Intellijel — MultiGrain

- [Manual PDF](#)

[Intellijel Multigrain v1.2 Manual (PDF Previewed)](#)
(Replace with actual link to PDF if available online)

Intellijel Multigrain v1.2 Cheat Sheet

Live Stereo Morphing Granular Sampler

Inputs & Outputs (Jack Reference)

Jack	Type	Voltage Range	Description
IN L	Input	Audio	Left audio input
IN R	Input	Audio	Right audio input
OUT L	Output	Audio	Left audio output
OUT R	Output	Audio	Right audio output
NEXT	Input	>2V trigger	Advances to next Sound; can be set as RESET for SCAN
GATE	Input	>2V gate	Triggers current Sound
SELECT	Input	-10V to +10V (±10V, rectified)	Selects which Sound to play

Jack	Type	Voltage Range	Description
X	Input	-10V to +10V (±10V)	Assignable CV modulation input
Y	Input	-10V to +10V (±10V)	Assignable CV modulation input
Z	Input	-10V to +10V (±10V)	Assignable CV modulation input
MORPH	Input	-10V to +10V (±10V)	CV input for MORPH fader
SYNC	Input	>2V clock/pulse	Syncs grain rate/position for Sounds/Live input
A	Output	-5V to +5V (±5V)	Assignable CV output (options per Alt Panel)
B	Output	-5V to +5V (±5V)	Assignable CV output (options per Alt Panel)
SD Card		N/A (microSD slot)	microSD for samples, projects, presets (≤32GB, FAT-32)

Panel Controls Overview

Knobs (with LEDs)

- **START**: Grain starting position in sample/buffer
- **WRAP**: Scan area range window
- **SCAN**: Speed/direction to scan sample area
- **SHAPE**: Grain window shape (7 types, discrete)
- **BLUR**: Reverb amount
- **LEVEL**: Grain output volume

- **RATE**: Grain trigger rate (0–130.8 Hz, or clocked/linked)
- **SIZE**: Grain length (20ms–4s)
- **PITCH**: Pitch shift (-2 to +2 octaves, CV up to ±3)
- **TONE**: 2-pole LPF (CCW) — HPF (CW)

Fader

- **MORPH**: Scene A ↔ Scene B interpolation (CV, w/ attenuverter*)

Buttons

- ◎**SAMPLE**: Record/assign sample, resample, freeze (read mode-dependent)
- **RATE–SIZE (Link)**: Ties RATE and SIZE behavior
- **SIZE–PITCH (Link)**: Ties SIZE and PITCH behavior
- **REVERSE**: Grain playback direction (or ping-pong, hold to enable)
- **SCENE A / SCENE B**: Select/use/edit either scene per Sound
- **ALT / EXIT**: Hold/tap for Alt/settings/exit page
- **CLEAR**: Clear/reset modulation, scenes, sounds, memory etc
- **RAND / X / Y / Z**: Assignable mod pages, per-parameter attenuversion for random/external CV
- **THRU**: Input monitoring/bypass to output (and Blur, with latch/lock options)
- **LATCH**: Sustain sound, toggle latching
- **SOUND 1–8**: Trigger/select 8 Sounds (manual or CV control)

Other Functions / Hidden Shortcuts

- **Combo Holds:** Hold + press for many actions (see shortcuts below)
- **Long Presses:** Enter ping-pong, quick save/load, etc.

* **MORPH ATT** (not panel-labeled): Attenuverter for Morph CV

Voltage/Control Summary

Function	Source	Range	Usage
X/Y/Z Inputs	CV in	±10V	Mod-assigned to (almost) any parameter, incl. Reverse
Morph Input	CV in	±10V (±5V sweeps)	Fader position modulated
Gate/Next Input	Gate/ Trig	>2V	Trigger Sound or advance/ scan/reset
Select Input	CV in	±10V (rectified)	Sound selection via CV (0V– 5V mapped 1–8)
Sync Input	Trig/ Clock	>2V	Syncs grain rate or Live Sound positions
A/B Outputs	CV out	±5V	Envelope, S&H, random, morph, grain triggers, etc. (assignable)

Core Workflows

Loading & Assigning Sounds

- **Load sample:** ALT > /PROJECT, /WAVS, /RECS > assign to SOUND (preview by pressing/latching)
- **Record sample:** Press ◎SAMPLE to record; press ◎SAMPLE again to stop; assign to SOUND or save
- **Live Sound:** Hold SOUND, press ◎SAMPLE (button turns magenta/pink)

Playing Sounds/Grains

- **Trigger:** Press/hold SOUND 1–8 (or gate)
- **Latch:** Enable latch, press SOUND (continues sound)
- **Morph:** Move MORPH fader between A↔B for morphing

Editing Parameters

- **Adjust Knobs:** Direct control over granular/sample params
- **Assign Mods:** On RAND/X/Y/Z mod page, turn knob for attenuversion
- **Copy/Randomize:** Hold/press relevant controls (e.g. Hold SCENE A, press SCENE B to copy)

Scenes & Morphing

- **Edit Scene:** Select Scene A / B, adjust parameters
- **Morph:** Crossfade using fader (CV controllable)
- **Copy Scene:** Hold SCENE, press the other to paste
- **Randomize Scene:** Hold RAND, press SCENE

Sampling & Trimming

- **Live/Looping:** Loop: Hold SOUND + press ◎SAMPLE. Freeze w/ ◎SAMPLE. Save to SD by long-press.
- **Trim:** After capture, long-press ◎SAMPLE for advanced trimming/editing.

Reference: Quick Shortcuts

Action	Combo
Clear Sound	Hold CLEAR, press SOUND (once=settings; twice=delete sample)
	Enable LATCH, press SOUND, adjust params

Action	Combo
Latch sound, keep latched, edit	
Copy Sound	Hold SOUND, press destination SOUND
Morph All Scenes/ Sounds	Hold LATCH, or Scene, or both, then move knob
Assign modulation	Hold RAND/X/Y/Z (mod page), turn knob
Modulate Param Across Sounds	Hold LATCH + param on mod page
Enable Live Sound	Hold SOUND, press ◎SAMPLE
Randomize Scene/ Sound/X/Y/Z	Hold RAND, press SCENE/SOUND/X/Y/Z
Enable THRU/Bypass/ Lock	Press/hold LATCH + THRU; hold to lock
Enter System Settings Page	ALT + long-press PROJECT (~4s)
Reboot Module	Hold LATCH + CLEAR (~4s)
Quick Open Quantizer	Long press QUANT
Quick Save/Load Preset	Long press SAVE or LOAD

(For a full shortcut table, see manual page 53–54)

Assignable CV Output Modes (A/B Outs)

- Morph fader (GREEN)

- Grain trigger pulse (AMBER)
- Grain envelope (BLUE)
- Input envelope follower (MAGENTA)
- Output envelope follower (RED)
- Random S&H per grain (WHITE)
- Grain pitch (CYAN, v1.2+)

Sample/Format Requirements

- WAV, 48 kHz, 16 bit, Stereo, ≤32 seconds
- microSD, FAT-32, ≤32GB recommended

Other Tips

- **Projects/Presets:** 48 Projects (6x8); 48 Presets per Project
- **Samples:** /PROJECT (per-project: 128), /WAVS (global: 128), /RECS (global: 1024)
- **Firmware Upgrades:** USB-C, hold boot and follow Intellijel Updater

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