BLUR

Blur amount --->

Gain amount --->
compensation
or
softkey effect

<--- Blur range switch
    up: smeared
    mid: blurry
    down: melted

signal input --->

CV input ------->
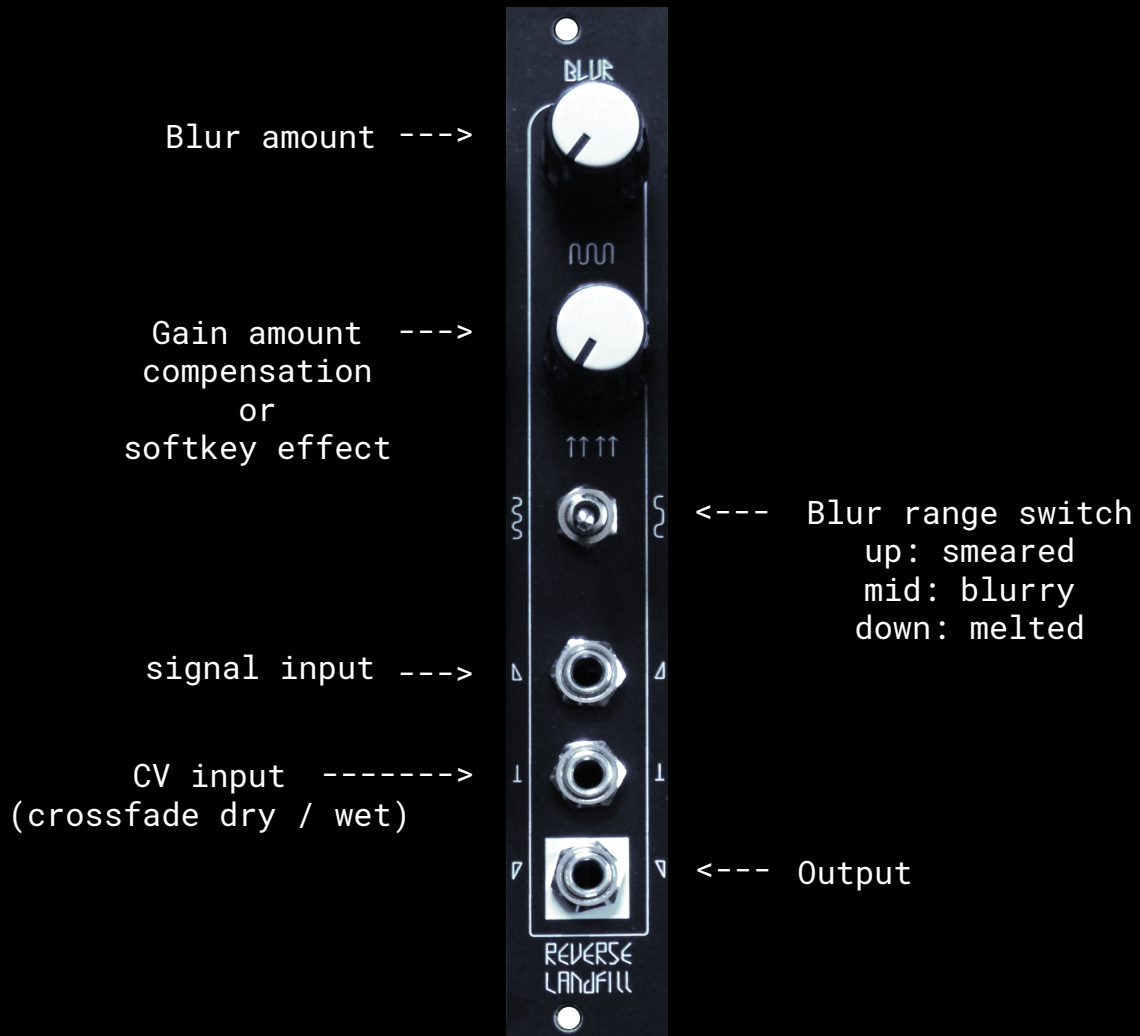(crossfade dry / wet)

<--- Output

REVERSE
LANDFILL

Jumper on the backside:

blur to black
or
blur to white