



FABLE

GRANULAR SOUNDSCAPE GENERATOR



In the high woodlands of the north, undiscovered by most inhabitants, there ruled a clan of old, mystic Treefolk. On the first new moon of spring, these Treefolk could be heard grafting limbs to grow their young - splicing bits of branches from each generation to produce the next line of Treefolk. These new beings keep the lifeblood of all who came before in their new skin. These sounds are in part very old but in part very new. They are referred to as... Fable.

9 volt DC, Center Negative · 300mA min*

*The use of an isolated power supply is recommended for powering all Walrus Audio Pedals. Daisy chain power supplies are not recommended.

Got questions or need a repair?

Email help@walrusaudio.com to talk with a real live human about your Walrus gear!

This product comes with a limited lifetime warranty.

[Click Here](#) for more info.

CONTROLS

Feedback: Controls the amount of gain in the first feedback path.

Regen (Regeneration): Controls the amount of gain in the second feedback path.

Mod (Modulation): Controls the amount of modulation applied to the wet signal. Hold down bypass to adjust the modulation rate with the Mod knob. You'll see the bypass LED flashing at the mod rate when this is active. Release bypass when it's at the desired rate and the pedal will remember the setting.

Mix: Controls the amount of wet/dry mix.

Fully left = dry.

Fully right = wet.





X: The X knob controls grain size (chopped sample length) of the granular effects. Turn left for long, smooth sampling, and turn right for short, choppy grains. On program 5 this will also affect the rate at which the pitch shift changes in the granular process.

Time: Controls the delay time and the granular buffer size (length of the buffer from which grains are sampled).

Tone: Controls filtering of the output signal and feedback loops. A synth style low-pass filter on the output sweeps the full frequency spectrum from deep underwater lows to light high-frequency roll-off, with slight resonance added for an extra satisfying control response. At the top of the control range a subtle high-pass filter is introduced into the feedback paths, great for dialing in glassy repeats and breathy ambient clouds.



Tap Tempo: Tap to control the time knob parameters:

Programs 1, 2, 3, 5 – Control delay time and size of the granular buffer (both set to tapped rate)

Program 4 – Control time stretching of the multi-tap granular programs.



Dive / Rise: Holding down the tap tempo switch will momentarily shift the clock rate of the pedal down or up and will hold it at that rate for as long as the switch is pressed. The direction of the dive can be changed by simply pressing bypass and tap simultaneously. A green LED over tap will indicate Rise is set and a blue LED will indicate that Dive is set.

Trails: The Fable can run in Trails or No Trails mode. In trails mode, when you turn the pedal off, the reverb / feedback decay dies off naturally. In No Trails mode, the decay is abruptly cut off when you turn the pedal off. The Fable ships with Trails mode on.

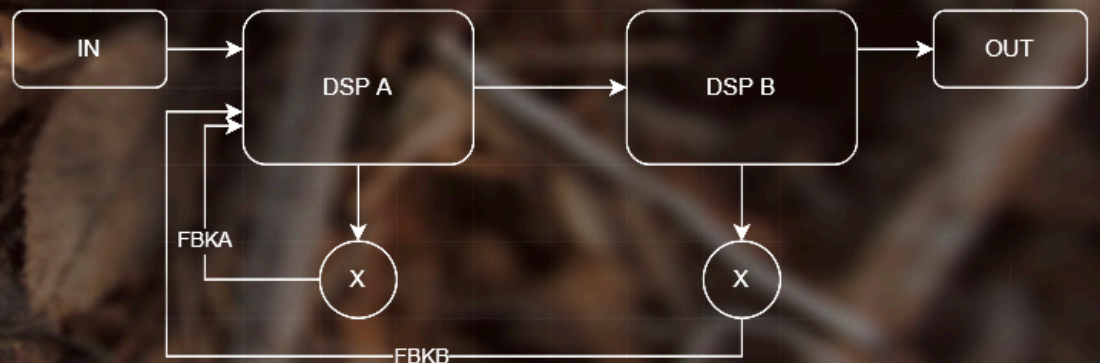
To toggle between either Trails mode:

1. Hold down the bypass switch while applying power to the pedal.
2. After approximately four seconds the tap LED will rapidly blink for 1 second confirming you have changed trails modes.
3. A rapid green LED confirms you are in Trails mode. A rapid red LED confirms you are in No Trails mode.
4. Repeat the process to changes modes again.





The Fable employs two analog feedback paths which allow each program to incorporate a unique mix of affected and unaffected feedback. The two feedback paths interact and build off of each other organically, offering the user a wide array of sounds and behaviors to experiment with.



PROGRAM ONE



Reverse Delay Into Reverse Granular

Program 1 runs a reverse delay into a reverse granular algorithm, in which sampled grains are played backwards. Reversal and re-reversal build up in the feedback paths, creating a complex and organically shifting soundscape. Turn grain size (X knob) down for long, smooth reversed transients, and grain size up for stuttering reverse glitch madness.

PROGRAM SPECIFIC CONTROLS -

Feedback: Controls the amount of delay repeats.

Time: Controls the delay time and the granular buffer size (length of the buffer from which grains are sampled)

Tap: Control delay time and size of the granular buffer (both set to tapped rate).

PROGRAM TWO



Forward Delay into Octave Up Granular

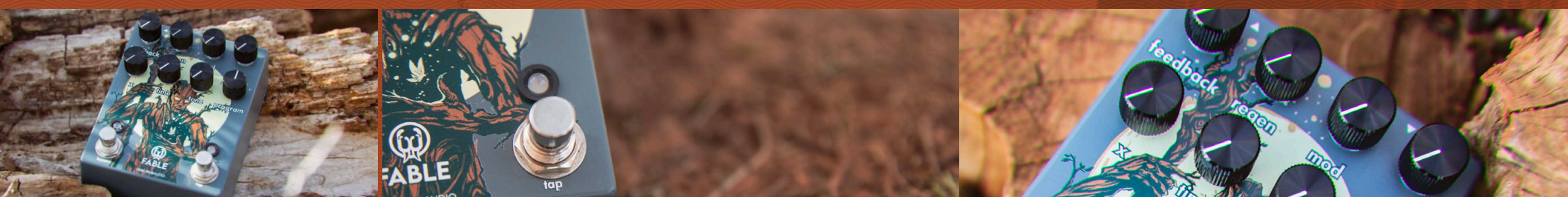
Program 2 runs a forward delay into an octave-up granular program, in which sampled grains are played at double speed. Swarms of double-speed grains build up in the feedback path for bright and airy cascades of sound.

PROGRAM SPECIFIC CONTROLS -

Feedback: Controls the amount of delay repeats.

Time: Controls the delay time and the granular buffer size (length of the buffer from which grains are sampled)

Tap: Control delay time and size of the granular buffer (both set to tapped rate).



PROGRAM THREE



Analog-Style Delay into Octave Down Granular

Program 3 runs a warm, dark analog-style delay into an octave-down granular program, in which sampled grains are played back at half speed. Slowed down repeats combine with analog-style processing to create deep, thunderous footfalls and thick, murky ambience.

PROGRAM SPECIFIC CONTROLS -

Feedback: Controls the amount of delay repeats.

Time: Controls the delay time and the granular buffer size (length of the buffer from which grains are sampled)

Tap: Control delay time and size of the granular buffer (both set to tapped rate).

PROGRAM FOUR



Multi-Tap Granular into Multi-Tap Granular (Grain-Verb)

Program 4 runs two multi-tap granular algorithms in series, in which multiple samples are played back from each granular buffer simultaneously. Multiple points of sampled sound build upon each other in the feedback paths to create glitchy clouds and unique organic reverberance. Time in this program controls time-stretching of both granular algorithms, changing both the length and tonal character of the granular effect.

PROGRAM SPECIFIC CONTROLS -

Feedback: Control feedback from the first DSP multi-tap granular effect.

Time: controls time stretching of the multi-tap granular effects for program 4.

Tap: Control time stretching of the multi-tap granular programs.



PROGRAM FIVE



Forward Delay into Randomized Pitch Granular

Program 4 runs a forward delay into a randomized pitch granular program, in which each grain is played back at a randomly selected speed and direction, varying between pitched up double speed, pitched down half speed, normal speed, plus forward and reversed playback from grain to grain. Pitch changes with each new grain, so play with the X knob in this program to control the rate of randomized pitch modulation.

PROGRAM SPECIFIC CONTROLS -

Feedback: Controls the amount of delay repeats.

X: In addition to controlling grain size of the granular effects, the X knob will affect the rate at which the pitch shift changes in the granular process.

Time: Controls the delay time and the granular buffer size (length of the buffer from which grains are sampled)

Tap: Control delay time and size of the granular buffer (both set to tapped rate).



WALRUS AUDIO



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