

Control Name	Explanation	Range
Radius (SIZE)	Physical bubble radius. Smaller values create higher-pitched droplets; larger values heavier ones.	0.00015 – 0.02 meters
Radius BW	Random Gaussian variation applied to radius per droplet, increasing pitch spread and realism.	0.0 – 1.0
Depth (DEPTH)	Controls pitch rise amount during each droplet's lifetime (how much pitch bends upward).	0.0 – 1.0
Depth BW	Adds randomness to pitch-rise depth per droplet for less uniform pitch movement.	0.0 – 1.0
Pitch Rise (PITCH)	Controls speed and intensity of pitch rise during a droplet's decay. Higher values = faster, sharper.	0.0 – 1.0
Rate (RATE)	Time between droplet events. Lower values create faster dripping.	0.002 – 2.0 seconds
Rate BW	Random timing variation applied to droplet rate, adding organic timing irregularity.	0.0 – 1.0
Brightness (BRIGHT)	Controls perceived loudness and distance by scaling droplet amplitude exponentially.	0.0 – 1.0
Width (WIDE)	Stereo spread of droplets. Higher values increase random left/right panning.	0.0 – 1.5
Field (FIELD)	Simulates distance variation by randomly reducing droplet amplitude per event.	0.0 – 1.0
Secondary Event (SYNC)	Enables occasional secondary "double-drip" events after a primary droplet.	On / Off
Mod Amount (MOD)	Overall depth of modulation envelope applied to droplet rate.	0.0 – 1.0
Mod Attack (A)	Attack time of the modulation ADSR envelope.	0.001 – 5.0 s
Mod Decay (D)	Decay time of the modulation ADSR envelope.	0.001 – 5.0 s
Mod Sustain (S)	Sustain level of the modulation ADSR envelope.	0.0 – 1.0
Mod Release (R)	Release time of the modulation ADSR envelope.	0.001 – 5.0 s
CPU (Max Droplets)	Maximum number of simultaneous droplets allowed (CPU limiter).	1 – 128
Volume (AMP)	Master output gain applied after synthesis and envelopes.	0.0 – 1.0
Vol Attack	Attack time of the global volume ADSR envelope.	0.001 – 2.0 s
Vol Decay	Decay time of the global volume ADSR envelope.	0.001 – 5.0 s
Vol Sustain	Sustain level of the global volume ADSR envelope.	0.0 – 1.0
Vol Release	Release time of the global volume ADSR envelope.	0.001 – 10.0 s
Secondary Prob (PROB)	Probability that a secondary droplet will occur after a primary event.	0.0 – 1.0
Secondary Delay (DELAY)	Maximum delay time before the secondary droplet triggers.	0.0 – 0.2 s
Amp Scale (GAIN)	Gain makeup applied to each droplet to compensate for physical amplitude scaling.	1.0 – 500.0
Phase Offset (PHASE)	Initial oscillator phase. 1.0 = random phase, otherwise fixed phase offset.	0.0 – 1.0