

# SoundGrain 4.0 - List of Commands

## Menus

### File Menu:

- New...** (*Ctrl+N*) :  
Start a new project
- Open...** (*Ctrl+O*) :  
Open a previously created .sg file
- Open Soundfile...** (*Shift+Ctrl+O*) :  
Import a new sound into the drawing area
- Save** (*Ctrl+S*) :  
Save the current state of the project
- Save As...** (*Shift+Ctrl+S*) :  
Save the current state of the project in a new .sg file
- Open FX Window** (*Ctrl+P*) :  
Open the granulator's parameters window
- Open Envelope Window** (*Ctrl+E*) :  
Open a grapher window to modify the shape of the grain's envelope
- Run** (*Ctrl+R*) :  
Start/stop processing

### Drawing Menu:

- Undo, Redo** (*Ctrl+Z, Shift+Ctrl+Z*) :  
Unlimited undo and redo stages for the drawing surface (only trajectories)
- Draw Waveform** :  
If checked, the loaded soundfile's waveform will be drawn behind the trajectories
- Activate Lowpass filter** :  
If checked, all points of a trajectory will be filtered using a lowpass filter  
This can be used to smooth out the trajectory or to insert resonance in the curve when the Q is very high
- Fill points** :  
If checked, spaces between points in a trajectory (especially when stretching the curve) will be filled by additional points  
If unchecked, the number of points in the trajectory won't change, allowing synchronization between similar trajectories
- Edition levels** :  
Set the modification spread of a trajectory when edited with the mouse (higher values equal narrower transformations)
- Reinit counters** (*Ctrl+T*) :  
Re-sync the trajectories' counters (automatically done when audio is started)

### Audio Drivers Menu:

- Choose the desired driver
- The drivers list is updated only on startup

### Midi Menu:

- Memorize Trajectory** (*Shift+Ctrl+M*) :  
Memorize the state of the selected trajectory  
The ensuing snapshot will be the initial state for trajectories triggered by MIDI notes
- Midi Settings...** :  
Open the MIDI configuration window

### FxBall Menu:

- Add Reverb ball** (*Ctrl+1*) :  
Create a reverb region on the drawing surface
- Add Delay ball** (*Ctrl+2*) :  
Create a recursive delay region on the drawing surface
- Add Disto ball** (*Ctrl+3*) :  
Create a distortion region on the drawing surface
- Add Waveguide ball** (*Ctrl+4*) :  
Create a resonator region on the drawing surface
- Add RingMod ball** (*Ctrl+5*) :  
Create a ring modulation region on the drawing surface
- Add Degrade ball** (*Ctrl+6*) :  
Create a degradation region on the drawing surface
- Add Harmonizer ball** (*Ctrl+7*) :  
Create an harmonization region on the drawing surface

## Drawing Surface

## Mouse Bindings:

### Left-click in empty space :

Add a new trajectory

### Left-click on red rectangle :

Move the trajectory

### Right-click on red rectangle :

Delete the trajectory

### Alt+click on red rectangle :

Duplicate the trajectory

### Left-click on blue diamond :

Scale the size of a circle or oscil trajectory

### Left-click on a trajectory line :

Drag and modify the shape of the trajectory (see "Edition levels")

### Left-click on the middle of an FxBall :

Move the ball

### Left-click on the border of an FxBall :

Resize the ball

### Right-click on an FxBall :

Open the effect's parameters window

### Alt+click on an FxBall :

Delete the ball.

### Shift+click, up and down motion on an FxBall :

Change the effects's fadein/fadeout ramp time

## Keyboard Bindings:

When the focus is on the drawing surface:

### Delete key :

Delete the selected trajectory

### Arrow keys :

Move all trajectories

### Shift + arrow keys :

Move the selected trajectory

### 1 to 8 (not on numeric keypad) :

Freeze and unfreeze the selected trajectory

### 0 (not on numeric keypad) :

Freeze and unfreeze all trajectories