

Pigra 3.0 feature

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| 1.Stretch Reset Mode | 3.Bubble Mode |
| 2. Delay N/8 Mode | 4.Other |

New point view

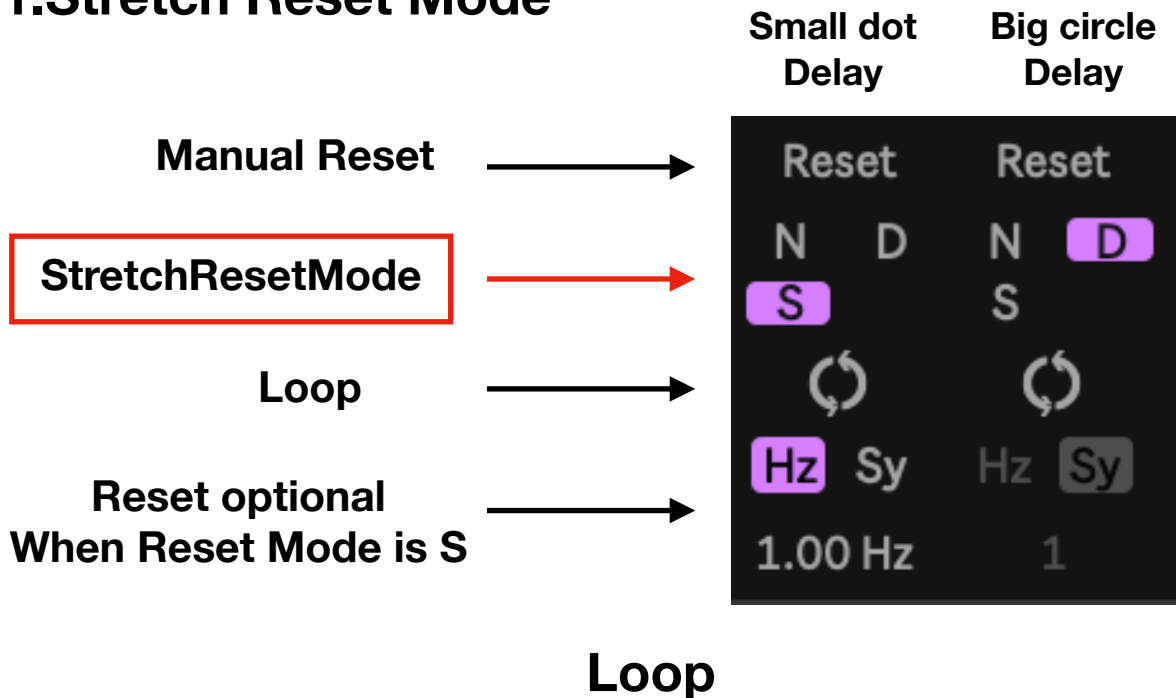
The two key factors are where position to reset to and when to reset. These synchronization features have been improved.

The following four factors are involved in determining the reset position (such as the delay value or the loop start position):

- 1.Delay Mode**
- 2.Stretch Mode**
- 3.Pitch Reverse**
- 4.Bubble Mode**

These setting changes the delay value and the loop start position. In version 3.0, these issues have been significantly improved.

1.Stretch Reset Mode



Loop through the delay interval or the reset interval.
This is not an infinite loop. The section that is looping will
eventually write a new value.
(Maximum delay size is 25 seconds)

StretchResetMode

Simply put, constant reset rules
for changing the delay position or the loop start position by
reset.

There are three modes.

StretchResetMode N : none

Does not perform a reset.
No loop, reset only manual reset or delay time changing.
It is same as “D : delay” without constant reset.
If N/8 mode is Repeat Length >0,
it will be same as Repeat Length 0. Invalid setting.

StretchResetMode D : delay

Sy mode and n/8 Repeat Length:0 :
Reset to synchronized position corresponding to the pitch.
When pitch change,
basically, re-synchronize by next constant reset.

Ms mode :
Not synchronized, reset to delay (or rec) position.
the cycle is reset by manual reset.
Then, loop start position is 0 point of the cycle.

N/8 Repeat Length>0 :
Reset to repeat position.
BaseLength 1 -> synchronized by 1/8 delay size.
BaseLength 1/2 -> synchronized by 1/16 delay size.

StretchResetMode S : Stretch (Optional):

Set the reset interval yourself. Use “hz” or “Sy” to set it.

Ms and N/8 Repeat Length>0 :
Same as D mode.

Sy mode and n/8 Repeat Length:0 :
regardless of the pitch, it will now force a reset to the current
delay position(or rec position) upon resetting.

If “Hz”, this cycle is reset by Manual Reset.

About Reset Position

"Reset" refers to:

1. capturing the delay position, 2. capturing the loop start position.

There are 3 ways to "Reset".

1.Manual Reset, 2.Delay Time Change, 3.Stretch Reset (constant)

1.Manual Reset

Pitch > 0 :

Reset to delay position.

Pitch < 0 and Pitch Reverse Reset Position is red :
recording position.

Pitch < 0 and Pitch Reverse Reset Position is white :
delay position.

But,

Delay / N/8 RepeatLength>0,
Repeat position.

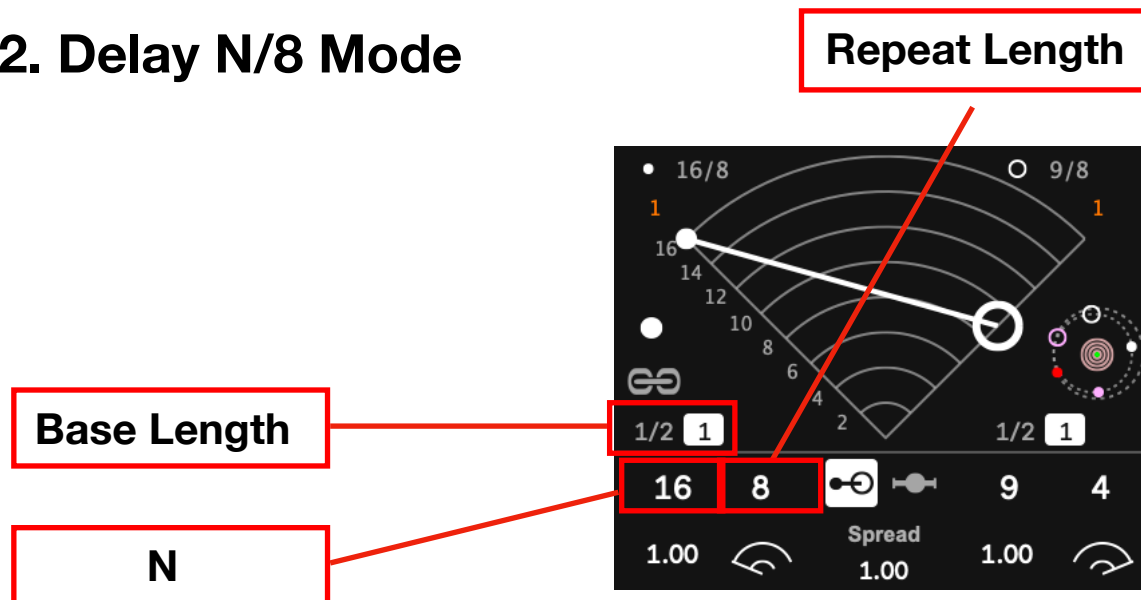
2.Delay Time Changing

Basically, it is same as Stretch Reset Mode.

But,

Delay / N/8 RepeatLength>0,
no reset.

2. Delay N/8 Mode



The delay time = Base Length * N/8.

Base Length is 1 bar or 0.5 bar.

Ex) Base Length=1/2, N=4, The delay time = 1/4.

With delay intervals of 1/8 or 1/16, this delay works well with step sequencer-style sound modules.

Repeat Length

Value : 0

This works the same way as Sync Mode; the only difference is the delay value.

Value : 1-16

You can create sounds like stutter and beat repeat.

About Repeat Length value

This is set to a length of $n/8$ or $n/16$, and the loop start position is updated at each of these intervals. For example, if the value is 8(so, $8/8$), the position will not be updated for 1 bar.

Notice 1 :

In this mode, the resetting when the delay time is changed is only enabled when Stretch Reset Mode is set to "none."
This is because, the signals are not synchronized in this mode, so changing the delay would cause a timing offset.

And

Stretch Reset Mode is "none",
Even Repeat Length > 0,
It will be same as Repeat Length = 0.

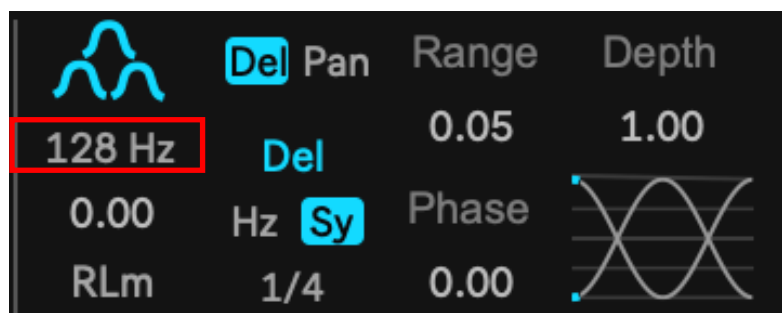
Notice 2 :

If the "GrainSpeed" in Bubble Section is too slow, repeats and updates will be delayed, and the sound will lose its precision.

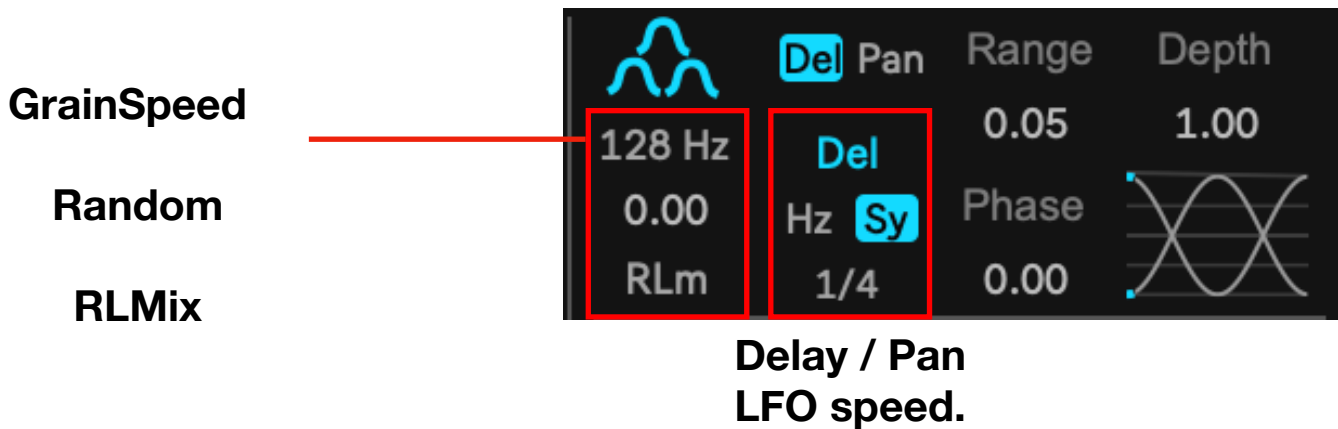
Recommended speed: over 128 Hz.

This part is scheduled for future improvement.

GrainSpeed



3.1 Bubble mode (Revised description)



GrainSpeed :

Ultimately, The delay position is acquired at this speed.

Random:

Add randomness to Delay and Pan.
Even if when Bubble off, enable.
When Bubble on and Depth 0-1,
Delay : Cycle + Random (Rand mix)
Pan : Cycle -> Random (Perfect Random)

RLMix:

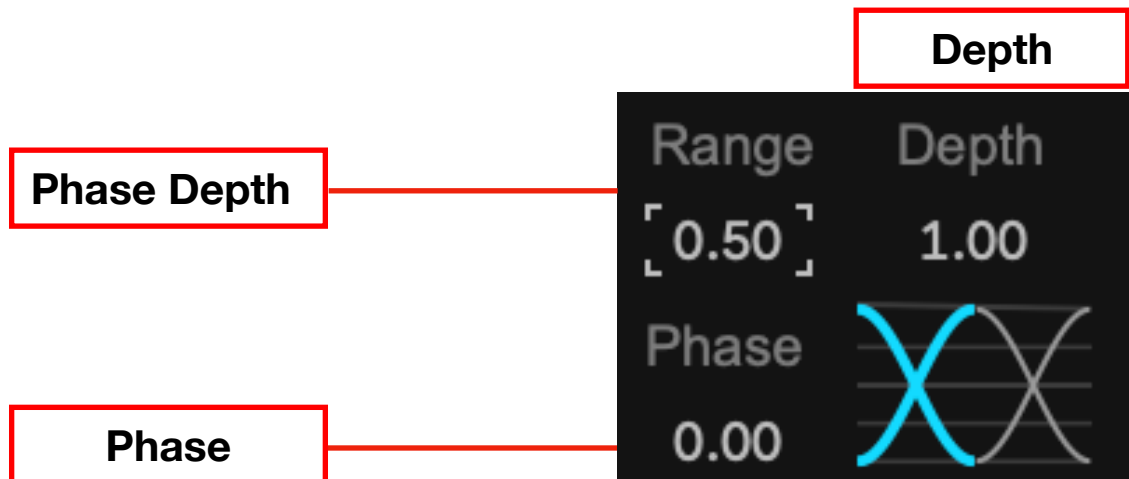
Bubble LRmix Rand on/off. when this on, spread and pan are disable.

Delay/Pan LFO Speed:

It transitions between two delay or pan values using a cosine waveform.

Click the text ("Del" or "Pan") to toggle it on or off.
Blue is On.

3.2 Bubble mode new feature



With this update, you can now specify which parts of the waveform to use.

4.Others

Pitch reverse reset position

When, $\text{pitch} < 0$, You can select the reset position.
(White dot: delay position or red dot: rec position)

Notice:

When LFO speed is fast, depth is high,
Even select rec position, it will be move at delay position.



Discrete —> fixed name changed
ex) DiscretePitchType1 -> FixedPitchType1

For Push

The bank parameters in version 3.0 differ significantly from those in version 2.0.

Maximum delay size = 25s / any sampleRate
support up to SampleRate : 192hz