



Cathedral

Various reverbs

Program 1 - Shimmer

X - octave up

Y - octave down

Z - Decay

Program 2 - Oct up delay

X - Feedback

Y - Delay

Z - Reverb

Program 3 - Space reverb

X - Filter

Y - Tone

Z - Decay



Vibrotrem

modulation effects

Program 1 - Tremolo

X - Depth

Y - Rate

Z - Reverb

Program 2 - Vibrato

X - Depth

Y - Rate

Z - Reverb

Program 3 - Chorus

X - Depth

Y - Rate

Z - Reverb



Magic

Pitched delays

Program 1 - Pitch delay

X - Feedback

Y - Delay

Z - Pitch

Program 2 - Reverse Pitch delay

X - Feedback

Y - Delay

Z - Pitch

Program 3 - Bell pitch delay

X - Feedback

Y - Delay

Z - Pitch



Filter

Filter and Wah

Program 1 - Auto Wah

X - Filter amount

Y - Envelope

Z - Reverb

Program 2 - HP/LP filter

X - HP cutoff

Y - LP cutoff

Z - Resonance

Program 3 - Notch filter

X - Cut 1

Y - Cut 2

Z - Resonance



Time

Classic Mod delays

Program 1 - Delay reverb

X - Feedback

Y - Delay

Z - Reverb

Program 2 - Delay chorus

X - Feedback

Y - Delay

Z - Mod depth

Program 3 - Delay Vibrato

X - Feedback

Y - Delay / vibrato rate

Z - Mod depth



Vibe

Rotary phase mods

Program 1 - Phaser

X - Depth

Y - Rate

Z - Reverb

Program 2 - Flanger

X - Depth

Y - Rate

Z - Reverb

Program 3 - Resonance Flanger

X - Resonance

Y - Rate

Z - Mod Depth



Pitch Shifter

Octave and pitch

Program 1 - SynthTaver

X - Octave down

Y - Octave up

Z - Direct

Program 2 - Octaver

X - Octave down

Y - Octave up

Z - Direct

Program 3 - Pitch Harmonizer

X - Pitch 1

Y - Pitch 2

Z - Voice mix



Syntex-1

Bass Synth

Program 1 - Vibe Synth

X - Vibrato Rate

Y - Resonance

Z - Sub

Program 2 - Pulse Synth

X - Tremolo Rate

Y - Resonance

Z - Sub

Program 3 - Acid Synth

X - Tone

Y - Color

Z - Sub



Infinity

Big Ambient effects

Program 1 - Resonance reverb

X - Pre Delay

Y - Pre Delay mod

Z - Decay

Program 2 - O.D.D.

(oscillating dirty delay)

X - Feedback

Y - Delay

Z - Pitch

Program 3 - Resonance Delay

X - Feedback

Y - Delay

Z - Pitch



String Ringer

Audio rate modulation

Program 1 - Synthetic Ring

X - Frequency

Y - Resonance

Z - Sub

Program 2 - Ring Mod

X - Frequency

Y - Rate

Z - Reverb

Program 3 - S&H Ring Mod

X - Pitch Speed

Y - S&H Rate

Z - Freq Ring Mod



Digital

Sample rate crusher

Program 1 - Filter DAC

X - Sample rate

Y - Cutoff

Z - input gain

Program 2 - LFO Dac

(oscillating dirty delay)

X - Sample rate

Y - Lfo speed

Z - LFO amount

Program 3 - Envelope crusher

X - Sample rate

Y - envelope amount

Z -input gain



Generator

Noise mini synth

Program 1 - FM tone

X - Pitch 1

Y - Pitch 2

Z - FM 2-1

Program 2 - Ramp

X - LFO rate

Y - Pitch

Z - Pitch mod +/-

Program 3 - Voice

X - Cutoff

Y - Pitch

Z - LP/HP