Model settings and live reverse

A playing reference for 1.3.5.0+c. Start here to combine stock delay behaviour with Seal Eggs features.

Enter, edit, save

Choose MODEL first. Hold MOD SYNC alone for about 1 second, then release. Tap an option button to cycle its choices. Tap MOD SYNC, hold it for about half a second, or change MODEL to save and exit. Wait for the brief green save flash after an edit.

MODEL	FREEZE	TAP	DELAY SYNC
TAPE	● Blue Noise ● Amber Character	● Blue Stock tone ● Amber Bright	● Blue Stock pickup ● Amber Fast pickup
BBD	● Blue Noise ● Amber Character	● Blue Stock tone ● Amber Light	Dark / unused
DIGI	● Blue Noise ● Amber Character	● Blue Digital ● Green Cold Digital ● Amber Sunny Tape	● Blue Stock ● Cyan Smooth ● Amber Stepped ● Magenta Throw

Model voicing and the NOISE knob

Choice	Behaviour
Noise / Character	Noise retains native hiss and crackle. Character assigns BRIBERY's second tone control to NOISE. Tape gains midrange grit, BBD sputters and drops out, and Digi introduces buffer glitches and octave fragments. COLOR remains available.
Tape Bright	Removes two internal tone shelves, lifting upper frequencies by roughly 3-5.5 dB above 1 kHz. Tape Bright is independent of the global bright/dark drive setting selected at power-on.
Tape Fast pickup	Speeds the response to TIME moves by about five times. Try it with Bright off to keep the darker Tape tone.
BBD Light	Opens the internal filter ceiling to 12 kHz from the stock 4.2 kHz. Long BBD times still darken as the simulated clock slows. Use the native LP slider to trim the top end.

Reverse and saving

Tap FREEZE to reverse the live delay. Input and feedback continue, and TIME edits take effect at a slice boundary. Hold ALT + TAP together for about a second to change the button's role to native Freeze. On the next boot the tap operates Reverse again, initially off.

Edits apply on short releases in options. MOD SYNC breathes white and alternates teal or orange if an alternate engine is open. A green acknowledgment follows a successful changed-settings write. New model options default to stock. A previous Seal Eggs Character preference seeds all three models. A factory reset also resets the new options.

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Digi TIME and Pitch Throw

Use these four responses in native Digi. The DELAY SYNC button selects the response inside options and returns to its clock function outside.

DELAY SYNC in options	What happens to the sound
Blue Stock	The original forward Digi reader crossfades on a time change. Engaging reverse uses the reverse reader temporarily and preserves your saved choice.
Cyan Smooth	TIME movement produces a continuous pitch bend. The response follows the slider or CV. A rapid jump still gives a sharp change.
Amber Stepped	BRIBERY's original Digi Doppler. Large changes move in semitones and can reach about two octaves. Smooth and Stepped use the same delay follower.
Magenta Throw	The ordinary Digi echo continues while one additional stereo voice bends independently. It reads the existing history and fades into silence. MIX controls its audible wet level.

Launch a Pitch Throw

Set DIGI / DELAY SYNC to magenta in options, then exit. Let TIME/L rest for about 0.1 second. Move it at least 2% of its travel. Shorter TIME throws up, longer TIME throws down. One echo glides toward five semitones and fades over two seconds while the regular delay continues.

Reposition TIME/L quietly

In native Digi Smooth, Stepped or Throw, close options. Hold FREEZE/ALT for about half a second, move TIME/L, then release. The manual delay time stays put until the slider crosses its old position. In Throw you can re-arm at the new position before pickup. A voice already in flight finishes its bend.

Timing and interaction

During the throw	What to expect
Direction	After the short rest, a move of at least 2% must sustain its direction for about 20 ms. The launched voice begins near the original pitch, rising or falling toward five semitones.
Tail / feedback	Later slider movement leaves the launched trajectory alone. Existing echoes can be heard in its source. The new voice itself is mixed outside the feedback path. FOG can ring beyond the voice's two-second fade.
Pickup / re-arm	A deliberate ALT hold of at least about 250 ms engages quiet repositioning. After release, the slider must reach the saved position for manual time to resume. CV and modulation continue. Rest TIME again to re-arm a throw.
Changing context	Reverse, native Freeze or entering options inhibits new throws and fades the running voice. Switching model, response or engine clears the temporary pickup. The response choice survives power-off.

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Seal Beads

A granular instrument behind DIGI. It writes incoming stereo audio to a buffer and plays short, independently pitched windows of that recording.

> **Enter or leave an alternate engine**
>
> With BBD or DIGI selected, hold FREEZE/ALT + DELAY SYNC together for about 1 second. Release both. TAP breathes orange for Microloops or teal for Beads. Repeat the gesture or move MODEL away to leave.

Grain controls

Panel control	Free timing	With DELAY SYNC
TIME RANGE + TIME/L	Short / Med / Long reach back about 1 / 4 / 16 seconds. TIME chooses the read position with finer travel near the present.	Look-back windows span 1 / 4 / 16 pulses.
WIDTH/R	Grain duration, about 20 ms to 8 seconds.	Duration from 1/16 to 16 pulses.
MOD RATE	Pitch across ±2 octaves, with extra travel at musical intervals.	Same pitch control.
MOD DEPTH	Density from off to about 40 starts per second.	Grain starts per pulse are off, 1/8, 1/4, 1/2, 1, 2, 3, 4, 6, 8.
MOD knob	Grain overlap. More overlap lets earlier grains ring across later onsets.	Blend remains available while onsets follow the grid.
COLOR	Envelope from soft at the bottom through a bell around noon to hard rectangular edges at the top.	Same envelope control.
NOISE	Sprays read positions across the selected look-back range and varies grain onset.	Spray uses clocked slices.

Recording media

DIGI / TAP in options	Recording path
● **Blue Digital**	The original Seal Beads digital recording quality.
● **Green Cold Digital**	12-bit recording with the granular engine at two-thirds rate, about 31.25 kHz on Sealegs. Redux converts stereo audio into and out of this rate.
● **Amber Sunny Tape**	12-bit recording with half-rate filtering and playback, about 23.44 kHz internally. Grain timing is compensated for the slower engine.

The DIGI TAP choice sets **Beads** recording quality. A blinking colour means it is pending. Leave and re-enter Beads to apply it. Entry starts a fresh recording.

Tap MOD SYNC for triplets. With the default button assignment, tap FREEZE for reverse grains (magenta), or hold ALT and tap MOD SYNC to freeze the recording (blue). The button-role swap interchanges these controls. PONG sums the inputs and spreads grains, T:W pans stereo grains, and L/R retains channel placement.

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Seal Microloops

BRIBERY's BBD alternate engine uses captured loops. TIME RANGE selects an algorithm. RATE chooses a variation in four zones from bottom to top.

Enter or leave an alternate engine

With BBD or DIGI selected, hold FREEZE/ALT + DELAY SYNC together for about 1 second. Release both. TAP breathes orange for Microloops or teal for Beads. Repeat the gesture or move MODEL away to leave.

Algorithms and variations

Range	A	B	C	D
SHORT Drone	Loop length breathes down and up.	Sub-octave loop with a broad, slow low-pass sweep.	Each new capture rings through a different resonant band.	Louder input makes the loop shorter, softer input lets it open.
MED Shuffle	Each step gets a low-pass setting.	Some steps replay at half speed. A filtered low octave enters above 90% DEPTH.	Add overlapping layers with resonant filter sweeps.	A double-time layer joins, then a crushed sub-octave.
LONG Octaves	Normal-speed loop plus an upper octave.	Normal-speed loop plus a lower octave.	All loops play an octave up.	Layers span half, normal, double and quadruple speed.

Panel controls

Control	Microloops mapping
TIME/L	Loop length or Shuffle step time, about 25 ms to 2 s free. Synced, the ten positions cover 1/16, 1/8, 3/16, 1/4, 3/8, 1/2, 3/4, 1, 1.5 and 2 incoming pulses. Triplets multiply the length by 2/3.
WIDTH/R	Sets how many repeats precede a fresh capture or Shuffle pattern, from 1 to 64. In Drone it sets release from roughly 0.4 to 20 seconds, with indefinite sustain at maximum.
MOD RATE / DEPTH	Choose A, B, C or D near 12%, 38%, 62% or 88% of RATE travel. DEPTH increases activity. In Octaves it adds voices, and in Shuffle it adds the selected variation's layers or filtering.
MOD / COLOR	MOD controls overlap between passes. COLOR shapes the edges, from round through bell-shaped to hard stutters.
NOISE / FEEDBACK	NOISE scatters capture points. In Shuffle it can also add rests, repeat steps and reverse them. FEEDBACK returns the result into the loop recording.

HP and LP filter the loops and their feedback. L/R preserves placement. T:W and PONG spread the loops across stereo. Tap FREEZE for reverse at the default assignment. Hold ALT and tap MOD SYNC to hold the recording, or tap DELAY SYNC with ALT for crossed feedback. A long solo DELAY SYNC clears the recording.

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Patches and diagnostics

Use a stable input, a known clock and the fully wet return to check what the alternate engine is playing.

A clocked starting patch

Play a drum loop. Send a short trigger per quarter note at 120 BPM, enable DELAY SYNC and turn triplets off. Begin with MIX wet, DRIVE at noon, MOD at 70%, WIDTH 15%, COLOR centred, FB/NOISE/FOG down, HP down and LP up. Give the buffer two bars to capture audio.

Microloops setting	RATE / DEPTH	TIME / WIDTH	Listen for
MED · Shuffle A	12% / 50%	55% / 15%	Drum slices on 250 ms steps.
LONG · Octaves A	12% / 0%, then 60%	75% / 15%	One 500 ms loop first. Raising DEPTH adds pitched layers.
MED · B/C/B	40%, 60%, 40% / DEPTH 100%	55% / 15%	The extra bass layer drops out in C. C still produces wet sound.

Percentages run from minimum to maximum. With DRIVE in DLY, its minimum silences the wet path. If a patch stalls or sounds unexpectedly fast, tap DELAY SYNC off and compare the same sliders. Unplugging CLK can leave the last period active. A 120 BPM square wave counted both edges in an emulator check. A roughly 10 ms trigger per beat gave the intended tempo.

A first Beads patch

Feed a repeating phrase into DIGI and select a Beads quality in options. Save, then enter Beads. Choose SHORT with sync off, set MOD RATE near the centre and raise DEPTH from zero. Try WIDTH around one quarter, MOD at halfway and NOISE low. Raise TIME to hear earlier material. Re-entering for another quality clears the old recording.

Read the timing indicators

Outside options, hold FREEZE/ALT alone on a native Tape, BBD or Digi delay. The previous Beads/Microloops indicators remain available in their engines.

LED held under ALT	Interpretation
FREEZE · current load	Recent callback load for the current audio path. Green below 90%, yellow from 90%, orange from 95%, red near 99% or a late start.
DELAY SYNC · Digi peak	Worst native Digi load since boot. Uses the same 90%, 95% and 99% bands.
MOD SYNC · Digi timing	Green indicates valid measurements with no near-deadline or late-start event. Red latches a recorded event. Blue on DELAY/MOD means no Digi samples yet. Magenta means the measurement is unavailable or invalid.

Sources and credits

Credits Intellijel designed Sealegs and its stock firmware. BRIBERY created Seal Eggs, including live reverse, Character, Stepped Doppler, Tape and BBD options, Seal Beads and Seal Microloops. Seal Beads uses Beads and stmlib code by Émilie Gillet. The Redux project added the settings layer, Smooth, Throw, quiet pickup and the two additional Beads media.

Intellijel Sealegs and official manual · BRIBERY's Seal Eggs · Redux patcher and flasher

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Install or restore firmware

Patch your original Intellijel file directly on the Redux site. Keep the stock file for recovery.

Prepare the release file

Step	On the computer
1 Get stock	Download the original **Sealegs.1.3.5.0.bin** from Intellijel's firmware directory at github.com/intellijel/firmware/tree/master/bin.
2 Build Redux	Open the Redux release site. In the patcher, select your official **Sealegs.1.3.5.0.bin**. Build the patched image. The browser checks the stock file, applies the patch locally and verifies the result.
3 Save the result	Download **Sealegs.1.3.5.0+c.bin**. Choose this saved file in the flasher when you are ready to write it to the module.

Flash the module

Step	At the rack
4 Enter BOOT	Use a desktop browser with WebUSB, such as Chrome or Edge. Power the rack off, connect a USB data cable to the rear of Sealegs and hold its rear BOOT button while powering the rack on.
5 Connect and write	Confirm the attached module is Sealegs. In the browser's device picker, select the STM32 bootloader or DFU device. Start the flash and keep the computer awake, cable connected and module powered through readback verification.
6 Restart	After the page reports a full match, start the verified firmware. Power the rack off, disconnect USB, then power on normally. Check the MOD SYNC options layer and audio.

Back to the stock firmware

Open the official Intellijel Firmware Updater at intellijel.github.io/firmware/. Select **Sealegs** and follow the instructions to reflash your module. If a write or readback fails, reconnect in BOOT mode and repeat the complete write before restarting.

> **Release identity**
>
> The flasher identifies Seal Eggs Redux 1.3.5.0+c by its SHA-256 digest. The official stock and Redux images are both 589,964 bytes.

Seal Eggs Redux is independent community firmware, supplied as-is. Flash at your own risk. Emulation and physical-module tests covered the release. Individual patches, USB equipment and clock sources can behave differently. Flashing replaces program memory. Record any settings you need before changing firmware.

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