GRDWRP

Creative Distortion

A hands-on guide to shaping character, tone and movement in the Reason Rack.



USER GUIDE

XTRMRAW

OVERVIEW

Start with a sound

GRDWRP is a stereo distortion effect for creating edge, weight and changing texture. Its panel groups the sound-shaping controls into Character, Shape, Dynamics and Tone. Use the included patches for a fast start, or build a sound from the Default patch.



Quick start

- Insert GRDWRP after a sound source in the Reason Rack. Connect the stereo inputs and outputs if Reason has not routed them automatically.
- Load a factory patch, or start with Default. Raise **Feed**, **Burn** or **Fold** gradually and listen at a matched output level.
- Use **Character Mix** to hear more of the Drive stage. Use **Tone Mix** for the final dry/wet balance, then set **Level**.
- Turn the Rack around to connect CV when you want the sound to move with a sequencer, LFO or other CV source.

SIGNAL FLOW AND CONTROLS

Character

The path below is a simplified guide to the controls you can hear and adjust. Each channel is processed independently before the stereo result is returned to Reason.

INPUT > CHARACTER > SHAPE > TONE > DRIVE > MIX / LEVEL > OUTPUT

> **Two Mix controls:** The Mix beside Drive blends an additional saturation stage into the processed sound. The Mix in the Tone row sets the final balance between processed and original audio.

FEED	Sets the level entering the effect. Higher settings push the shaping stages harder; lower settings leave more headroom.
GRIP	Tightens the dynamic response before shaping. Higher settings apply stronger level control and make the sound feel more compressed.
BURN	Increases the intensity of the main nonlinear drive. Turn it up for stronger saturation and harmonics.
COLOR	Shifts the tonal balance feeding the distortion. Move it to change whether the shaping emphasizes darker or brighter material.
DRIVE	Sets the intensity of GRDWRP's additional saturation stage. Raise Character Mix to blend this stage into the sound.
CHARACTER MIX	Blends the additional Drive stage with the main processed signal. At minimum, the Drive stage is not heard in the output.

FRONT PANEL REFERENCE

Shape and Dynamics

The right-hand controls transform the driven waveform. Form and Flavor select the character of the shaping curve; Phase, Fold and Blend change how the incoming signal uses that curve.

PHASE	Moves the signal across the shaping curve, changing the symmetry and character of the distortion.
FOLD	Increases the amount of wavefolding before the curve stage. Higher settings can produce denser, more complex textures.
FORM	Moves through the available transfer-curve forms. Use it with Flavor to find a different underlying shape.
FLAVOR	Changes the character of the selected shape. Small changes can be more noticeable at higher Burn and Fold settings.
BLEND	Balances the driven signal with the fully reshaped signal. Use it to bring back directness or emphasize the transformed texture.

Display and Auto Gain

The cyan display previews how the selected shaping settings affect the waveform. Use it as a visual guide while adjusting Phase, Fold, Form and Flavor.

Auto Gain is a physical on/off switch in the device header. It applies drive-dependent level compensation as GRDWRP becomes more intense. Set the final loudness with Level and compare at matched volume.

FRONT PANEL REFERENCE

Tone and output

The Tone row balances low weight, upper edge and a focused emphasis, then controls gating and the final wet/dry/output balance.

WEIGHT

Adjusts the low-frequency weight. The control offers approximately 12 dB of cut or boost around the low end.

CONTOUR

Adjusts the upper tonal contour. Turn it down to soften the top or up for more edge.

FOCUS

Sets the center frequency for Bite, from roughly 80 Hz to 8 kHz. Sweep it while listening to find the area you want to emphasize.

BITE

Adds a focused boost around the Focus frequency and makes that emphasis more selective as it rises. Watch the output level at high settings.

GATE

Controls the gate that reduces low-level audio between stronger sounds. At minimum the gate is inactive; higher values close more assertively.

TONE MIX

Sets the final dry/wet balance. Turn toward dry to keep more of the original signal, or toward wet for more GRDWRP processing.

LEVEL

Sets the final output level. Use it to compare settings fairly and avoid unexpected peaks in the next Rack device.

> The native **On / Bypass / Off** switch is at the left of the header. On processes audio, Bypass passes the original signal, and Off turns the device off in the Reason Rack.

RACK INTEGRATION

Rear panel and CV



The top-right sockets are stereo **Input L/R** and **Output L/R**. The lower panel has **14 CV inputs** for the controls listed below. There are no CV outputs.

> Each connected CV signal is added to its corresponding knob position and limited to the knob's available range. A full-scale bipolar CV signal moves the normalized control by about half its travel. For subtler modulation, reduce the amount at the CV source or with a Rack utility.

CV inputs by panel label

- FEED
- GRIP
- BURN
- COLOR
- FORM
- FLAVOR
- PHASE
- FOLD
- BLEND
- WEIGHT
- CONTOUR
- FOCUS
- BITE
- GATE

Drive, Character Mix, Tone Mix and Level do not have rear CV sockets. Auto Gain and the native On / Bypass / Off switch also have no rear CV sockets.

PATCHES AND WORKFLOWS

Working with GRDWRP

Factory patches

GRDWRP includes 25 factory patches plus the Default patch. Browse and save them with Reason's standard patch controls. A saved patch stores the front-panel settings, including Auto Gain. Use Default as a neutral starting point and save your own variations in your User Library.

Three starting points

- **Controlled grit:** Start with a moderate Feed setting, add a little Burn, keep Fold low, then blend the effect back with Tone Mix. Match Level before judging the change.
- **Sharper drums:** Increase Grip and Burn, add Fold for texture, and use Gate to control quieter tails. Sweep Focus and raise Bite carefully to bring out attack.
- **Moving textures:** Patch an LFO or sequencer CV into Fold, Form or Color. Scale the CV at its source and bring up Character Mix if you also want to hear the Drive stage.

A few practical checks

- If Drive seems silent, raise the Character Mix control beside it.
- If the result is unexpectedly bright or loud, lower Bite or Contour and compare at a matched Level.
- If modulation reaches an end stop, reduce the CV amount before it enters the rear panel.
- For a fair wet/dry comparison, use the Tone Mix control and the host's Bypass setting.

COMPATIBILITY AND NOTES

Reference

Device overview

GRDWRP provides stereo audio input and output, 18 front-panel continuous controls, Auto Gain, 14 rear-panel CV inputs and 25 factory patches plus Default.

Control and display conventions

All continuous controls are saved with the patch and can be automated in Reason. The 14 rear-panel CV inputs modulate the corresponding controls listed on page 6. The center display previews the shape selected by the controls.

Audio levels

Distortion can create strong peaks even when the perceived loudness seems similar. Increase Feed, Burn, Fold and Bite in steps; use Level to match loudness when comparing settings. Auto Gain helps balance drive changes but does not replace final level adjustment.