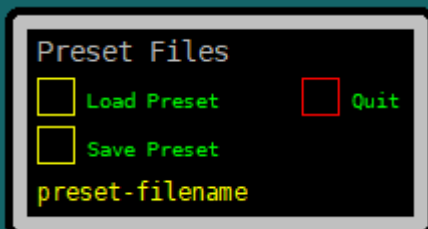
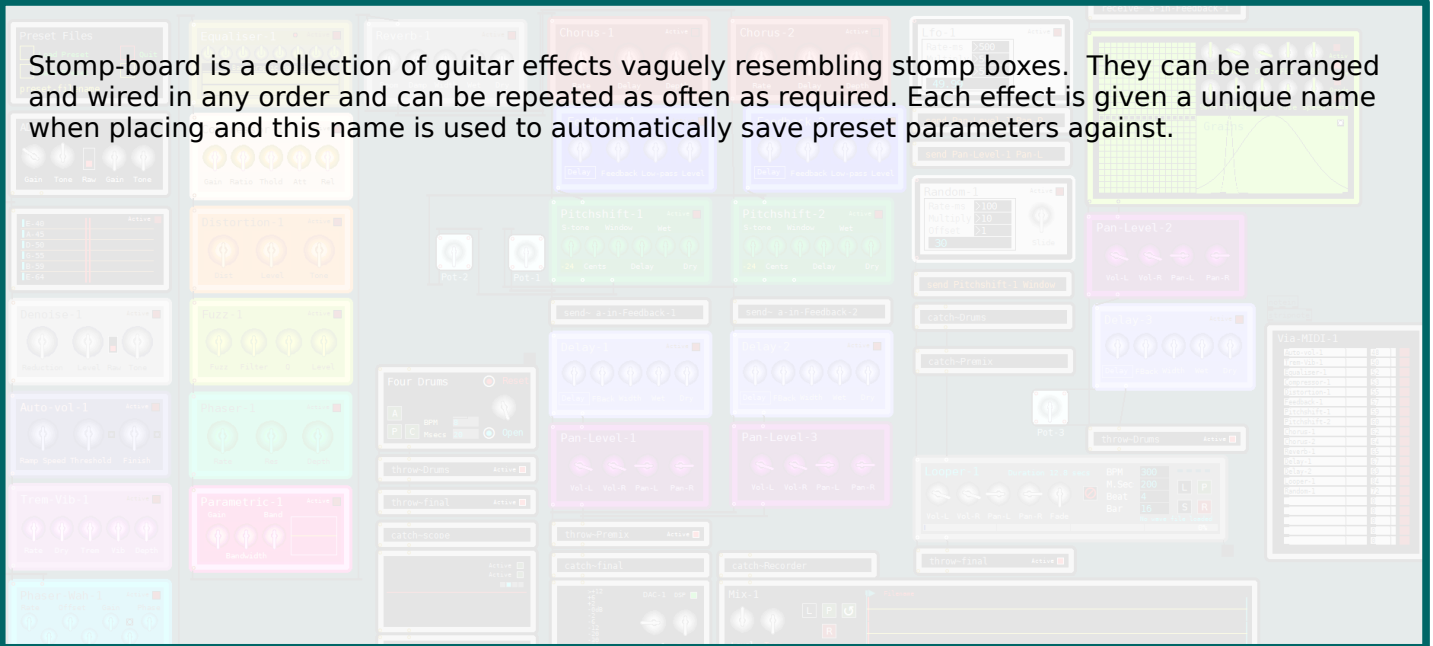
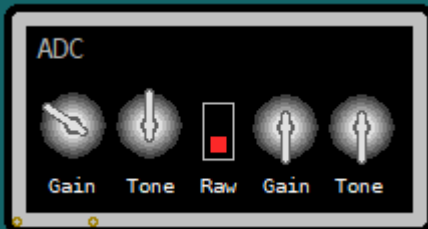


stomp-board

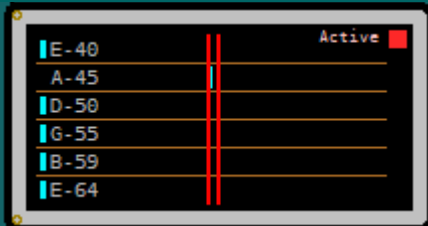
Stomp-board is a collection of guitar effects vaguely resembling stomp boxes. They can be arranged and wired in any order and can be repeated as often as required. Each effect is given a unique name when placing and this name is used to automatically save preset parameters against.



Object **presetter** (no arguments)
Load a preset from the default folder "presets"
Save a preset to the default folder "presets"
Quit the programme - ALWAYS use this button to quit



Object **audio-in** (unique-name)
Gain and Tone for audio channels 1 & 2
Raw switch to bypass controls



Object **tuner** (no arguments)
Simple guitar tuner
Active switch for bypass



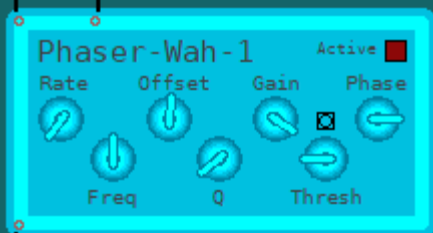
Object **noisegate** (unique-name)
Reduction Level and Tone for audio channels 1 & 2
Raw switch to bypass Level & Tone controls
Active dark red when off bright red when on then turns bright green 2 seconds after Reduction value selected
(boosts the input x2 while writing 2000ms mask)



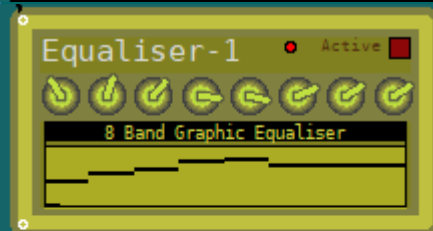
Object **volramp** (unique-name)
Ramp Speed controls attack speed
Threshold controls onset level (then disables the threshold)
Finish controls the level that allows the threshold to enable
Active switch for bypass



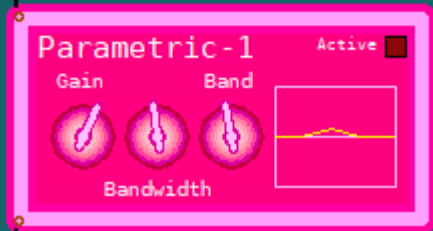
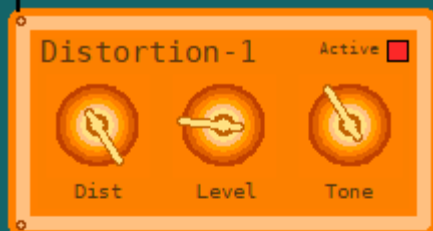
Object **tremolo** (unique-name)
 Rate – oscillation speed
 Dry – Dry audio level
 Trem – volume oscillation level
 Vib – pitch oscillation amount
 Depth – the wet vibrato amount
 Active switch for bypass



Object **vcf-phaser** (unique-name)
 Rate – oscillation speed
 Freq – Base centre freq, Offset – Distance to oscillate
 Q – bandwidth to shift
 Gain – Output level
 Thresh – Onset level, Phase – Onset phase position
 Active switch for bypass



Object **graphic-eq** (unique-name)
 Eight controls for boost or cut a guitar's frequencies
 Red dot centres all frequencies
 Active switch for bypass



Reverb-1 Active ☒

Room Damp Width Wet Dry

Chorus-1 Active ☐

Rate Delay Depth

Feedback-1 Active ☒

Delay Feedback Low-pass Level

Pitchshift-1 Active ☒

S-tone Window Wet

-24 Cents Delay Dry

Delay-1 Active ☒

Delay FBack Width Wet Dry

Pan-Level-1

Vol-L Vol-R Pan-L Pan-R

throw~Premix Active ☒

catch~final

DAC-1 DSP ☒

Level Tone

throw~Recorder Active ☒

throw~scope Active ☒

