

CANDLELIGHT DSP™

# TaleGrain

## USER MANUAL

Granular echoes, textures, and soundscapes.



## Shape sound and atmosphere

A clear guide to the pedal, its creative controls, signal flow, installation and support.

VERSION 1.0.0

macOS AU + VST3 / Windows VST3

# The pedal at a glance



## 1 PRE FUZZ

Optional saturation and digital grit before the granular stages.

## 2 MAIN PEDAL

Eight main controls, five programs, BYPASS and TAP.

## 3 POST EQ

Three broad bands after the pedal for final tonal balance.

## 4 BOTTOM BAR

Input/output levels, tempo, motion and panel access.

### YOUR FIRST SOUND

Choose Program I, set MIX near halfway, play a phrase, then raise FEEDBACK and REGEN gradually. Turn GRAIN for texture and use TONE to place the result.

BUILD THE SOUND

# Main controls

Defaults are shown at right. Percentage controls run from 0 to 100%. Every control is saved with the DAW project and exposed to host automation.

FEEDBACK

38%

Repeats the first delay or grain stage. Higher settings extend the echo trail.

REGEN

34%

Returns the second granular stage to the network for a denser, longer wash.

MOD

20%

Sets modulation depth on the wet signal. RATE controls its speed.

MIX

48%

Moves from a mostly dry blend toward the processed sound. At 100%, the dry path is removed.

GRAIN

Medium / 46%

Shown with the Japanese grain symbol on the pedal. Moves through Long, Medium and Choppy; higher settings become shorter and more fractured.

TIME

420 ms

Sets manual delay and grain time. Host Sync temporarily replaces this value while active.

TONE

58%

A global low-pass after the dry/wet blend. Turn left for darker output and right for a more open top end.

PROGRAM

Program I

Selects one of five paired delay and granular structures, I through V.

RATE

0.42 Hz

Sets wet modulation speed from 0.05 to 8.00 Hz.

RANGES AND INTERACTION

|                                     |                                                 |
|-------------------------------------|-------------------------------------------------|
| FEEDBACK / REGEN / MOD / MIX / TONE | 0–100%                                          |
| GRAIN                               | Long below 33% • Medium 33–67% • Choppy 68–100% |
| TIME                                | 55–1600 ms in manual mode                       |
| PROGRAM                             | I, II, III, IV or V                             |
| RATE                                | 0.05–8.00 Hz                                    |

## CHOOSE A CHARACTER

# Programs and tempo

Each program is a fixed two-stage structure. TIME, GRAIN, FEEDBACK and REGEN reveal a different character in each one.

I

**REVERSE / REVERSE**

Reverse delay into reverse grains.

Smooth backward bloom at low Grain; fractured reverse stutter higher up.

II

**DELAY / +OCT GRAIN**

Forward delay into octave-up grains.

Bright, double-speed cascades through the feedback network.

III

**ANALOG / -OCT GRAIN**

Dark analog-style delay into octave-down grains.

Heavy, shadowed ambience with restrained low build-up.

IV

**DUAL GRAIN-VERB**

Two multi-tap granular stages.

A diffuse cloud whose size follows TIME.

V

**RANDOM PITCH**

Forward delay into randomized pitch grains.

Changing  $\pm 2x$ ,  $\pm 1x$  and  $\pm 0.5x$  motion; Grain speeds the changes.

**MANUAL AND TAP**

Turn TIME, or click TAP twice. Valid tap intervals are 55–1600 ms; each later click uses the preceding click as its partner. A successful tap turns SYNC off. The TAP lamp pulses at the active interval.

**HOST SYNC AND CLOCK BEND**

Turn on SYNC to follow the DAW tempo. DIV becomes available (default 1/4): 1/1, 1/2, 1/4, 1/8, 1/8D, 1/8T, 1/16 or 1/16D. RISE on selects Rise; off selects Dive. Hold TAP for about 0.32 seconds to bend the clock until release.

## SHAPE THE CHAIN

# Fuzz, pedal and EQ

The footer FUZZ and EQ buttons show or hide their panels. The ON/OFF switch inside each panel actually engages that stage.

INPUT



PRE FUZZ



TALEGRAIN



POST EQ



OUTPUT

## PRE FUZZ

A serial front end: when active, it colors both the dry side of MIX and the signal entering the granular stages.

**DRIVE** 0–100% • default 50%

Saturation and bite.

**GRAIN** 0–100% • default 38%

Coarse, irregular digital grit.

**TONE** 0–100% • default 50%

Pre-fuzz brightness.

**LEVEL** –24 to 0 dB • default –6 dB

Level into the main pedal.

## POST EQ

Three broad bands after Tone and the main pedal. Each knob has a small center landing zone for returning to 0 dB.

**LOW** 180 Hz shelf

Body and low weight.

**MID** 1.4 kHz bell

Presence and center focus.

**HIGH** 5.4 kHz shelf

Air and brightness.

Each band: –12 to +12 dB, default 0 dB.

Default: Post EQ on.

## GAIN STAGING

IN ranges from –24 to +18 dB (default 0 dB) before Fuzz and the main pedal. OUT ranges from –24 to +12 dB (default 0 dB) after Post EQ. Both sliders settle gently at 0 dB when dragged nearby.

The meters respond after IN and after OUT. Green indicates comfortable level, yellow is hotter, and red suggests lowering IN, Fuzz Level, feedback settings or OUT. Use your ears as the final guide.

# Switches, lights and signal behavior

These controls are designed for performance as well as careful editing. Their default states are listed below.

## BYPASS FOOTSWITCH

Default off / effect engaged. The cream lamp is lit while the effect is active. Bypass removes new input from the creative chain; IN and OUT level trims remain active.

## SYNC

Default off. When on, the DAW tempo and DIV determine TIME. Manual TIME and tap tempo take over again when Sync is off.

## TRAILS

Default on. Existing echoes continue fading after bypass. With Trails off, bypass clears the delay and grain memory.

## RISE / DIVE

Default Dive. The RISE button lights when Rise is selected. Holding TAP bends the clock upward in Rise or downward in Dive.

## SHIMMER

Default off. Adds a dedicated octave-up granular wash to the wet signal.

## FUZZ / EQ FOOTER BUTTONS

Open and close the side panels. Their silver appearance distinguishes panel access from the orange sound switches.

## TAP LAMP

Pulses at the active interval. Cyan indicates Dive; green indicates Rise.

## RESIZING

Drag the lower-right corner. The pedal, side panels, background and bottom bar scale together.

## MIX, TONE AND CHANNELS

MIX follows a shaped dry/wet blend. Low settings retain the source while introducing a small amount of effect; turning fully clockwise removes the dry path for a 100% wet result.

TONE sits after that blend, so it darkens or opens the dry and wet sound together while the pedal is active. The Post EQ follows Tone.

TaleGrain supports mono → mono, mono → stereo and stereo → stereo. A mono source can therefore bloom into stereo ambience when the host provides a stereo output. Stereo → mono is not supported.

# Installation and compatibility

Use the customer installer for your system. Quit the DAW before installation, then reopen it so the host can discover TaleGrain.

## MACOS

macOS 12 Monterey or later  
Apple silicon and Intel  
AU + VST3

- 1 Open the TaleGrain 1.0.0 macOS installer package.
- 2 Follow the signed and notarized installer prompts. Enter an administrator password if macOS requests it.
- 3 Open the DAW. Logic uses the AU; VST3 hosts use the VST3. TaleGrain appears under CandlelightDSP.

## WINDOWS

Windows 10 version 1607 or later  
Windows 11  
x64 / x86 VST3

- 1 Run the TaleGrain 1.0.0 Windows VST3 installer and approve the administrator prompt.
- 2 Complete the installer. It places the VST3 in the standard system VST3 location for the installed architecture.
- 3 Open the DAW, rescan plug-ins if needed, and add TaleGrain VST3 from CandlelightDSP.

## WINDOWS INSTALLER NOTE

The Windows installer is not digitally signed. Windows may show Unknown Publisher or a Microsoft Defender SmartScreen reputation message. Continue only when the installer came from the official Candlelight DSP download. Windows on ARM is not a supported native build.

## IF TALEGRAIN DOES NOT APPEAR

- Restart the DAW, then run its full plug-in rescan or clear-and-rescan command.
- Confirm the format: Logic loads AU; a VST3 host loads VST3. TaleGrain is an audio effect, not an instrument.
- Confirm the host and plug-in architecture match on Windows. The installer includes x64 and x86 VST3 builds.
- Check the system folders: macOS AU /Library/Audio/Plug-Ins/Components; macOS VST3 /Library/Audio/Plug-Ins/VST3; Windows VST3 Common Files\VST3 under Program Files.

# Troubleshooting and support

Most setup questions can be solved with the checks below. For anything else, Candlelight DSP is here to help.

## QUICK CHECKS

### NO EFFECT

Make sure the cream pedal lamp is lit, raise MIX, and check the IN/OUT meters.

### TEMPO FEELS WRONG

SYNC follows the DAW and DIV. A successful manual tap turns SYNC off.

### CLIPPING OR HARSH LEVEL

Lower IN, Fuzz Level, FEEDBACK/REGEN or OUT; watch for red on the meters.

### TAIL STOPS AT BYPASS

Turn TRAILS on before bypassing if you want the existing ambience to fade naturally.

## UNINSTALL ON MACOS

Quit all audio applications. In Finder, choose Go > Go to Folder, then remove the TaleGrain bundle from each installed location:

```
/Library/Audio/Plug-Ins/Components/  
TaleGrain.component
```

```
/Library/Audio/Plug-Ins/VST3/  
TaleGrain.vst3
```

## UNINSTALL ON WINDOWS

Quit all audio applications. Open Settings > Apps > Installed apps, find TaleGrain VST3, choose Uninstall, and follow the prompts. Restart or rescan the DAW afterward.

## SUPPORT AND BUG REPORTS

Email [support@candlelightdsp.com](mailto:support@candlelightdsp.com). Please include your operating system and version, DAW and version, plug-in format (AU or VST3), TaleGrain version, a clear description, steps to reproduce the issue, and a screenshot or short video when it helps.

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Product: TaleGrain 1.0.0 • Company: Candlelight DSP • Formats: macOS AU/VST3, Windows VST3