]	preset / project pages	
[x] [y] [z] › [1-8]	bank (twice = 4-6) › slot	
[save] / [load]	quick save · quick reload	
[1-8] 4 s	lock preset · collect project	
[clear] + [load]	fresh empty preset	
room	48 projects × 48 presets × 8 sounds	



_where things hide		25 · mgr_25
system settings		
alt › hold project 4 s		
└ rand random: unipolar (default) / bipolar		
└ latch next jack = scan reset		
└ x auto-collect on preset save		
└ start gate delay, up to 10 ms		
└ wrap select span 5 v · 0.667 v (keyboard)		
└ size max grain: 4 s · ≤ 4 s / sample · ≤ 8 s · full		
└ rate-size shrink grains at high rates		
└ clear 30 s idle = back home (on)		
└ thru knobs jump (default) / catch		
└ pitch a / b 1v/oct trim · size-pitch = test notes		
button LEDs		
└ lit on / available		
└ dim off, but can be turned on		
└ off not available here		
└ blinking selected (active sound / scene)		
└ rapid that page is open		
└ fading leads to a page or an action		
microsd · boot		
└ card fat32 · 32 gb card included		
└ folders Project01-48 · /Wavs · /Recs		
└ latch + clear hold 4 s = reboot		
└ at boot clear = reset globals · sample / load / save / project = LED theme		
LED colours default theme · no screen, so colour is the display		
1-8	● loaded ● playing ● missing	a / b outs ● morph ● grain trig ● grain env
	● live ● live playing	● in env ● out env ○ random
sample	● listening ● recording ● looping	● pitch ● rec ● in gate
	● frozen	
mod · pitch	● + mod ● - mod · quantized	firmware ○ version, shown at boot
	● octave ● between	