

///AMAZING |||NOISES

Grain Freezer — quick guide

Grain Freezer is a stereo effect that turns a short fragment of incoming audio into a continuous granular texture. Capture a moment with **Manual**, or let **Auto** periodically refresh the fragment. **Balance** blends the texture with the incoming audio.

Getting started

1. Insert Grain Freezer on a stereo track, start an audio source, and start playback in your DAW.
2. With the default settings, **Auto** is selected: **Time** is 1 s, **Ratio** and **Balance** are 100%, and **Auto Output** is ON. You hear a texture that refreshes every second. Reduce Balance to hear the original source too.
3. To freeze a particular moment, switch to **Manual**, select **Toggle**, leave **Preload** at –20 ms, and click **Freeze**. Click again to return to the original audio.

Controls

Control	What it does
Manual / Auto	Chooses between capturing on command and refreshing the fragment automatically.
Freeze	In Manual, captures a 150 ms fragment and sustains its texture. When off, only the original audio passes through.
Toggle / Hold	In Manual, Toggle turns Freeze on and off with successive clicks; Hold keeps it on while you hold the mouse button down.
Preload	In Manual, shifts the capture window relative to the Freeze command: –150 ms uses only preceding audio, and 0 ms uses only following audio. It adjusts in 1 ms steps and displays whole milliseconds. The default is –20 ms.
Time / Sync and Period	In Auto, Time sets the period from 0 to 16 s. Sync follows fractions and multiples of a DAW bar, from 1/64 of a bar to 8 bars. Time at 0 creates a granular texture that continuously follows the input instead of holding a fragment: it is not a bypass.

Control	What it does
Ratio	In Auto, sets the percentage of each interval during which you hear the effect; only the original audio passes through for the rest. The range is 0% to 100%: at 0% only the original audio passes through. When Time is 0, any value above 0% keeps the effect on continuously.
Balance	When the effect is active, 0% gives only original audio, 100% only texture, and intermediate values blend the two.
Auto Output	The power icon beside AUTO. In Auto, OFF passes only the original audio. Captures continue during playback, so ON resumes the current cycle.

With very short positive periods, some captures may be skipped while the previous capture is still in progress: the fragment does not necessarily refresh at every interval.

When the DAW reports **Stop**, Auto returns to the original audio and stops capturing, in both Time and Sync. **Play** resumes operation. Sync requires the DAW to provide a valid musical position, tempo, and time signature.

Drag the controls to adjust them; hold **Shift** for fine adjustment and double-click to restore the default value. For Time, Preload, Ratio, and Balance, you can also click the value and type. For **Time**, typed values are always in milliseconds, even when the display shows seconds: for example, type **1500** to set **1.5 s**. The Freeze button in the interface is operated with the mouse; DAW automation controls it directly.

The **i** button in the panel opens information about Grain Freezer; **X** returns to the controls. The Amazing Noises website link is clickable.

Presets and sessions

The top bar lets you select and save presets in `.angfr` format. Presets and your project retain the settings, which may therefore differ from the defaults, but not the captured audio fragment. When you reopen a session, Freeze is off in Manual; Auto captures a new fragment from the input during playback. If you cannot hear the texture, check that audio is arriving, that Balance is above 0%, and, in Auto, that the DAW is playing, Ratio is above 0%, and Auto Output is ON.