

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