

SPECTRON

Spectron is a spectral diffusion delay effect. It creates delays for each frequency and allows you to alter them globally with easy-to-use controls. The effects can range from out-of-this-world alien textures to rich ethereal soundscapes. The SHIFT section creates rising or falling effects that can be used for musical transitions, uneasy dissonance or riser and downer FX. The DIFFUSE section spectrally blurs and stretches your sounds over time creating reverb-like effects that can be lush and heavenly or dark and disturbing.

DRY controls the level of the unaffected signal.

WET controls the level of the effected delay signal.

FEEDBACK controls the amount of signal fed back to the input, therefore increasing the number of delay repeats.

TIME selects the synced value for the delay time.

TYPE selects the type of synced time.

SPREAD spectrally separates the delays over the frequency range across the left and right channels, creating a widening effect.

WARP spectrally changes the delay times across the frequency range, creating a rising or falling effect.

TONE spectrally changes the delay levels across the frequency range, creating a dampening effect.

SHIFT controls the amount of spectral shifting. The effect depends on the currently selected shift mode. Note the the effect is inside the feedback system, so it increases with each repeat.

SHIFT MODE selects the type of effect for the SHIFT control. PITCH = pitch shifting, FREQ = frequency shifting, BEND = spectral pitch bending and FORM = formant shifting.

DIFFUSE controls the amount of spectral diffusion. It smears the audio in time, creating a reverb type effect. Its character depends on the currently selected diffuse mode.

DIFFUSE MODE selects the type of effect for the DIFFUSE control. SHIMMER = an octave up, DOOM = an octave down, METAL = a disharmonic resonance and LUSH = a rich chorus.