Release controls at a glance

Patch official 1.3.5.0 on the Redux site and flash the saved +c file. This side covers Tape, BBD and Digi. Turn over for the alternate engines.

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

What each native option changes

Selection	Sound or gesture
Character · all models	The NOISE knob becomes tape grunge, BBD chip decay or Digi data corruption. Each model saves its own assignment. The ALT + MOD SYNC long shortcut still works in normal play.
Tape · Bright / Fast	Bright opens the high end. Fast makes Tape follow TIME moves about five times faster. Set each independently.
BBD · Light	Raises the BBD filter ceiling from 4.2 to 12 kHz. The LP slider still darkens the repeats.
Digi · Stock / Smooth / Stepped	Stock crossfades between delay times. Smooth bends continuously as TIME changes. Stepped is the Seal Eggs response with semitone steps on bigger moves.
Live reverse	Tap FREEZE to reverse slices while input and feedback continue. Hold ALT + TAP about 1 second to assign the tap to native Freeze. Each boot starts forward with the tap assigned to Reverse.

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.

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The two alternate engines

BRIBERY's Seal Beads V2 and Seal Microloops share the panel. Redux adds recording quality selection in Beads.

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.

Control	BBD · Microloops	DIGI · Beads
TIME RANGE	Short Drone / Med Shuffle / Long Octaves	Short, Med and Long increase the available look-back window.
TIME/L · WIDTH/R	Loop or step duration / number of repeats before capture	Look-back through the recording / grain length
MOD RATE · DEPTH	Variation A to D / strength or layers	Grain pitch / density of grain starts
MOD · COLOR	Overlap / loop-edge shape	Overlap / grain envelope
NOISE · FEEDBACK	Scatter or rearrange / record loops back in	Spray grain position / return grains to buffer
DELAY · MOD SYNC	Lock loop and step timing / triplets	Lock grain timing / triplets

Microloops variations

TIME RANGE	RATE A	RATE B	RATE C	RATE D
SHORT · Drone	Breathing loop	Low octave + moving low-pass	Resonant note per capture	Loud hits shorten the loop
MED · Shuffle	Step-by-step low-pass	Half-speed steps, pad above 90% DEPTH	Overlapping resonant sweeps	Double-time and crushed bass
LONG · Octaves	Normal and up	Normal and down	All voices up	Half, normal, double and quadruple speed

RATE chooses A/B/C/D from bottom to top. Start inside a zone at about 12%, 38%, 62% or 88%. DEPTH introduces activity or additional layers. For predictable synced playback, use short CLK triggers.

Beads quality and active-engine gestures

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.

Digital uses the original Seal Beads medium. **Cold** uses 12-bit recording at two-thirds rate. **Sunny** uses 12-bit recording at half rate. Grain duration and look-back controls keep their musical timing.

With the default assignment, tap FREEZE for reverse playback and tap MOD SYNC while holding ALT to hold the recording. Tap DELAY SYNC with ALT for crossed feedback. Hold DELAY SYNC alone about 1 second to clear. MOD SYNC alone toggles triplets.

In a native model, hold ALT alone. FREEZE shows recent load, DELAY SYNC shows peak Digi load, and MOD SYNC latches Digi timing pressure. In options, the white MOD light marks the overlay and a brief green flash confirms a saved change.

Origins Intellijel designed Sealegs. BRIBERY created Seal Eggs, its native enhancements and both alternate engines. Seal Beads incorporates Beads and stmlib by Émilie Gillet. Redux adds the saved options, Smooth, Throw, quiet pickup and two Beads qualities.

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