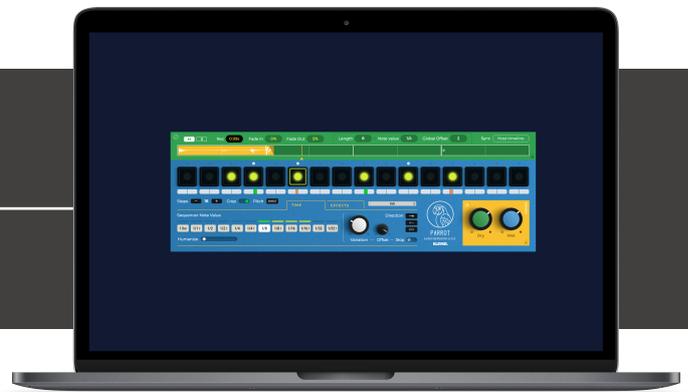


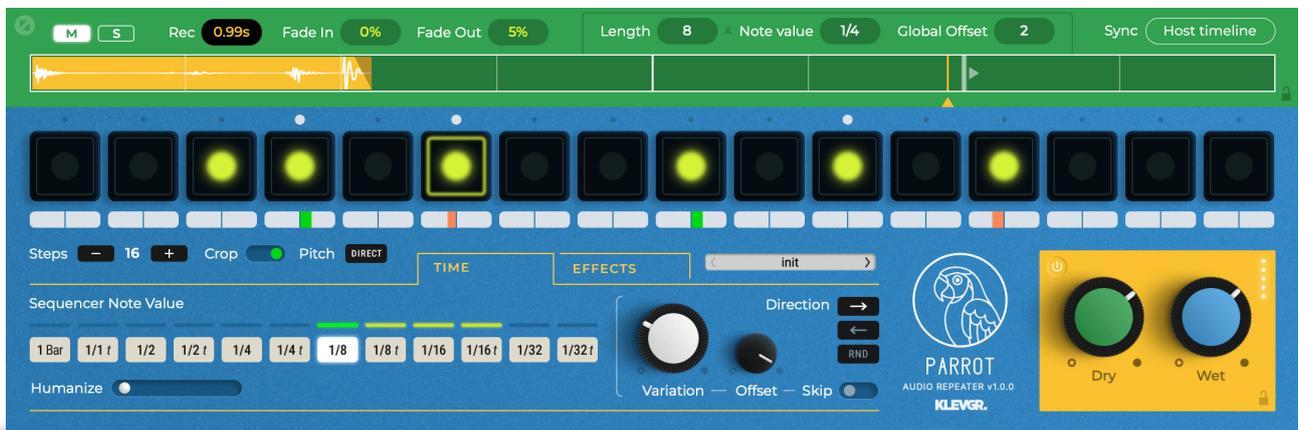
# Parrot

## Audio Repeater



## Welcome!

This is the user manual for **Parrot**, an audio repeater plug-in effect available for Mac & Windows (AU/VST/AAX). It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden. In short, Parrot fetches a sample from the input and repeats it with a sequenced rhythm. Built-in effects are panning, volume, filtering and pitch, plus many different controls for shaping the outcome. This is a great tool for transitions and breaks, rhythmic alterations of beats, stutter-like effects, making pads more detailed and much more. We hope you'll enjoy experimenting!

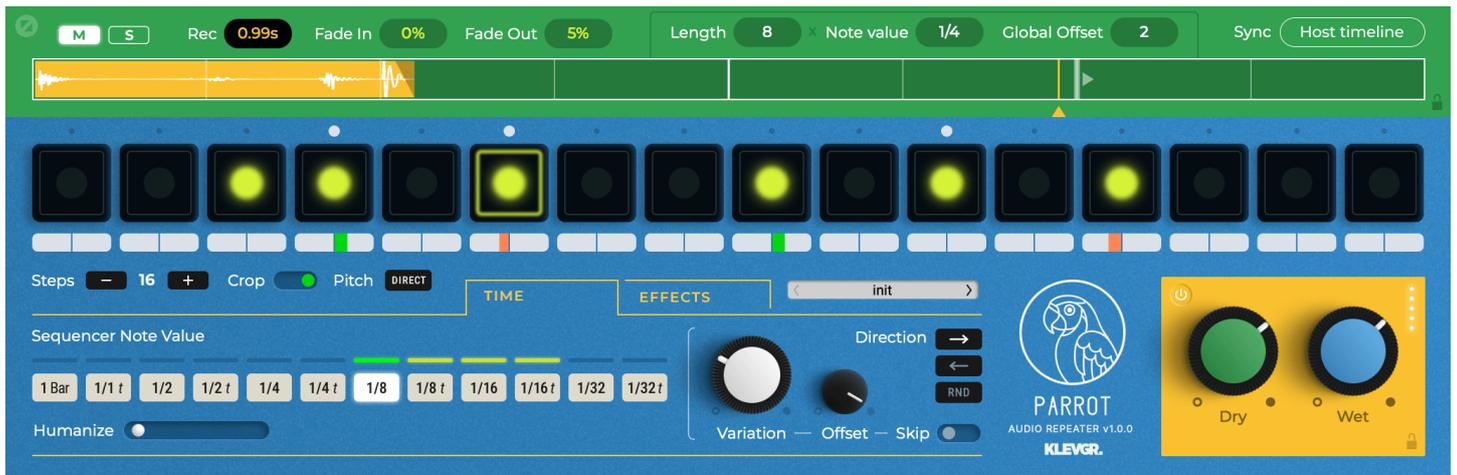


[Get the AU / VST / AAX version at klevgrand.com](https://klevgrand.com)

## LICENSING (DESKTOP ONLY)

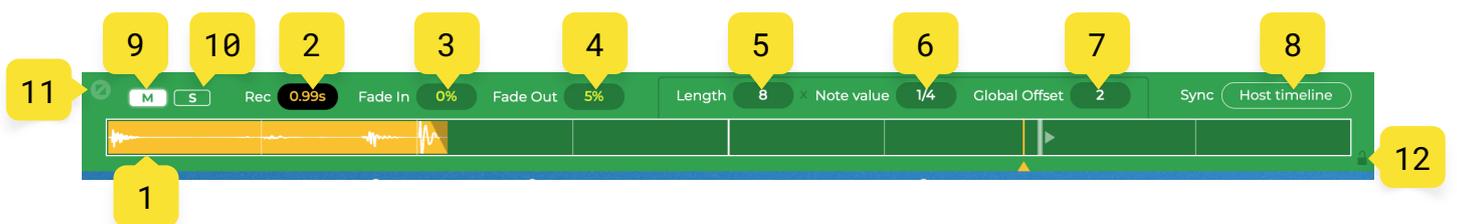
Until unlocked, the plug-in will periodically output silence. To unlock the full version, click the Demo label (top right corner) and type/paste your license key, or authorise with the [Klevgrand Helper](#) application.

# User interface



## Master loop

The top section (green) houses everything connected to the master loop. This is where you set and monitor what is sent into the sequencer. The sequence is repeated during the master loop and resets at master loop start.



### 1. MASTER LOOP DISPLAY

A live visualization of the sequenced audio. The line + triangle represents the master loop playhead. The offset head marks the "Global Offset" setting.

### 2. REC

This value defines how long sample you will fetch each master loop period. Can be set either via the input field, or by dragging the right edge of the yellow field in the master loop display.

### 3. FADE IN

Sets how long the fade in for the sample playback is (percentage of the Rec length).

### 4. FADE OUT

Sets how long fade out for the sample playback is (percentage of the Rec length).

### 5. LENGTH

1 - 16

Sets the length of the master loop, incremented in the set Note value.

### 6. NOTE VALUE

Bar | 1/2 | 1/4 | 1/8 | 1/16

Sets the unit of the master loop. This is the multiplier for the length and global offset.

## 7. GLOBAL OFFSET

Offsets the master loop start, incremented in the set Note value.

## 8. SYNC

Sets how Parrot syncs to the host.

Free	Beat	Timeline
Does not sync the master loop start to timeline (but still uses the same tempo as the host)	Synchronizes the master loop start to the next beat.	Synchronizes the master loop start to the host's timeline.

## 9. MUTE

While activated, this will mute the sample while it's being sampled.

## 10. SOLO

While activated, this will solo the sample recording.

## 11. WINDOW RESIZE (DESKTOP ONLY)

Click the arrows at the top left corner to reveal a dropdown with options for window resize, and info tooltips on/off.

## 12. LOCK

Locks the master loop section control so that all controls within the green area stays unaffected when a new preset is loaded.

# Sequencer



## 1. SEQUENCER STEP

The different indicators for each sequencer step.



<b>Light green outline</b>	The currently playing step.
<b>Yellow dot</b>	Active step – Will trigger the sample.
<b>White dot (above)</b>	Accent – Will be played at higher volume and with a shorter attack.
<b>Pitch meter (below)</b>	Drag to change the step's pitch, range is -12 to +12 semitones. (hold alt/option while dragging to finetune)

## 2. STEPS

1 - 16

Sets the amount of steps of the sequence.

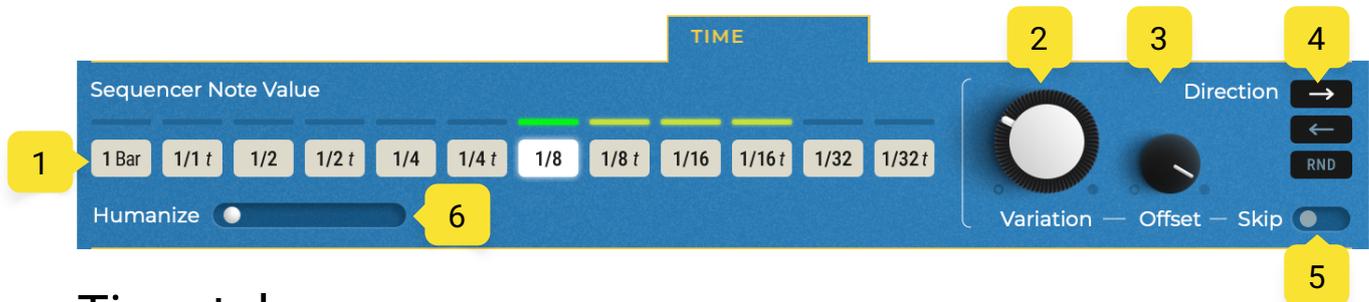
## 3. CROP

When active, crops the sample at the full length of a sequencer step. When inactive, the sample will play its full length.

## 4. PITCH

Direct | Bend

Direct	Bend
Pitches the step directly.	Bends the step to set value.



## Time tab

### 1. SEQUENCER NOTE VALUE

Sets the value of each step in the sequencer.

### 2. VARIATION

1 - 12

Alternates between multiple sequencer note values. Higher variation amount sets a bigger range of sequence note values to alternate between.

When the sequence starts, the note value starts at the selected note value and changes every time the sequence repeats until it resets at the next the master loop start.

### 3. VARIATION OFFSET

Offsets the range of the variation in either direction.

### 4. VARIATION DIRECTION

Right | Left | Random

Sets which direction the variation goes.

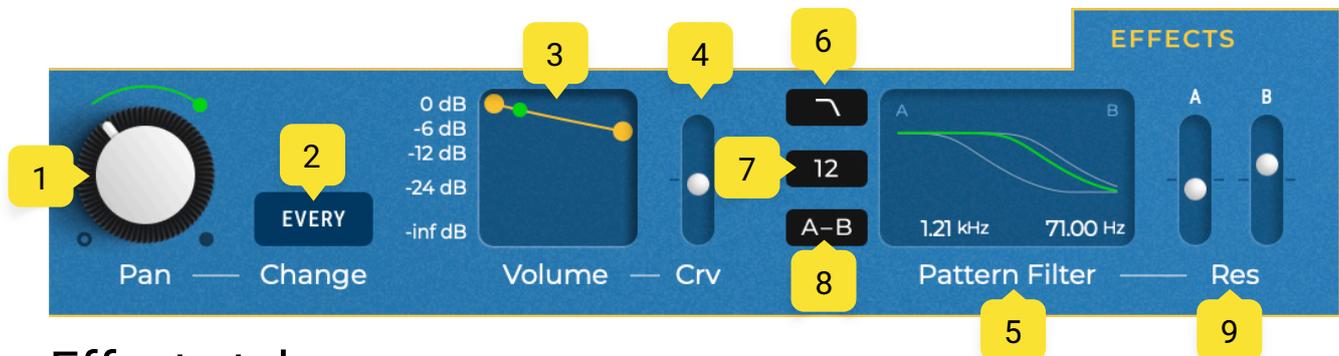
### 5. SKIP

Every second value in the variation range is skipped. Useful if you want only triplets, or only straight values.

## 6. HUMANIZE

0 - 100%

Adds variation to the length of each individual step, making the timing slightly less mechanic.



### Effects tab

#### 1. PAN

Sets the pan amount on the sequence.

#### 2. CHANGE

Sets how often the pan will alternate between Left and Right

None	Active	Every
The panning will never switch – works like a traditional pan knob.	The panning will switch side on each active step in the sequencer.	The panning will switch side on each step in the sequencer.

#### 3. VOLUME

This controls the volume change over the sequence. Drag the yellow dots to change the volume. The change will follow the sequence steps, and restart with every master loop.

#### 4. CRV (CURVE)

Sets the volume curve.

#### 5. PATTERN FILTER

A frequency filter, changing from two set frequencies or remaining static. Drag the values in the display to change the frequencies.

#### 6. FILTER TYPE

Selects filter type (or turns off the filter)

#### 7. 12/24

Sets the steepness of the filter, 12 or 24 dB per octave.

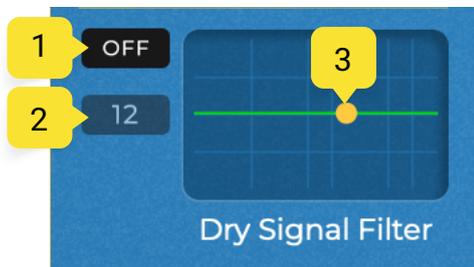
#### 8. FILTER MOVEMENT

A→B - The filter frequency changes on each step over the sequence from freq. A to freq. B.

A – The filter frequency is static.

## 9. RES

Sets the filter resonance for frequency A and B.



## Dry signal filter

A filter that only affects the dry signal.

### 1. FILTER TYPE

Sets the filter type (low pass, high pass or bell) or turns off the filter.

### 2. 12/24

Sets the steepness of the filter, 12 or 24 dB per octave.

### 3. FILTER FREQUENCY

Set the filter frequency by dragging the curve in the display.

## Master section



### 1. POWER

When inactive (red), Parrot will not process any audio.

### 2. DRY

Sets the output of the dry signal. (Dry but with Dry signal filter)

### 3. WET

Sets the output of the sequenced signal.

## 4. OUTPUT METER

Displays Parrot's total output.

## 5. LOCK

This will lock the Dry & Wet control so that it stays unaffected when a new preset is loaded.

# Presets

The preset library is revealed by clicking the currently selected preset. You can step through the presets by clicking the arrows on the sides of the box.

The library consists of a list of categories, and each category contains a list of presets. Click a category to show its presets, and click a preset to select it.

### A note on putting Parrot on Audio tracks in Logic

Some hosts (for example Logic Pro) doesn't transmit BPM data to the inserted plugins before the track actually has an audio region or input monitoring turned on. Before BPM data is received from the host (Logic), the plugin will not start. The moment a signal reaches the plugin (for example when an audio region plays or input monitoring is enabled on the track), it receives the BPM information it needs and will start processing.

## Specifications / System requirements

Mac	Windows
64 bit AU/VST/AAX plug-in	64 bit VST/AAX plug-in
macOS 10.9+	Windows 7+ with SP1 or higher

