

# SoundGrain 4.0 - List of Commands

## Menus

### Menu File:

- New...** (*Ctrl+N*) :  
Starts a new project.
- Open...** (*Ctrl+O*) :  
Opens a previously created .sg file.
- Open Soundfile...** (*Shift+Ctrl+O*) :  
Import a new sound in 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*) :  
Opens the granulator's parameters window.
- Open Envelope Window** (*Ctrl+E*) :  
Opens a grapher window to modify the shape of the grain envelope.
- Run** (*Ctrl+R*) :  
Shortcut to start/stop processing.

### Menu Drawing:

- Undo, Redo** (*Ctrl+Z, Shift+Ctrl+Z*) :  
There is unlimited undo and redo stages. These actions have effect only on the drawing surface (trajectories).
- Draw Waveform** :  
If checked, the soundfile waveform will be drawn behind the trajectories.
- Activate Lowpass filter** :  
If checked, All points of a trajectory will be filtered with a lowpass filter. This can be used to smooth 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 adding additional points.  
If unchecked, number of points in the trajectory won't change, useful to keep synchronization between similar trajectories.
- Edition levels** :  
Set the spread of modification of a trajectory when edited with mouse. Higher values give narrower transformations.
- Reinit counters** (*Ctrl+T*) :  
Re-sync the trajectories's counters. This is automatically done when the audio is started.

### Menu Audio Drivers:

Used to choose the desired driver. The drivers list is updated only on startup.

### Menu Midi:

- Memorize Trajectory** (*Shift+Ctrl+M*) :  
Save a snapshot of the state of the selected trajectory. Used as a base for trajectories triggered with Midi notes.
- Midi Settings...** :  
Opens the Midi configuration window.

### Menu FxBall:

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

## Drawing surface

### Mouse Bindings:

**Left-click in empty space :**

Adds a new trajectory.

**Left-click on red rectangle :**

Moves a trajectory.

**Right-click on red rectangle :**

Deletes a trajectory.

**Alt+click on red rectangle :**

Duplicates a trajectory.

**Left-click on blue diamond :**

Scales the size of a circle or oscil trajectory.

**Left-click on a trajectory line :**

The user can drag and modify the shape of the trajectory. See Edition levels.

**Left-click on the middle of a FxBall :**

Moves the ball.

**Left-click on the border of a FxBall :**

Resizes the ball.

**Right-click on a FxBall :**

Opens the parameters window of the effect.

**Alt+click on a FxBall :**

Deletes the ball.

**Shift+click, up and down motion, on a FxBall :**

Changes the fadein-fadeout ramp time of the effect.

### Keyboard Bindings:

With the focus on the drawing surface:

**Delete key :**

Deletes the selected trajectory.

**Arrow keys :**

Moves all trajectories.

**Shift + arrow keys :**

Moves the selected trajectory.

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

Freezes and unfreezes the targeted trajectory.

**0 (not on numeric keypad) :**

Freezes and unfreezes all trajectories.