# Buttons and model options

ALT means hold FREEZE. To install Redux, patch official 1.3.5.0 on the release site, then flash the saved +c file.

## Native buttons and shortcuts

| Gesture | During ordinary Tape, BBD or Digi delay |
|---|---|
| **Tap FREEZE** | Toggles live reverse at power-up. With the alternate assignment, it toggles native Freeze. |
| **ALT + TAP** | Short press cycles AUX CV destination on release. Hold both about 1 second to swap the FREEZE tap assignment between Reverse and Freeze. |
| **TAP twice or more** | With a SYNC active and CLK IN empty, sets tempo. With MOD SYNC on, TAP resets the LFO now on tap tempo or at the next external pulse. |
| **Tap DELAY SYNC** | Toggles delay clocking (orange when on). Hold DELAY SYNC alone over 1 second to clear recorded delay audio. |
| **Tap MOD SYNC** | Toggles modulation clocking for oscillating waves. Orange means synced. Hold alone about 1 second to enter Redux options. |
| **ALT + DELAY SYNC** | A short press toggles cross-feedback. A long hold enters the alternate engine on BBD or DIGI. |
| **ALT + MOD SYNC** | A short press inverts right-channel internal modulation. Hold about 1 second to switch NOISE / Character for this native model. |

## Options for the current model

### 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<br>● Amber Character | ● Blue Stock tone<br>● Amber Bright | ● Blue Stock pickup<br>● Amber Fast pickup |
| **BBD** | ● Blue Noise<br>● Amber Character | ● Blue Stock tone<br>● Amber Light | Dark / unused |
| **DIGI** | ● Blue Noise<br>● Amber Character | ● Blue Digital<br>● Green Cold Digital<br>● Amber Sunny Tape | ● Blue Stock<br>● Cyan Smooth<br>● Amber Stepped<br>● Magenta Throw |

MOD SYNC breathes white in options, alternating with teal for active Beads or orange for active Microloops. Knobs, sliders and CV keep playing. TAP's ordinary tempo pulse is hidden here.

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# The native delay

These mappings apply during ordinary Tape, BBD and Digi playback. Inside Beads and Microloops the same sliders take new roles.

## TIME RANGE and synced timing

| Switch | Free TIME | Interval in incoming clock pulses, slider bottom to top |
|---|---|---|
| **SHORT** | 3.125-93.75 ms | 1/4 · 1/3 · 3/8 · 1/2 · 2/3 · 3/4 · 1 |
| **MED** | 50 ms-1.5 s | 1 · 1 1/3 · 1 1/2 · 2 · 2 2/3 · 3 · 4 |
| **LONG** | 200 ms-6 s | 4 · 5 1/3 · 6 · 8 · 10 2/3 · 12 · 16 |

TIME/L increases as the slider rises. DELAY SYNC uses CLK IN or tapped tempo. For a sixteenth-note clock, the MED range runs from a sixteenth note to a quarter note.

## STEREO CONFIG and feedback

| Switch | Delay routing |
|---|---|
| **PONG** | Sums the inputs, then runs the two delays in series. WIDTH/R adds up to 33% to the second delay. Cross-feedback reverses their order. |
| **T:W** | Parallel stereo. TIME/L sets the base time. WIDTH/R offsets the right delay by up to 33%. |
| **L/R** | Parallel stereo. TIME/L sets left delay time, WIDTH/R sets right delay time. Cross-feedback exchanges repeats between sides in either parallel mode. |
| **FEEDBACK** | Returns delayed sound to the input. Above 100% echoes can grow into oscillation. The slider reaches 160%. |

## MODEL, COLOR and native Freeze

| Model | COLOR as it rises | With native Freeze engaged |
|---|---|---|
| **TAPE** | Drag, wear and dropouts | Input closes and feedback holds. Time and modulation still act. The held sound gradually saturates. |
| **BBD** | Companding noise and clock instability | The recirculating signal gradually loses highs and level, especially at long times. |
| **DIGI** | Bit-depth / sample-rate reduction | The recorded buffer holds indefinitely. TIME and modulation leave the frozen contents intact. |

HP FREQ and LP FREQ shape the repeats at 6 dB/octave. Open them with HP down and LP up. In native Freeze they filter the output. Character on NOISE adds a second model-specific control alongside COLOR.

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# Modulation, routing and I/O

The same panel sets signal level, reverb placement and external modulation. ALT reveals the secondary controls.

## Knobs and placement

| Control | During play | While holding ALT |
|---|---|---|
| **DRIVE** | Input level / drive. Noon gives unity before further gain and saturation. | Input trim from 0.5× to 2.5×, unity at noon. Set loud peaks just below the trim indicator. |
| **NOISE** | Native noise level or model Character when selected. In an alternate engine, scatter or spray. | Native noise texture sweeps from pre-delay hiss through crackle to post-delay hiss. |
| **FOG** | Reverb amount. | Set reverb decay. |
| **MOD** | Native modulation waveform. Alternate engines use this knob for overlap. | On a native delay, jump directly between named waveforms. |
| **FOG / DRIVE switch** | Choose reverb position. IN before delay, DLY on the wet path, MIX after wet/dry. | Choose and save drive position. Move away and back to select the already occupied position. |
| **MIX** | Dry to wet. In Send/Return mode this sets the wet output level. | — |

## Native modulation

| Control | Response |
|---|---|
| **MOD waveform** | Clockwise order is Wow & Flutter, inverted follower, follower, LFV, sample & hold, square, sine, saw, triangle, ramp. The first three are discrete. From LFV onward, adjacent shapes blend. |
| **RATE / DEPTH** | Free RATE covers 0.1-40 Hz. Synced cycle lengths in pulses are 64, 32, 16, 8, 4, 2, 1, 1/2, 1/4. Followers and Wow & Flutter ignore sync. DEPTH sets internal delay-time modulation. |
| **MOD OUT** | Full modulation signal regardless of DEPTH. Positive lights the upper green LED, negative lights the lower red LED. Brightness follows amplitude. |

## Jacks and AUX assignment

| Jack or control | Use |
|---|---|
| **Audio IN / OUT** | Patch mono into L. The left input feeds the right input when R is empty. OUT L/R carry the stereo result. |
| **FREEZE / CLK** | High gate engages native Freeze and low releases it. CLK supplies timing for sync. |
| **CV attenuverters** | TIME/L, WIDTH/R, FB, MOD RATE, MOD DEPTH, COLOR, HP and LP each have CV. Noon cancels CV. Clockwise adds it and counterclockwise inverts it. |
| **AUX + ALT/TAP** | Cycle on TAP release. Flash count / destination are 1 magenta DRIVE, 2 yellow NOISE, 3 white MOD wave, 4 green FOG, 5 blue MIX. AUX has its own attenuverter. |

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# Alternate engines and startup

Use this side for alternate-engine controls, Digi pitch gestures and the settings reached only during power-on.

### 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 |

### Smooth, Stepped and Throw

Choose the native Digi response with DELAY SYNC in options. Cyan bends continuously. Amber uses semitone steps on large moves. Magenta launches a two-second echo over the normal delay. Shorten TIME for a rising throw, lengthen it for a falling throw.

### 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.

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.

## Hold a single button while powering on

| Button | What the LEDs confirm |
|---|---|
| **DELAY SYNC** | Toggle Send/Return. Red means enabled with wet-only level control on MIX. Green means ordinary dry/wet. |
| **MOD SYNC** | Toggle the global drive tone. Blue selects the darker voicing. Cyan selects the brighter 1.3 voicing. Tape Bright in Redux options is a separate Tape tone choice. |
| **FREEZE** | Yellow confirms a factory reset. This restores saved settings, including the Redux defaults. |

Normal startup displays four numeric digits on FREEZE / TAP / DELAY SYNC / MOD SYNC for about three seconds. Colours 0-9 are blue, cyan, green, yellow, orange, red, magenta, purple, grey and white. The community release label is 1.3.5.0+c.

**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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