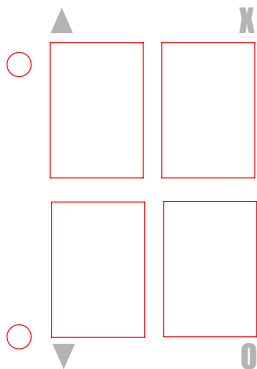


# //GRAINMOTHER\\



**CRUSH**



**SPICE**



**SPACE**



**TUNE**  
GRAINLENGTH  
DECAY



**RATE**  
DENSITY  
PREDELAY



**DEPTH**  
VARIATION  
MOD RATE



**SATURATION**  
PITCH  
MOD DEPTH



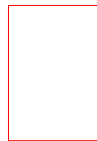
**SPREAD**  
DELAY  
SIZE



**NOISE**  
FEEDBACK  
FEEDBACK



**BITCRUSH**  
HIGHCUT  
HIGHCUT



**WAVEFORM**  
REVERSE  
REVERB TYPE



**MIX**



**BYPASS**



**TEMPO**

