----------**Delay**----------

1. **Digitl** – digital delay with two types of modulation: chorus and vibrato
    a. ***Time*** – delay time, tap tempo available
    b. ***Fbk*** – feedback level, when turned fully CW, the feedback loop is frozen
    c. ***MDpt*** – modulation depth. At noon, there is no modulation. Turn counter clockwise, and the depth of vibrato modulation is increased. Turn clockwise, and the depth of the chorus modulation is increased
    d. ***MSpd*** – modulation speed

2. **Revrse** – reverse delay with pitch/playback speed and direction control
    a. ***Time*** – delay time, tap tempo available
    b. ***Fbk*** – feedback level, when turned fully CW, the feedback loop is frozen
    c. ***RPit*** – speed and pitch of the reverse delay
    d. ***Dir*** – blend between the reverse/ pitch shifted signal and a standard forward delay

3. **Analog** – emulation of analog delay with modulation and a unique fidelity control
    a. ***Time*** – delay time, tap tempo available
    b. ***Fbk*** – feedback level, does not freeze when at maximum, allowing for classic feedback swells
    c. ***Spil*** – simulates the bucket brigade loss, or 'spill'. Increasing this control will add more filtering, noise, and saturation to the delayed signal.
    d. ***Mod –*** modulation on the delay signal

4. **Tape** - emulation of tape delay, accentuating the high and low frequency loss on tape delays
    a. ***Time*** – delay time, tap tempo available
    b. ***Fbk*** – feedback level, does not freeze when at maximum
    c. ***Age*** – amount of filtering on the delay signal
    d. ***W+F*** – wow and flutter modulation, as well as lag placed on delay signal

5. **Grains** – granular delay
    a. ***Size*** – grain size
    b. ***Fbk*** – feedback level, when turned fully CW, the feedback loop is frozen
    c. ***Pos*** – position of the grain you hear within the delay buffer
    d. ***Rand*** – randomize POS control

6. **Pitch** – delay with ascending or descending pitch shifting in the feedback loop
    a. ***Time*** – delay time, tap tempo available
    b. ***Fbk*** – feedback level, does not freeze when at maximum
    c. ***Pit*** – selects the quantized interval of the pitch shifting
    d. ***Det*** – sets the amount of pitch shifting happening, from none when CCW to the full interval (set by Pit) when positioned fully CW

7. **Multi** – dual tap delays whose times are synced to the golden ratio ~1.62, with random modulation
    a. ***Time*** – delay time, tap tempo can be applied to the primary tap (Bal fully CCW)
    b. ***Fbk*** – feedback level, when turned fully CW, the feedback loop is frozen
    c. ***Mod*** - At noon, there is no modulation. CCW, and the depth of the random vibrato modulation is increased. CW, and the depth of the random chorus is increased
    d. ***Bal*** – blend between the two delay taps, CCW isolates the primary tap, CW isolates the secondary tap and in between will yield different proportions of both

8. ***EnHold*** – envelope hold delay, freezes audio when an envelope detector is triggered by incoming audio.
    a. ***Time*** - delay time, tap tempo available
    b. ***Sen*** - sensitivity of envelope detector
    c. ***PSpd*** – speed of octave modulation
    d. ***PDpt –*** depth of octave modulation