CIRRUS	TRIGGER IN	SHAPE	DENSITY	PITCH	POSITION	SIZE	FEEDBACK	PAN	MIX	REVERB	HOLD
Granular Clouds 0 - - -	Generates a single grain	Envelope Past 2' activates diffuser	Generation Rate 10' - 12' None CW random CCW equal	Transpose At 12' pitch is unchanged	Grains buffer position	Size of grains	Feedback level	Grain stereo pan	Wet/dry	Reverb mix	Stops the recording
Pitch Shift Time Stretch - 0 - -		Lo-pass/hi-pass filter	Creates a granular diffusion effect based on all-pass filters	Transpose	Buffer position	Controls the size of the overlapping windows used for pitch-shifting and time-stretching	Pitch shiffted delay feedback	Stereo pan	Wet/dry	Reverb mix	Loops the buffer
Loop Delay - - 0 -	With HOLD enabled sending a trigger creates a synched stuttering loop. Otherwise sets the delay time	12' CCW: lo-pass filter 12' CW: hi-pass filter	Granular diffusion effect based on all-pass filters	Transpose	Loop start	Loop duration	Buffer Decay	Stereo pan	Wet/dry	Reverb mix	Loops the buffer
Spectral Processor - - - 0	Creates buildup/feedback	Below 12' low bitrate After 12' more noise	Below 12' partial freeze After 12' merges frames	Transpose	Selects into which buffer the audio is poured	Spectral shifting, but also spectral reversal.	Feedback level	Stereo pan	Wet/dry	Reverb mix	Freezes the audio buffer
Oliverb (mono in stereo out) - 0 0 0	Turns position knob into clock divider/multiplier	LP/HP filter	Decay time of the reverb tail Beyond 3' reverb enters self-oscillation	Reverb pitch shifting	Controls the time it take for the reverb to kick in after a sound has gone in*	Room size	Modulation speed	Reverb smoothing	Wet/dry	Modulation amount	Sets reverb to (near) infinite decay and mutes the input
Resonator 0 - 0 0		Dampening At 12' no filtering is applied	Decay Beyond 3' decay is infinite	Pitch	Controls the timbre and duration of the noise burst	Chord**	Harmonics	Fully CCW hard pan 12' Stereo Fully CW wider stereo	Mild random distortion	Scatter	Switch the current voice, and inhibits further voice switch by the Trig CV
Beat Repeat 0 0 - 0	Clock required	Slice mode With cv can pick any of the 8 slices*****	Loop Size Modulation	Playback speed	Loop Start Defines the beginning of the loop interval relative to the total slice duration***	Defines the size of the loop interval relative to the total slice duration as well as the loop mode**** (regular/alternating)	Selects one of four pitch modulation modes******	Clock Divider	Slice probability when HOLD is off	Controls the contribution to Cloud's feedback path	Enables slice processing / beat-repeating
Spectral Clouds 0 0 0 -		Filter texture: Defines the degree of phase randomization in the frequency	Defines the smoothing intensity on the frequency band	Frequency amount of Pitch shifting	Defines the probability of a frequency band to become enabled	Controls the number of filter bands and their width	Warm distortion	Random filter change probability	Wet/dry	Reverb mix	Freezes the audio buffer

* Clock subdivisions: 1/16, 3/32, 1/8, 3/16, 1/4, 3/8, 1/2, 3/4, 1, 3/2, 2/1, 3/1, 4/1, 6/1, 8/1, 12/1
** Chords: Unison, Fat, Superfat, Fat power, Fat octave, Octaves, Power, Major, Major7, Minor7, Minor, Sus2, Sus4, Minor9, Major9, Minor11, Major11, and Major11
*** Sync options: [0-1/64] free/unquantized, 1/64, 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 1
**** Left to 12' : [0-1/64] free/unquantized, 1/64, 1/32, 1/16, 1/8, 1/4, 1/3, 1/2 Alternating from 12' to the right: 1/2, 1/3, 1/4, 1/8, 1/16, 1/32, 1/64, [1/64-0] free/unquantized
***** 0 - Disabled - Only Texture CV selects slices. 1- Repeats current slice 2- Skips every second slice 3- Skips two slices 4- Skips three slices 5- Skips four slices 6- Skips five slices 7- Random
****** No modulation (9') Fixed pitch - reverse playback (12') Linearly decreasing pitch starting from the original pitch to the selected target pitch (Pitch Knob) (3') Linearly increasing pitch starting from the the selected target pitch (Pitch Knob) to the original pitch (Max) Simulated vinyl scratching - sinusoidal pitch modulation - the Pitch Knob defines the intensity.