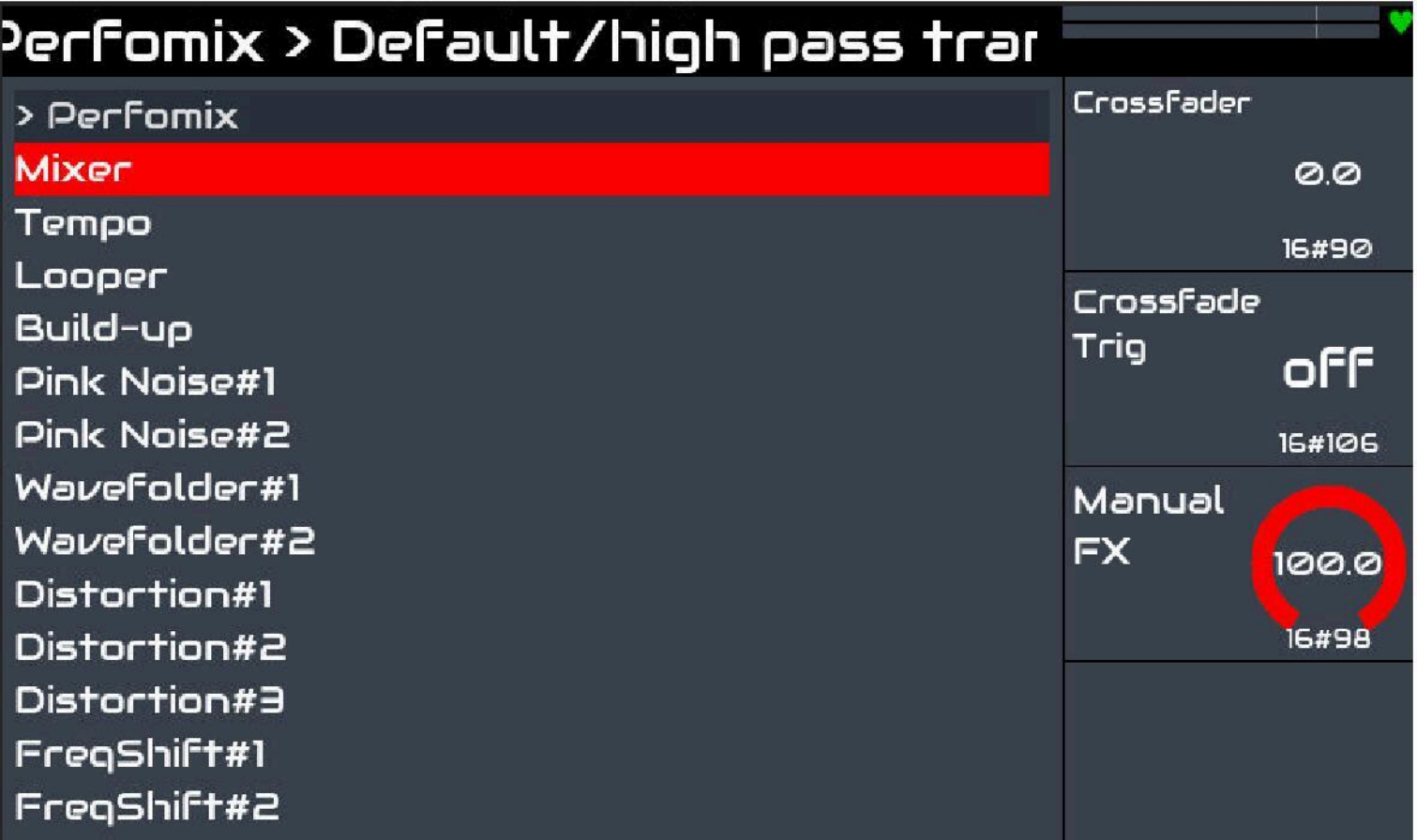
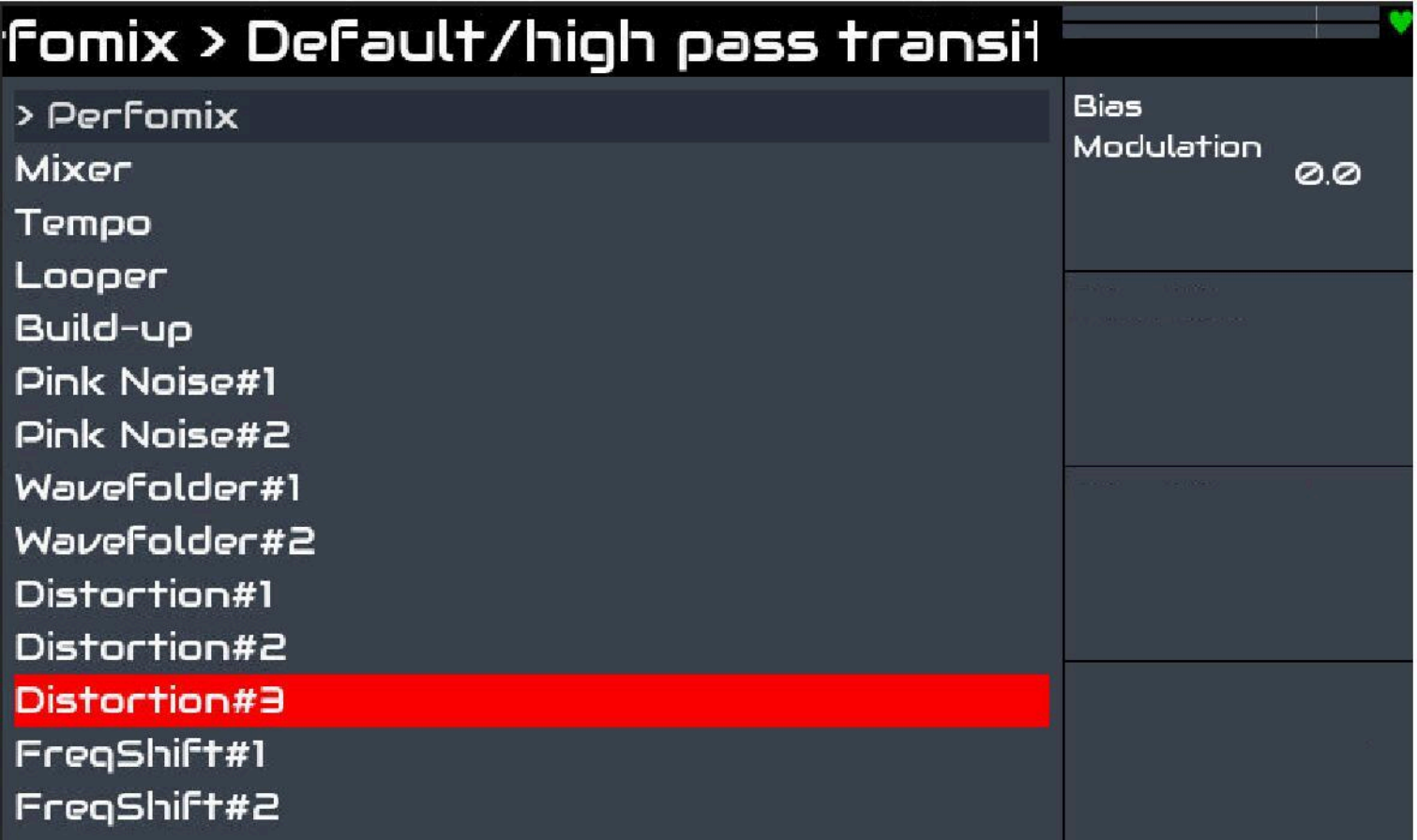


Crossfader sets the Wet/Dry amount of original and effects audio.
If the value is higher than approx. 3 %, the build-up starts (looper too).

Start or stop the build-up (and/or looper). Equivalent to 100 % crossfading.

If build-up style is set to "manual", this sets the internal automation variable.



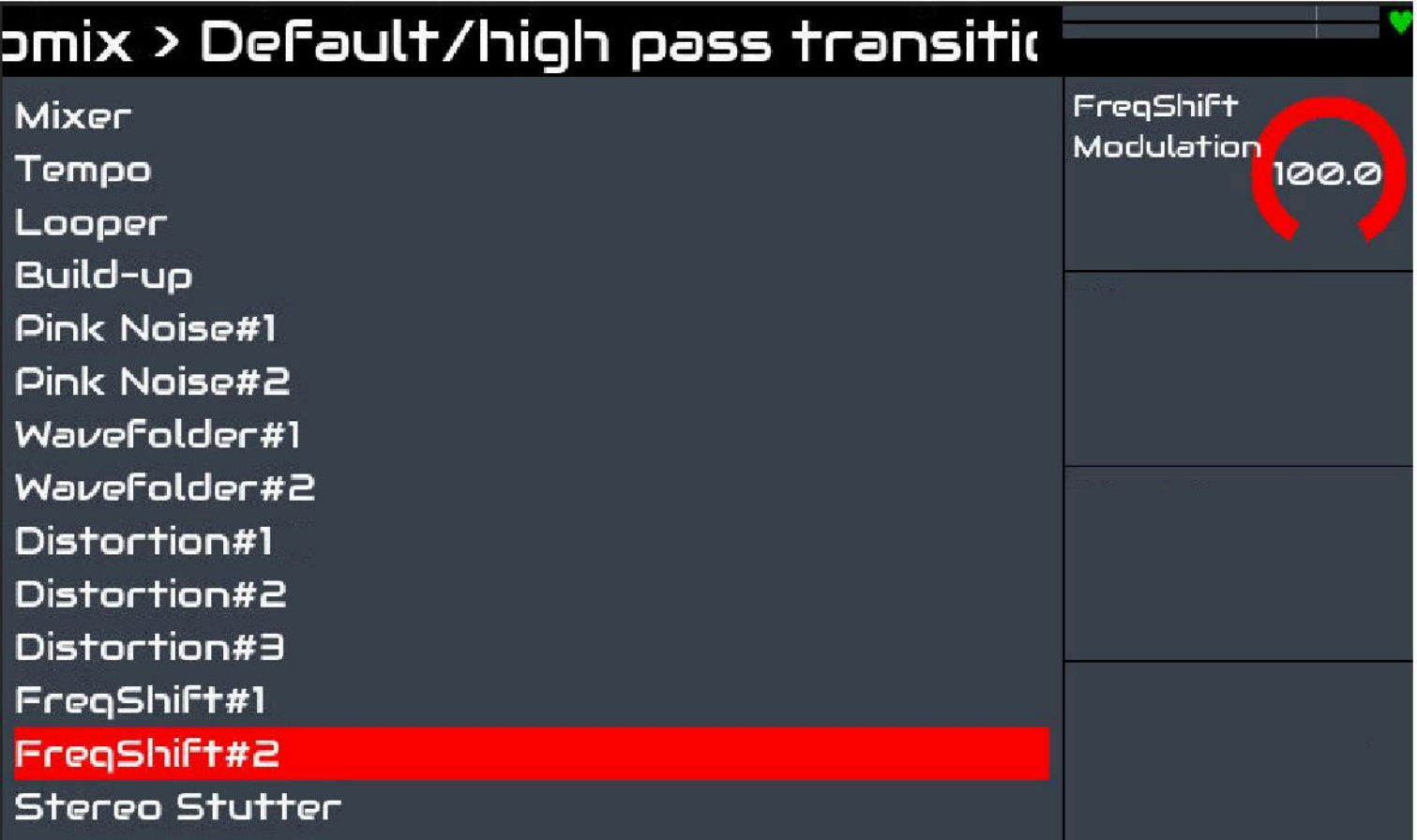
Amount of bias modulation during build-up

Amount of frequency shift of audio signal

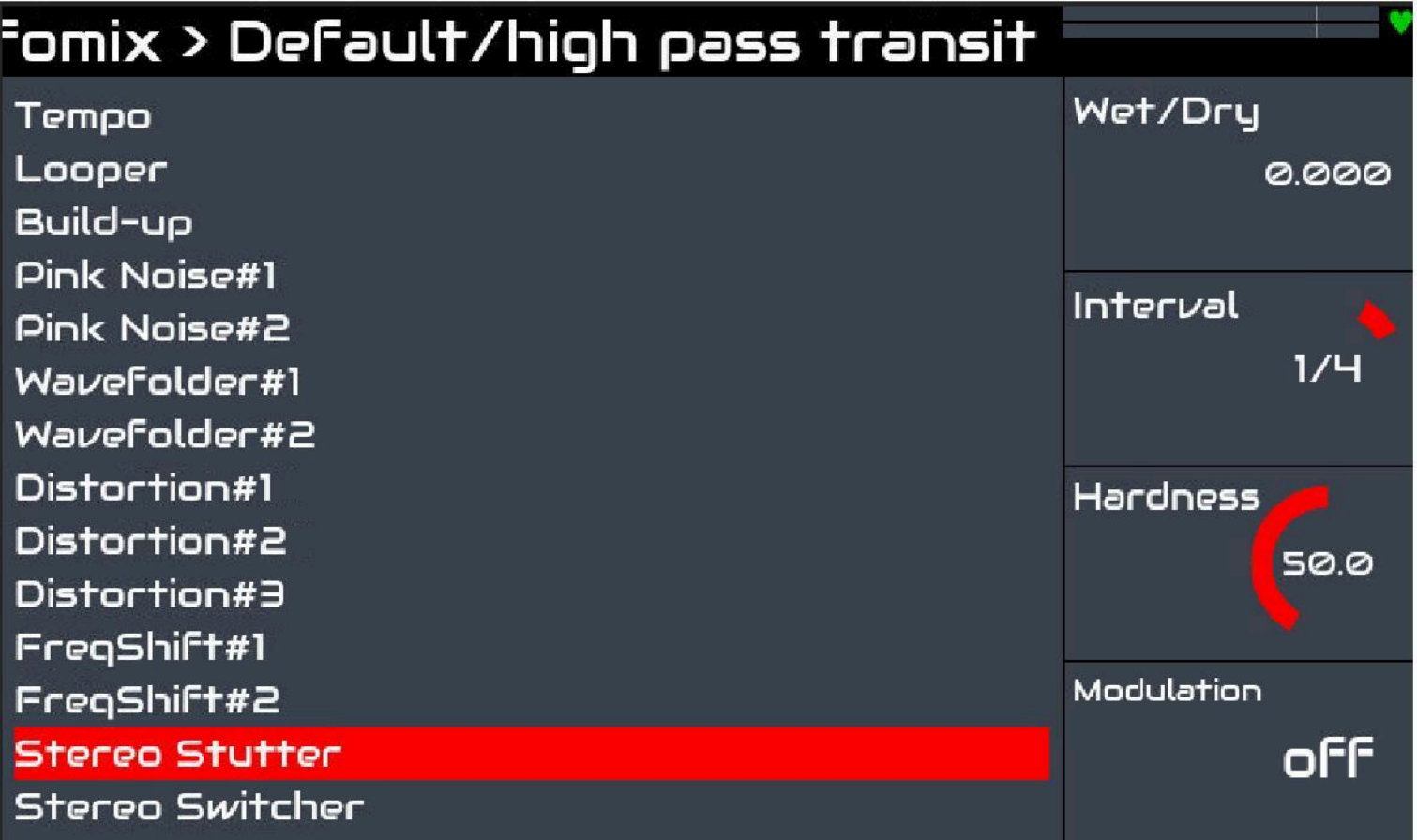
Minimum frequency shift value

Maximum frequency shift value

Linearity of the frequency shift build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function



Amount of frequency shift modulation during build-up

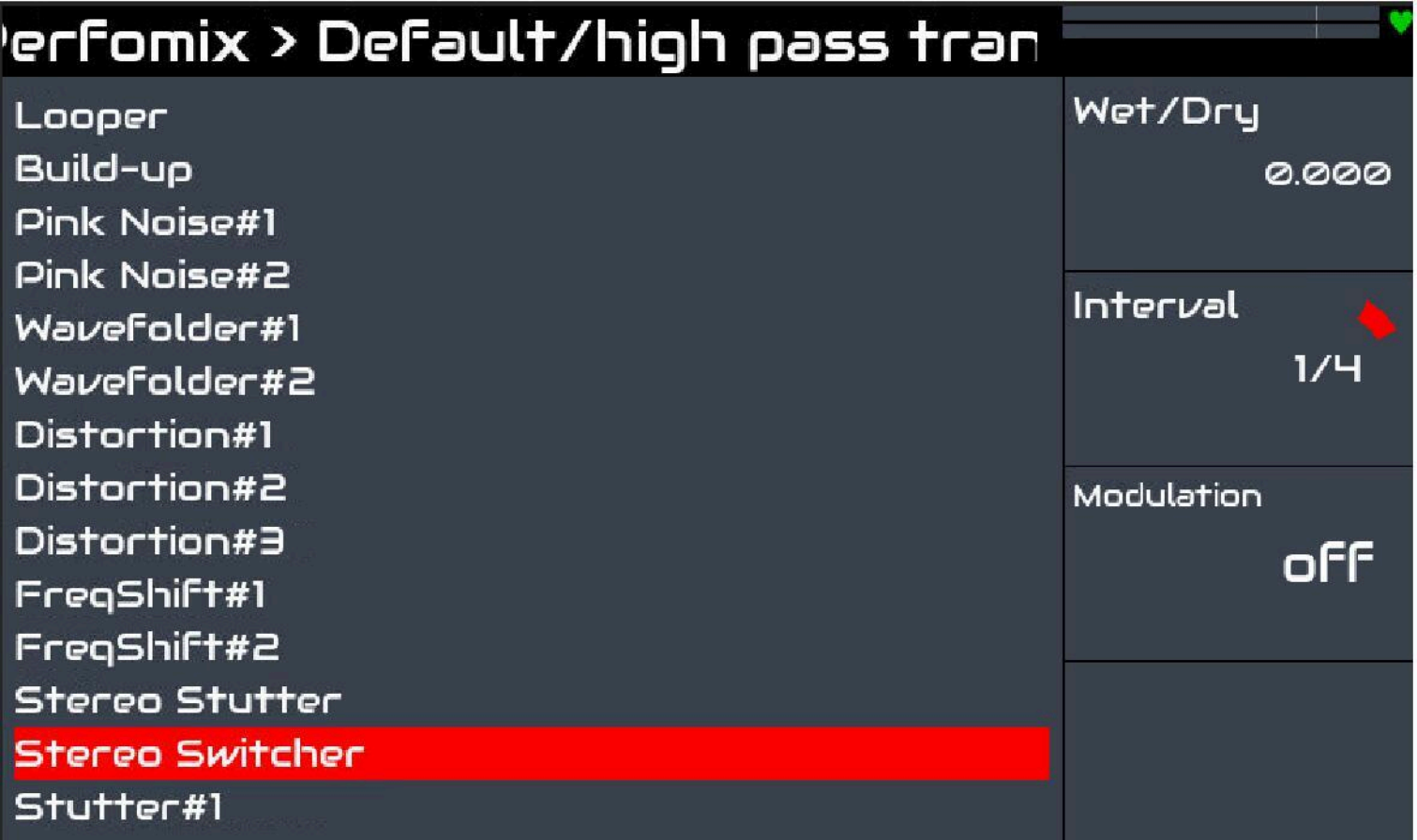


Amount of stereo stuttered signal

Base interval of stereo stutter effect. If modulated, the value will be divided musically

harshness of the edges of the stutter effect

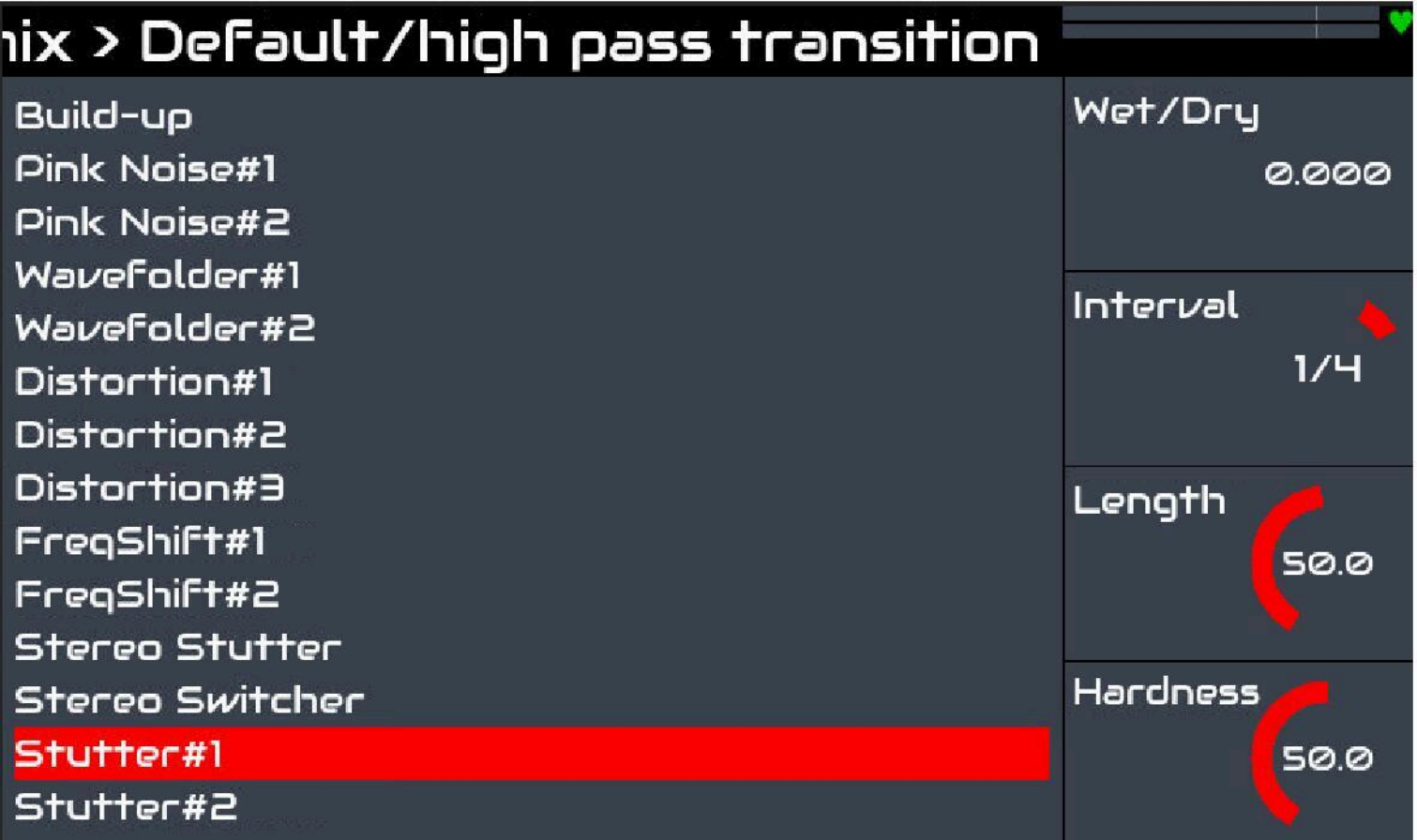
rythmically change of the stutter effect (= faster stuttering during build-up)



Amount of stereo switcher effect (L-R-...)

Base interval of stereo stuttering.
If modulation is ON, the value is changed musically

rythmically change of the stutter effect (= faster stuttering during build-up)

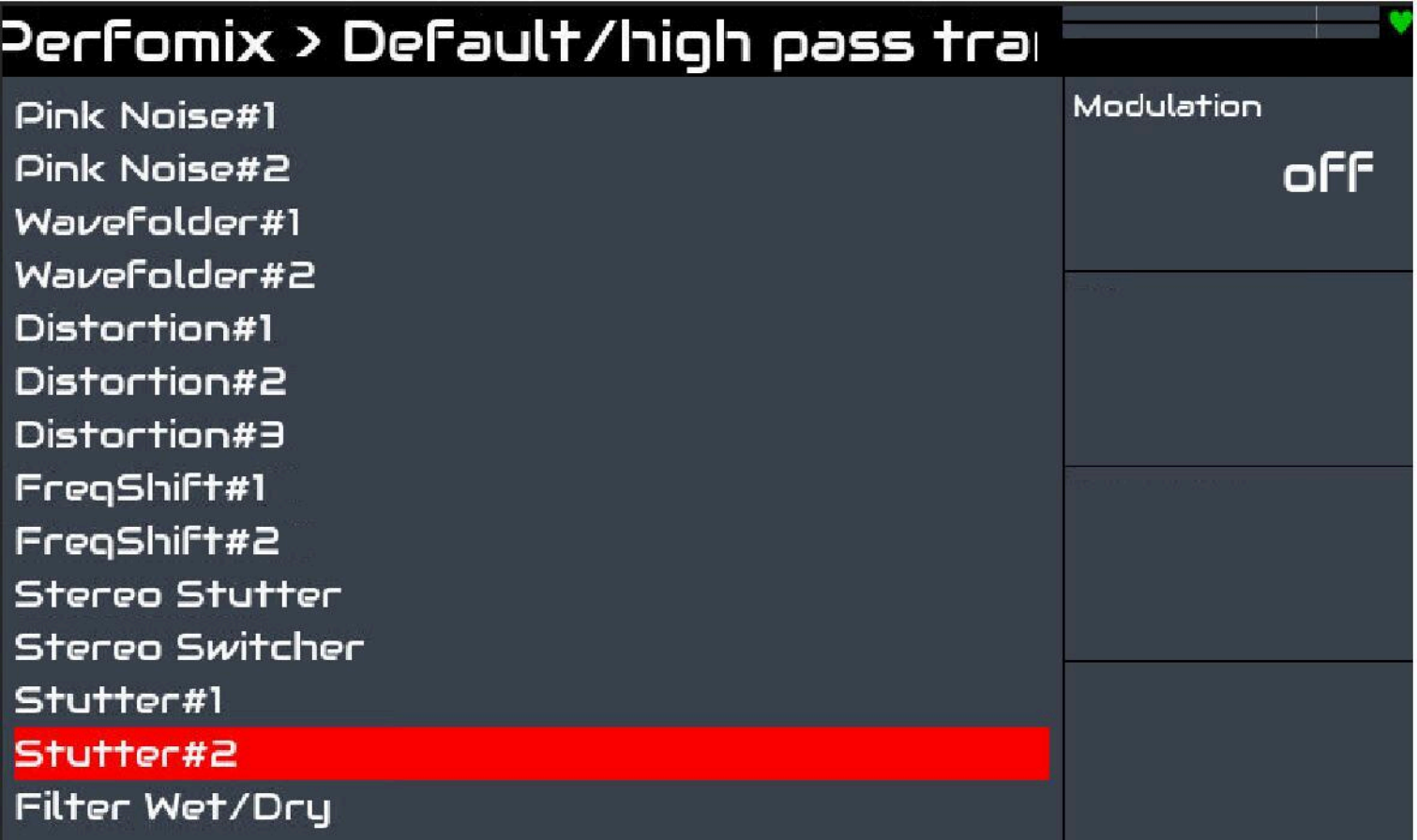


Amount of stutter effect
both channels are off at the same time

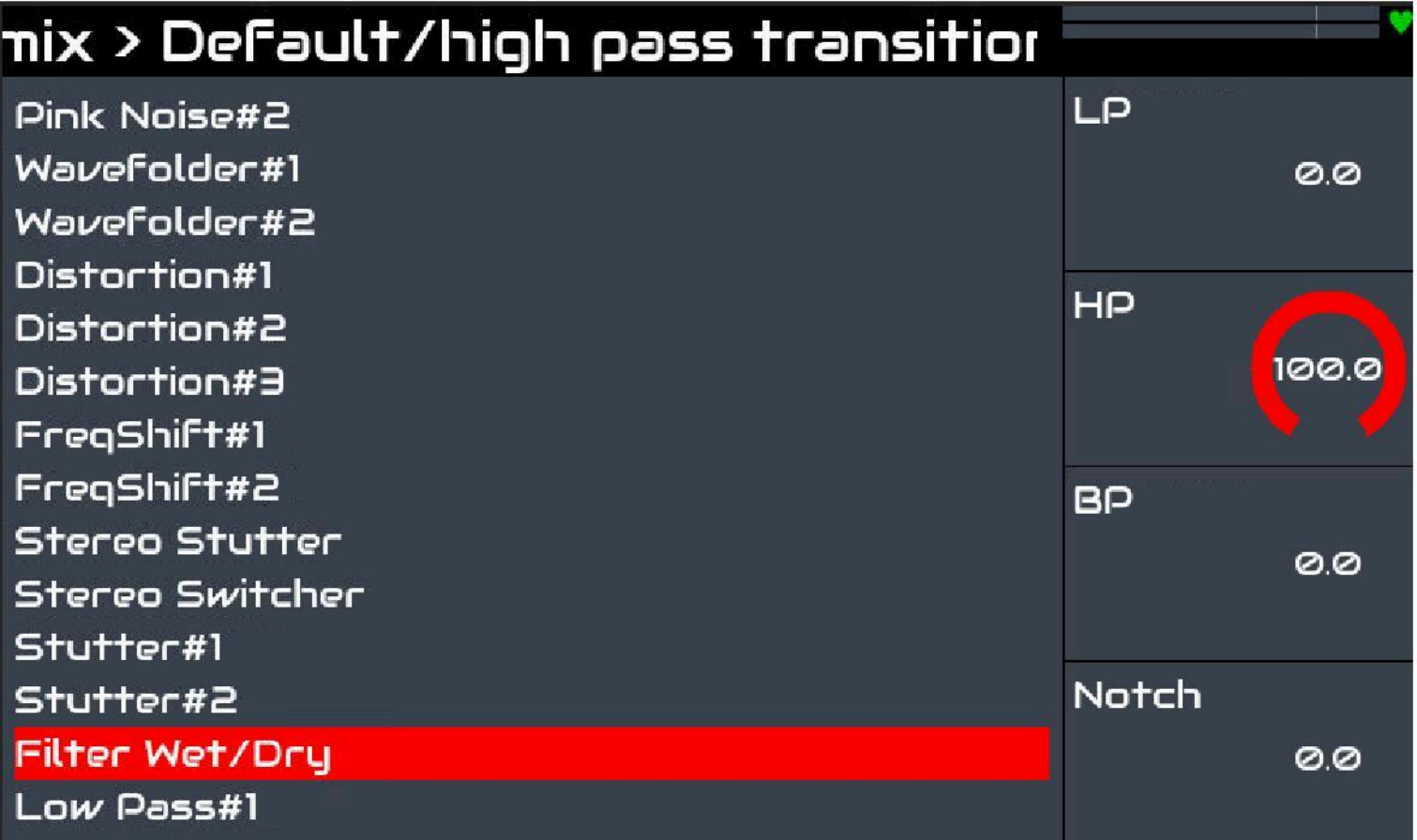
Base interval of stuttering.
If modulation is ON, the value is changed musically

Gate length,
from approx. 10 % to 90 %

harshness of the edges of the stutter effect



rythmically change of the stutter effect
(= faster stuttering during build-up)

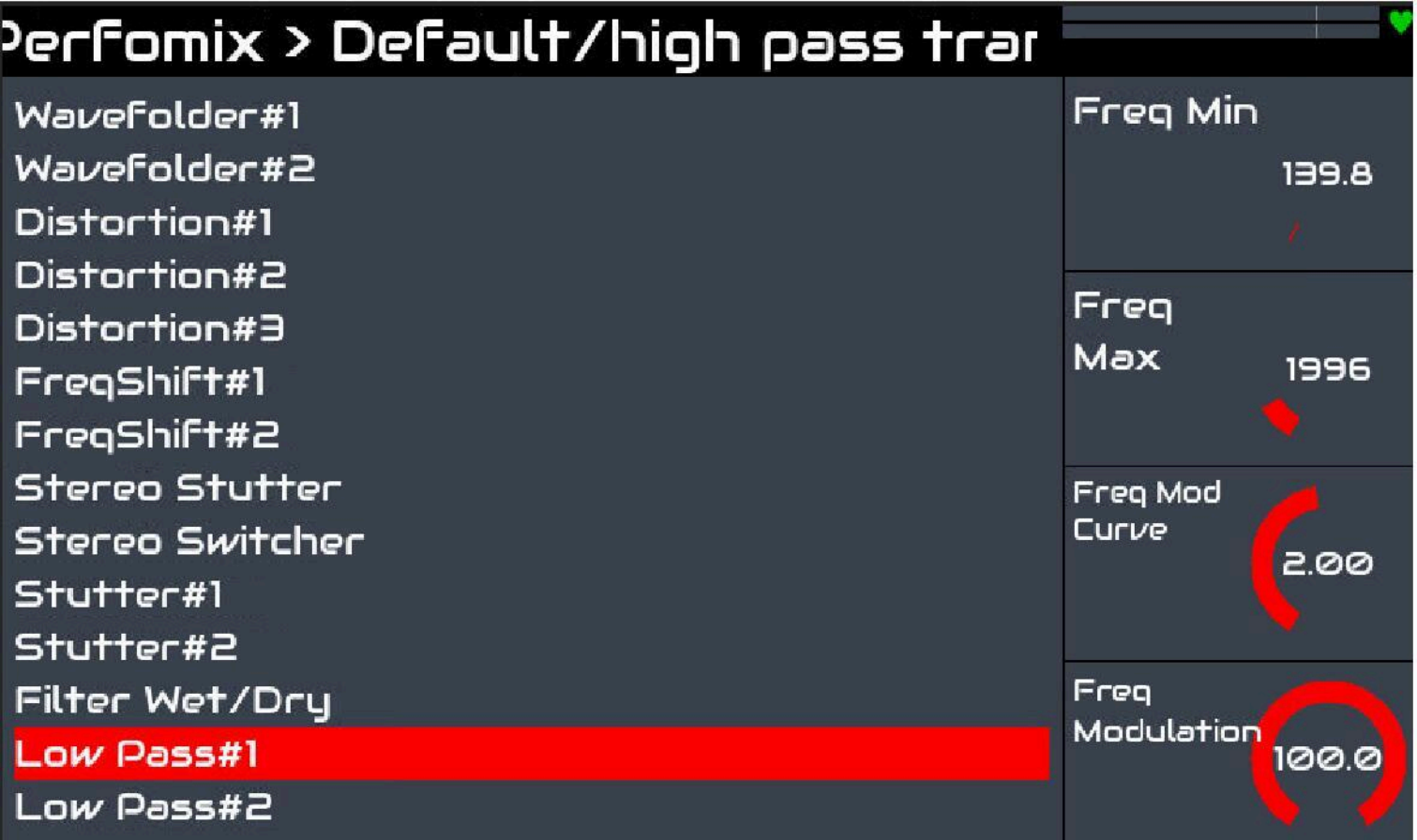


Amount of low pass filter of the audio signal

Amount of high pass filter of the audio signal

Amount of band pass filter of the audio signal

Amount of notch pass filter of the audio signal

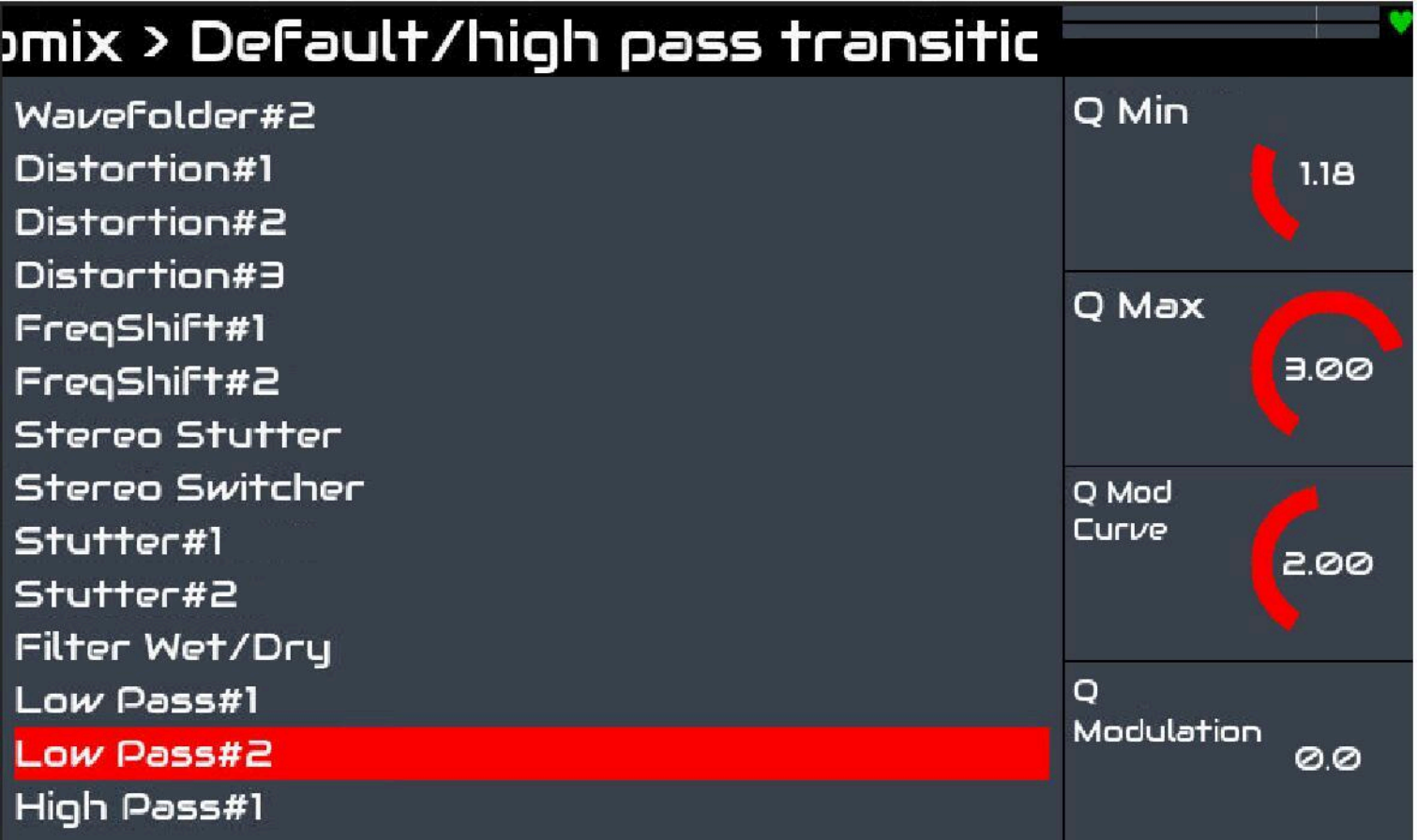


Low pass filter frequency for build-up beginning (0 %)

Low pass filter frequency for build-up end (100 %)

Linearity of the filter frequency during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

Amount of frequency change during build-up

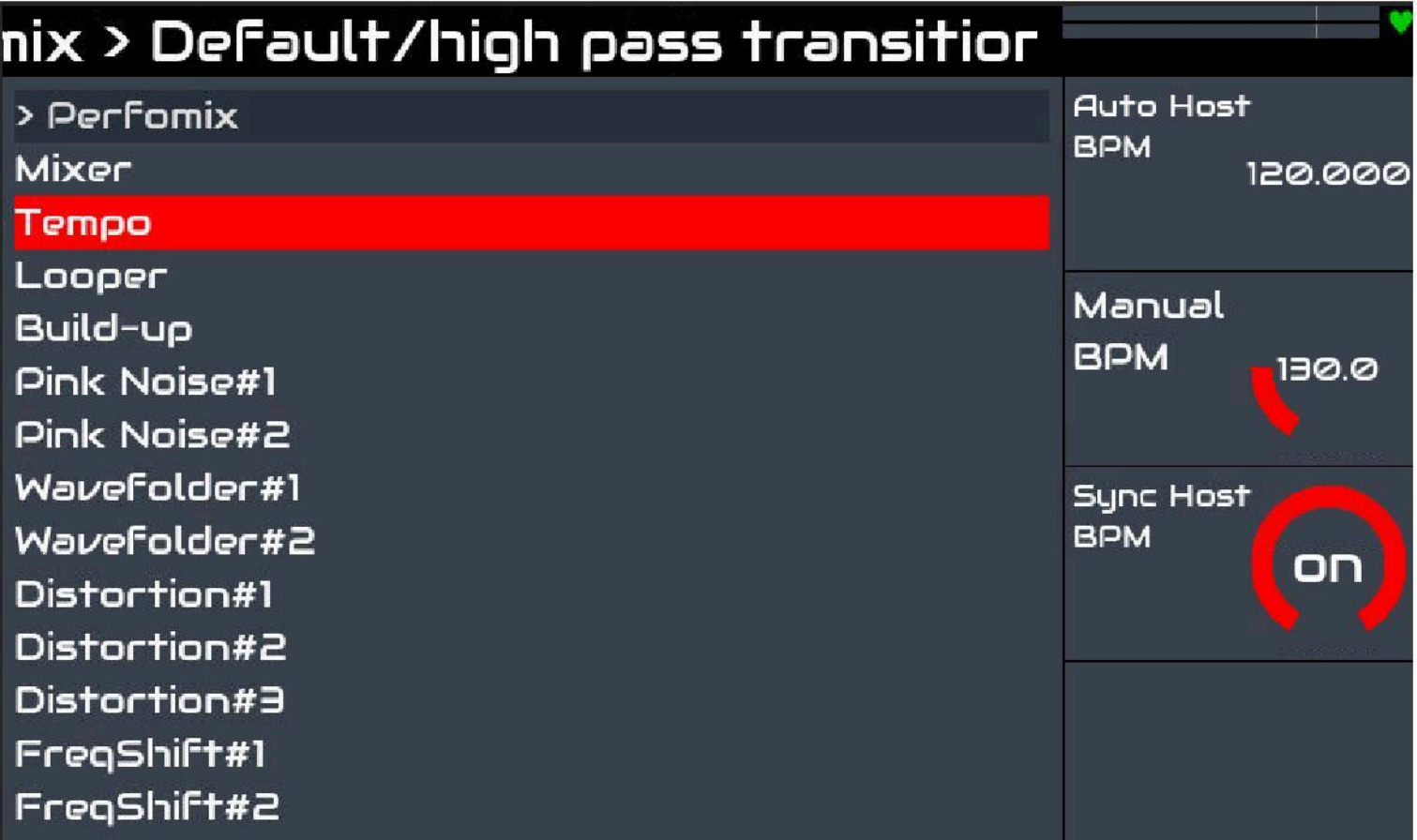


Low pass Q factor for build-up beginning (0 %)

Low pass Q factor for build-up end (100 %)

Linearity of the Q factor during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

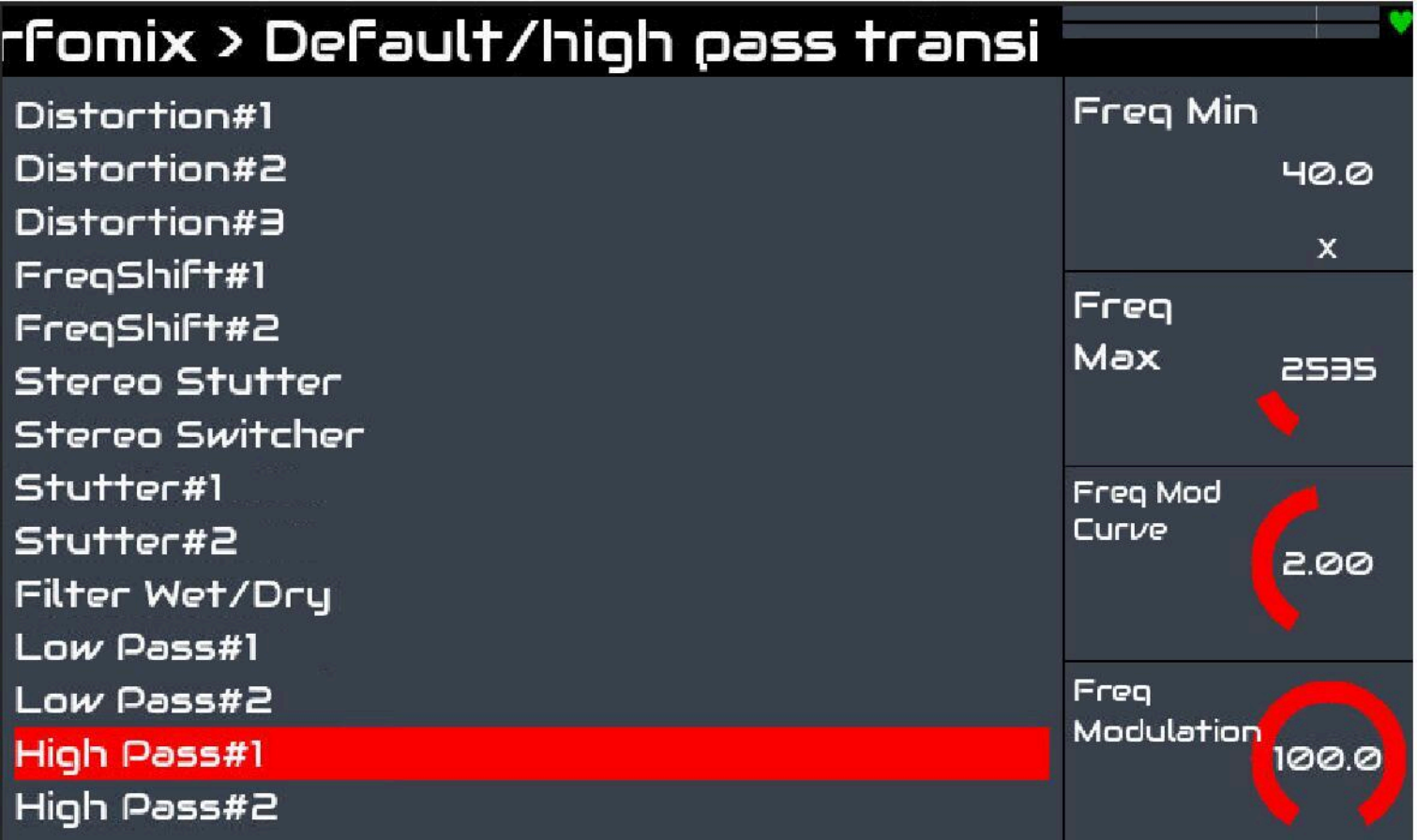
Amount of Q factor change during build-up



This is only a proxy configuration and cannot be changed. It represents the host's tempo, but does not show the correct value.

if "Sync Host BPM" is OFF, this sets the tempo of the looper, build-up and delay

Defaults to host's tempo setting (ON).

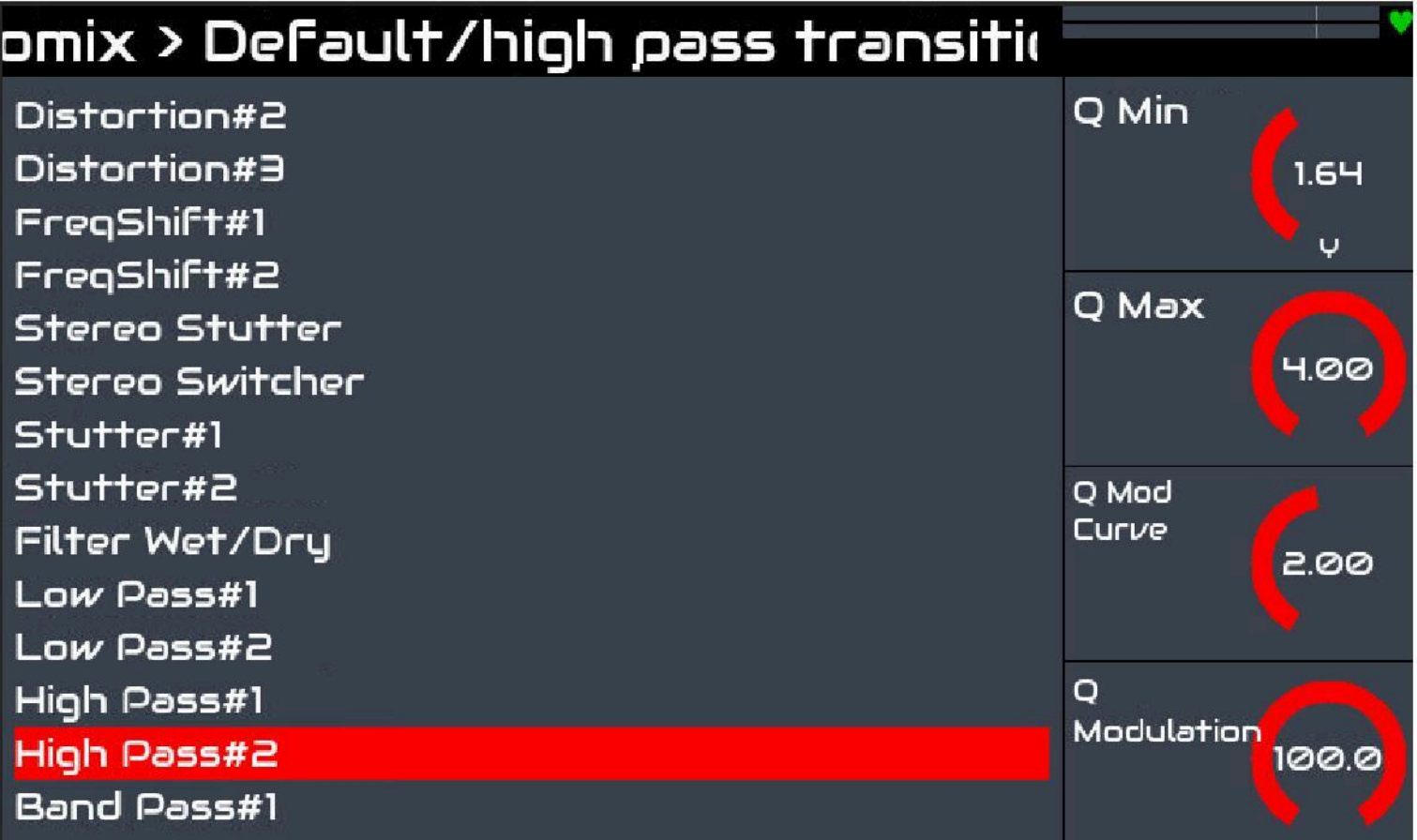


High pass filter frequency for build-up beginning (0 %)

High pass filter frequency for build-up end (100 %)

Linearity of the filter frequency during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

Amount of frequency change during build-up

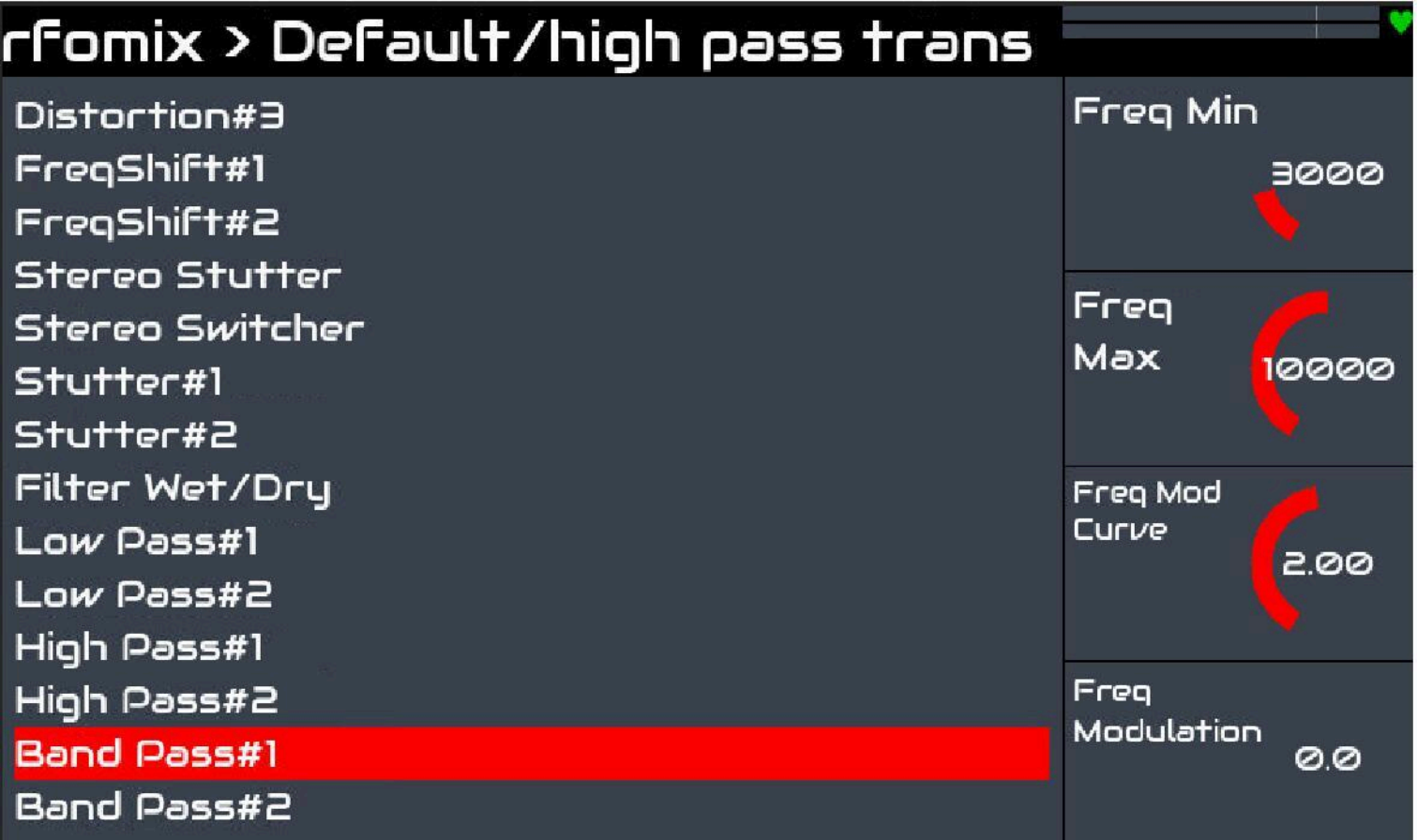


High pass Q factor for build-up beginning (0 %)

High pass Q factor for build-up end (100 %)

Linearity of the Q factor during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

Amount of Q factor change during build-up

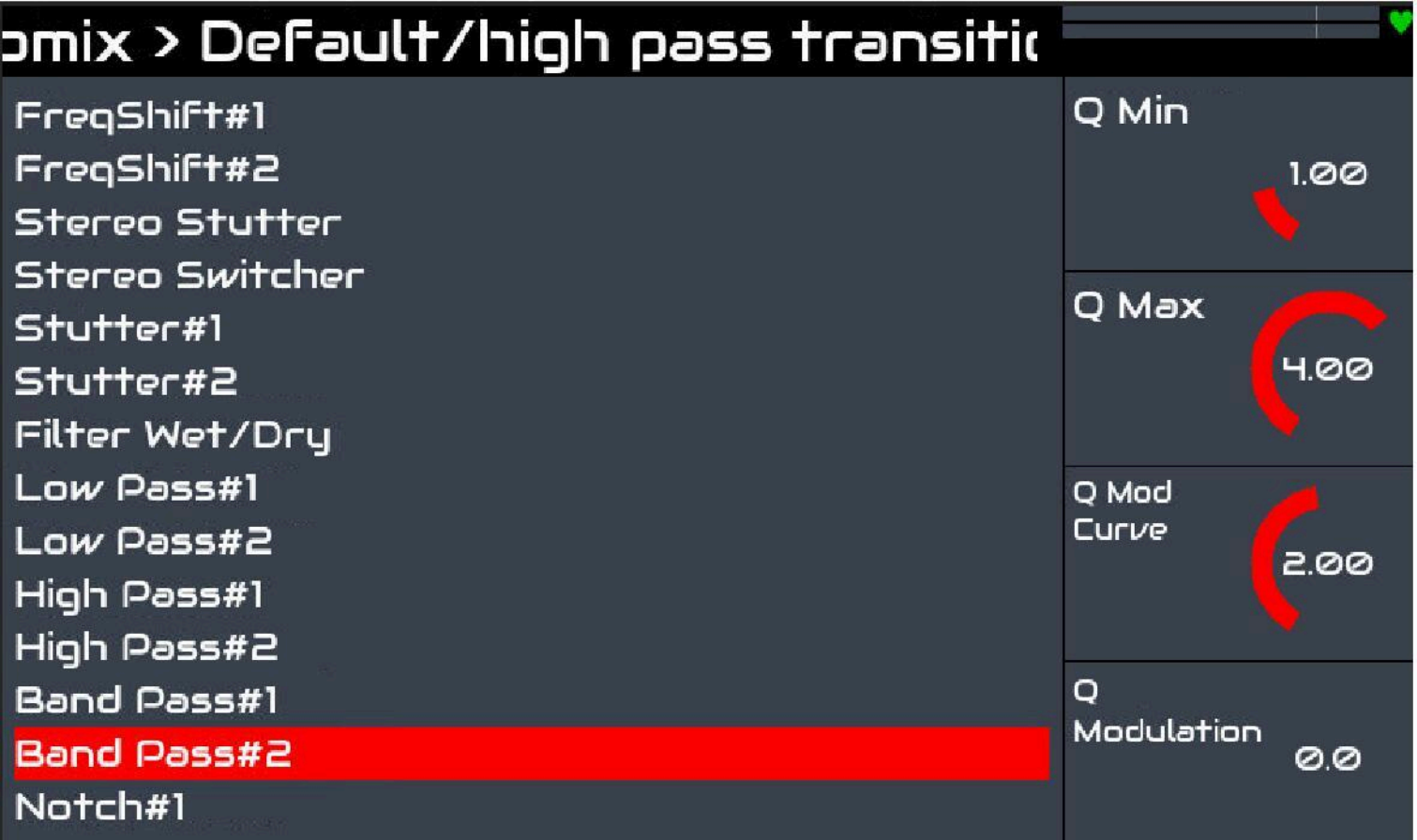


Band pass filter frequency for build-up beginning (0 %)

Band pass filter frequency for build-up end (100 %)

Linearity of the filter frequency during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

Amount of frequency change during build-up

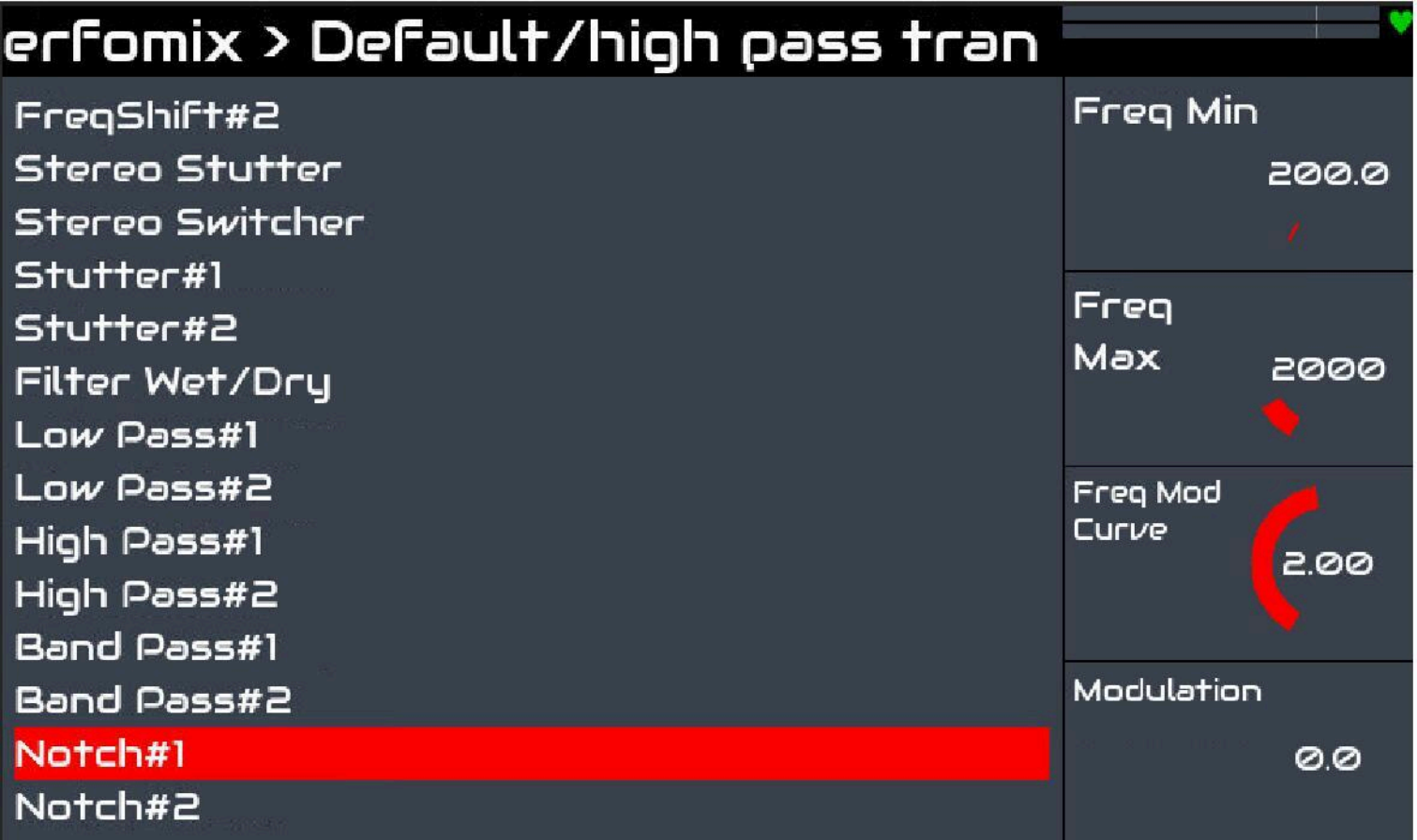


Band pass Q factor for build-up beginning (0 %)

Band pass Q factor for build-up end (100 %)

Linearity of the Q factor during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

Amount of Q factor change during build-up

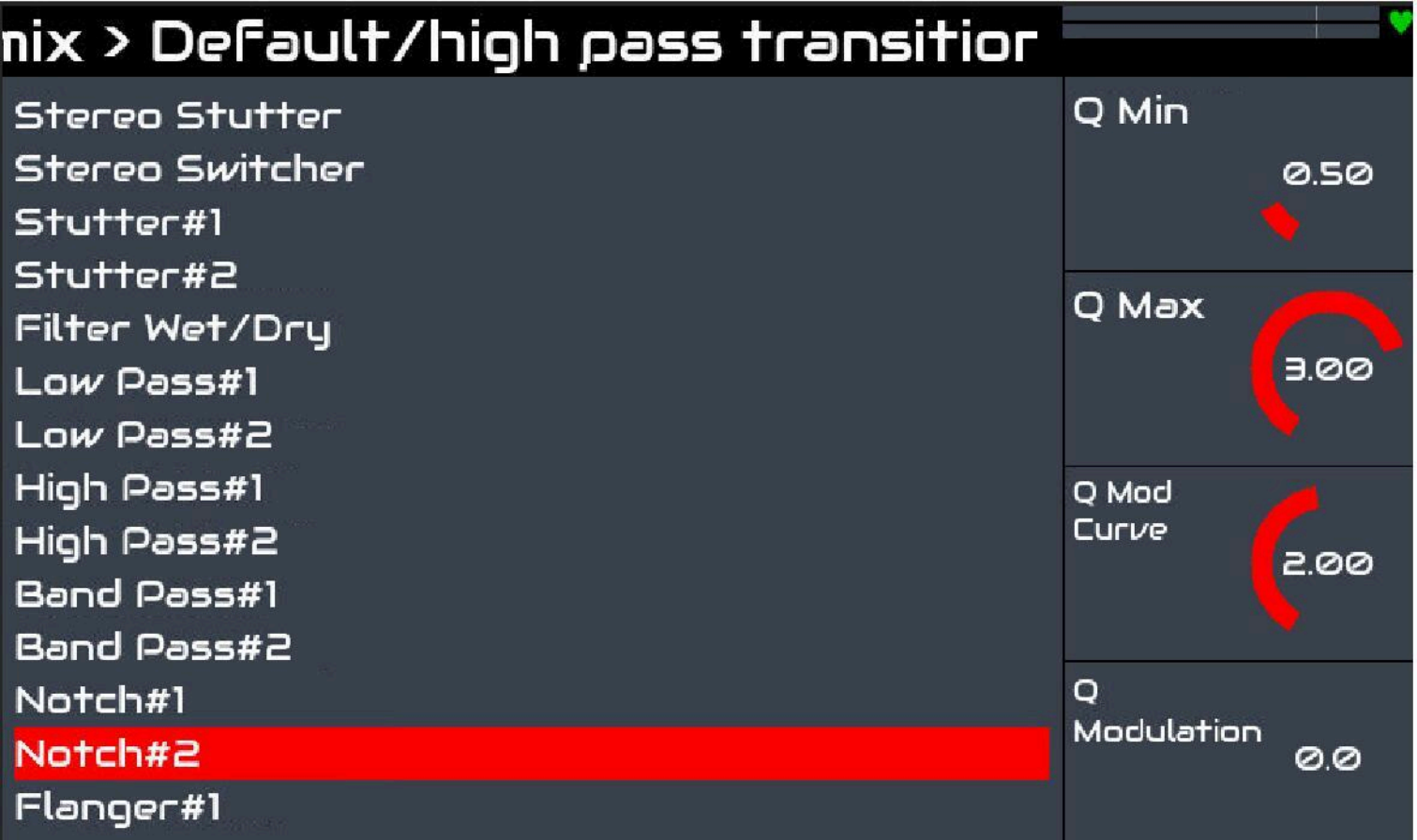


Notch filter frequency for build-up beginning (0 %)

Notch filter frequency for build-up end (100 %)

Linearity of the filter frequency during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

Amount of frequency change during build-up

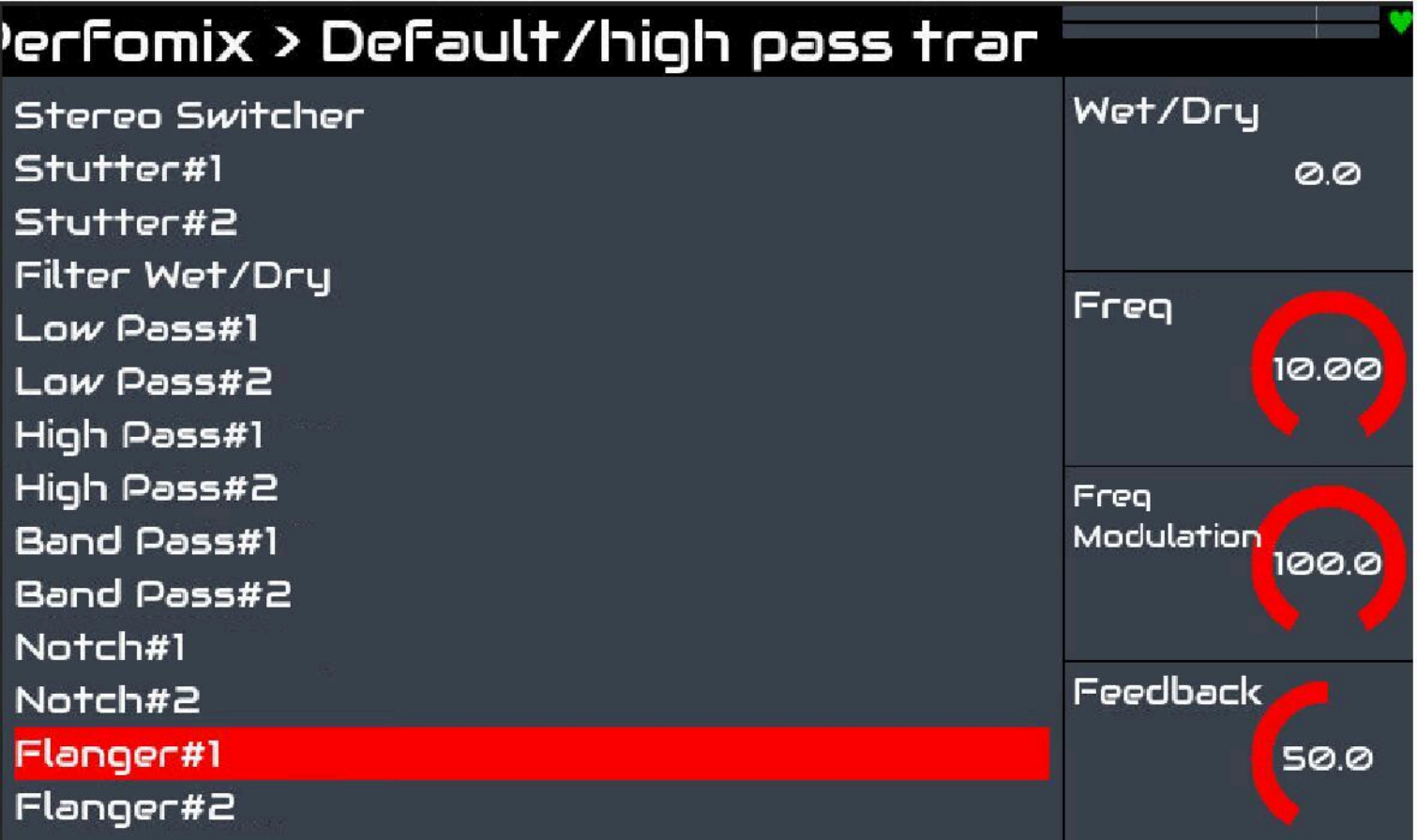


Notch filter Q factor for build-up beginning (0 %)

Notch filter Q factor for build-up end (100 %)

Linearity of the Q factor during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

Amount of Q factor change during build-up

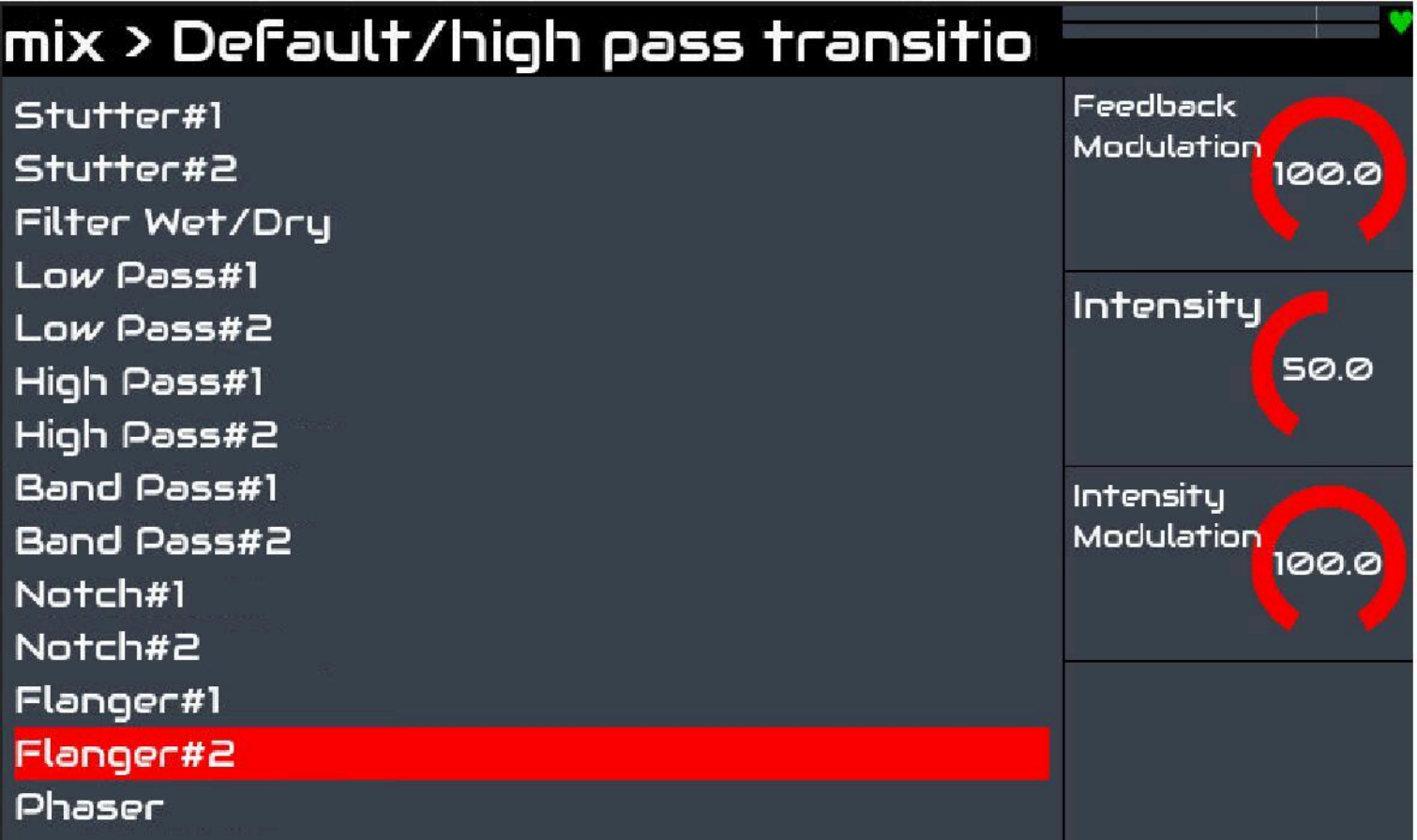


Amount of flanger audio effect

Maximum frequency of the flanger effect

0 %: flanger effect with constant frequency
100 %: flanger effect changes during build-up from 0 Hz to maximum frequency value

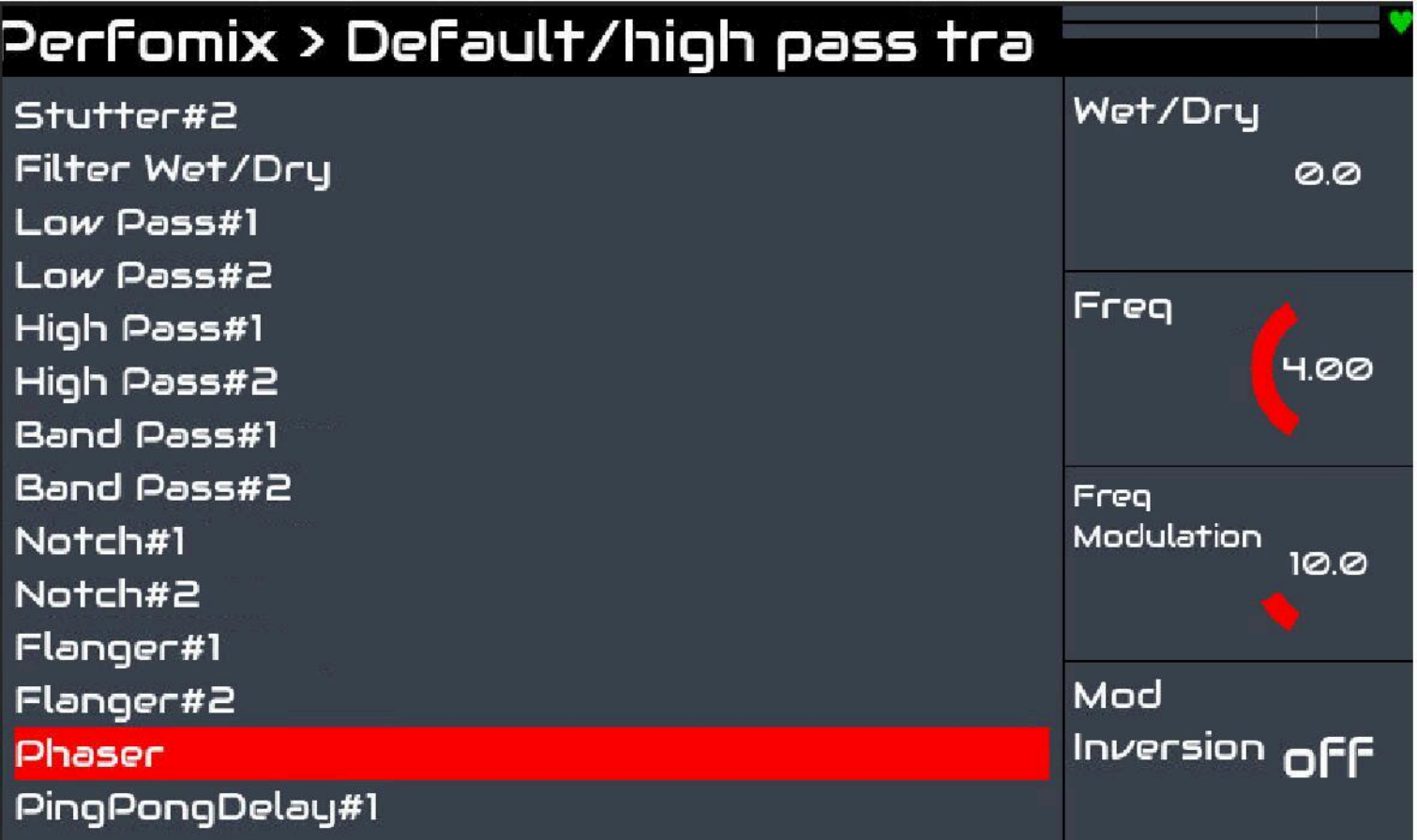
Maximum feedback amount of the flanger signal



Feedback modulation amount. Changes from 0 to maximum feedback amount during build-up

maximum depth of flanger effect

Depth modulation amount. Changes from 0 to maximum depth amount during build-up

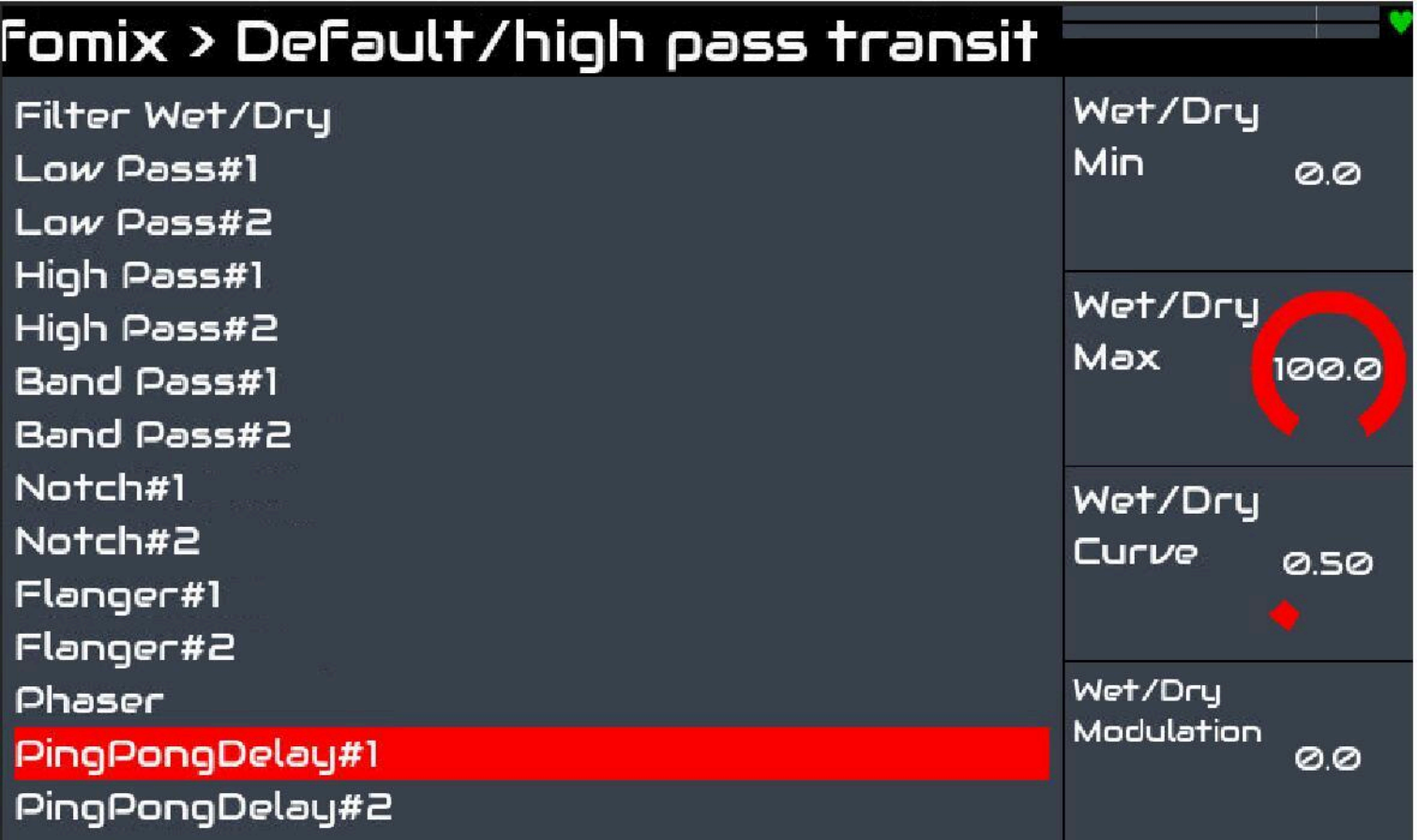


Amount of phaser effect

maximum frequency of phaser effect

amount of modulation of frequency during build-up.
Changes from 0.01 Hz to maximum frequency during build-up

reverses the modulation influence

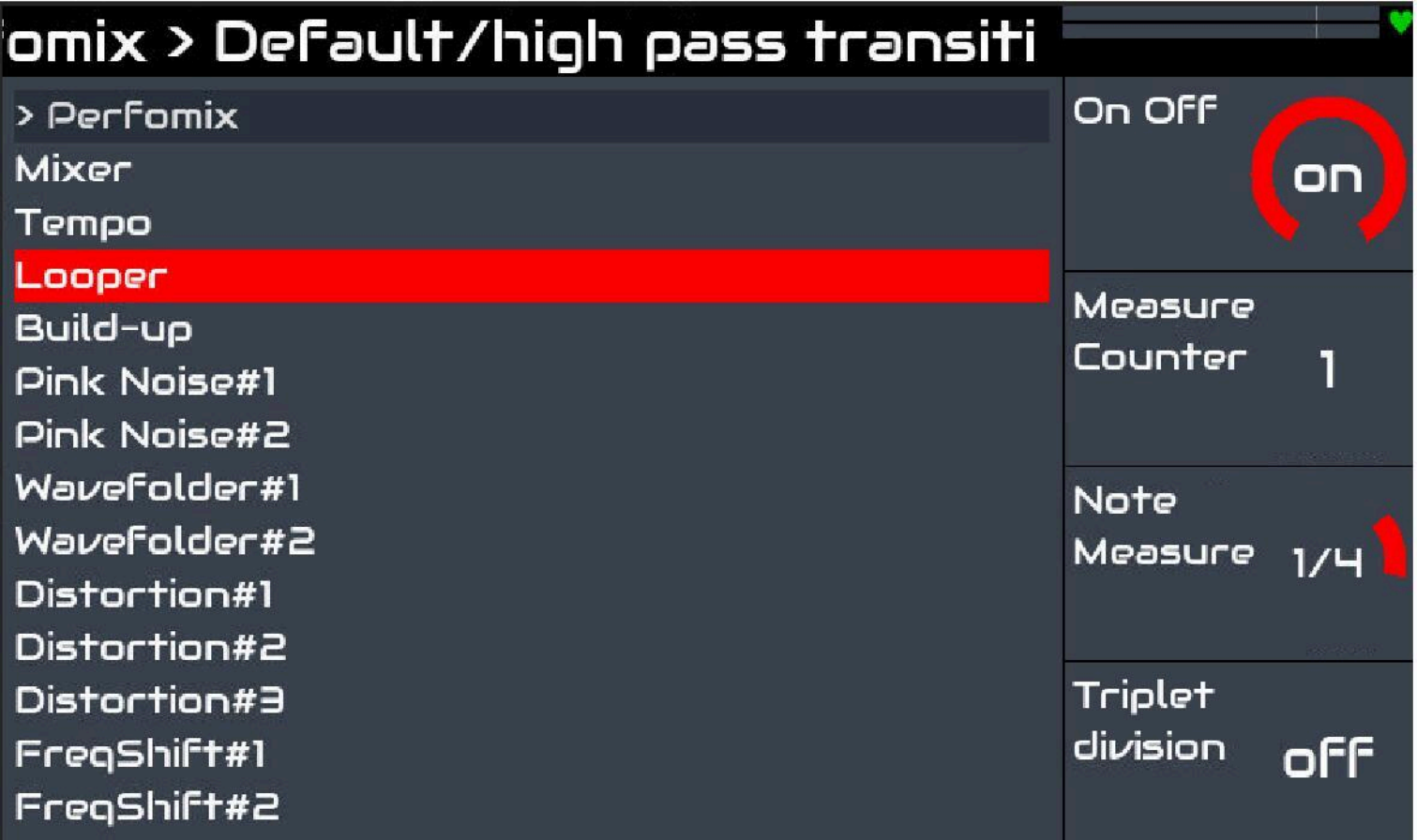


Minimum amount of the delay effect during build-up

Maximum amount of the delay effect during build-up

Linearity of the delay amount modulation during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

Influence onto delay amount during build-up.
0 % : only the minimum value influences the delay amount

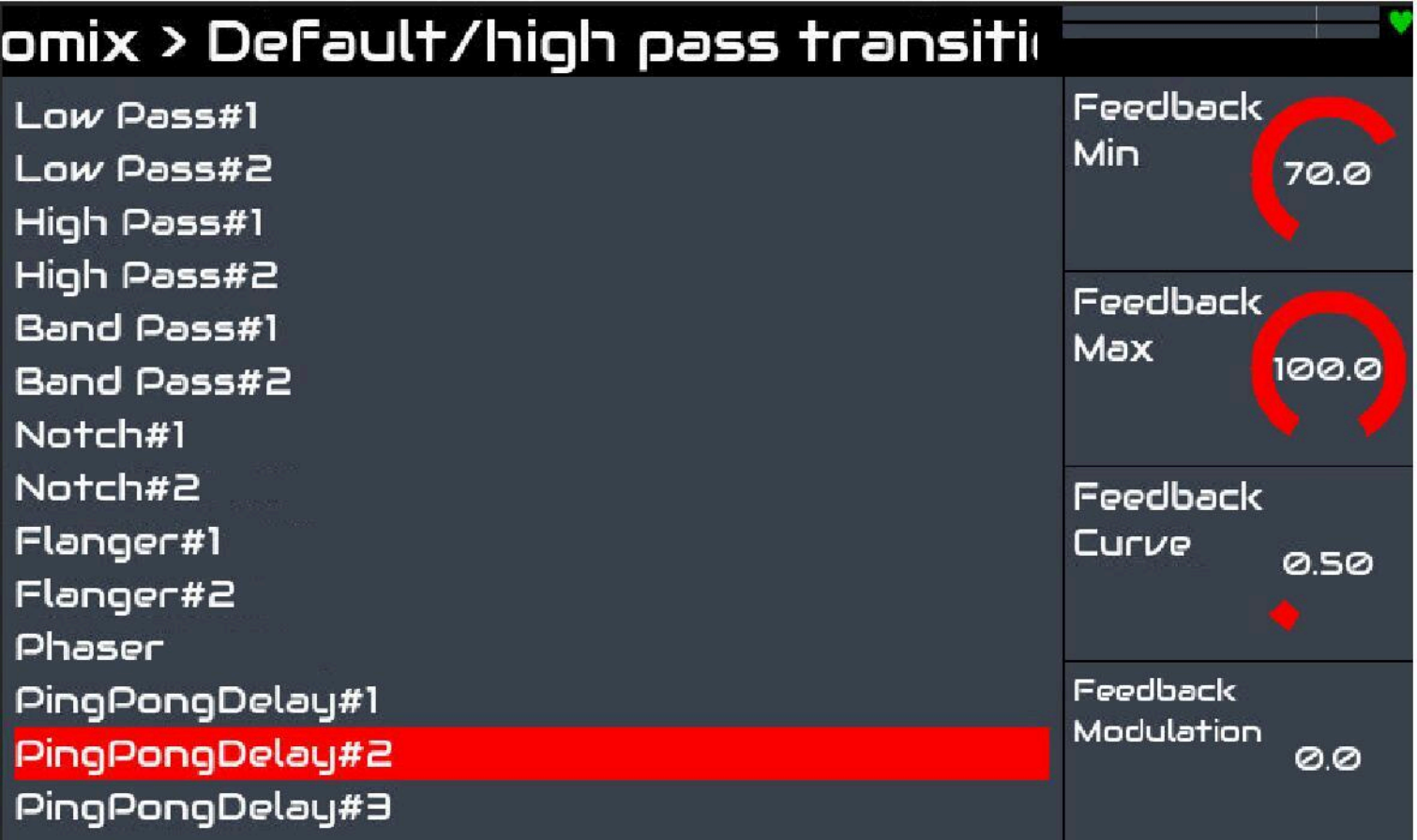


Sets looper function.
If build-up starts, the looper starts to record for the required time, and repeats after this period.

Length of loop is calculated by multiplying "note's measure" x "measure counter", if triplet is OFF.

Set the note's measure length.

Note's length is divided by 3
1/4 note length with triplet = 1/12 note's length

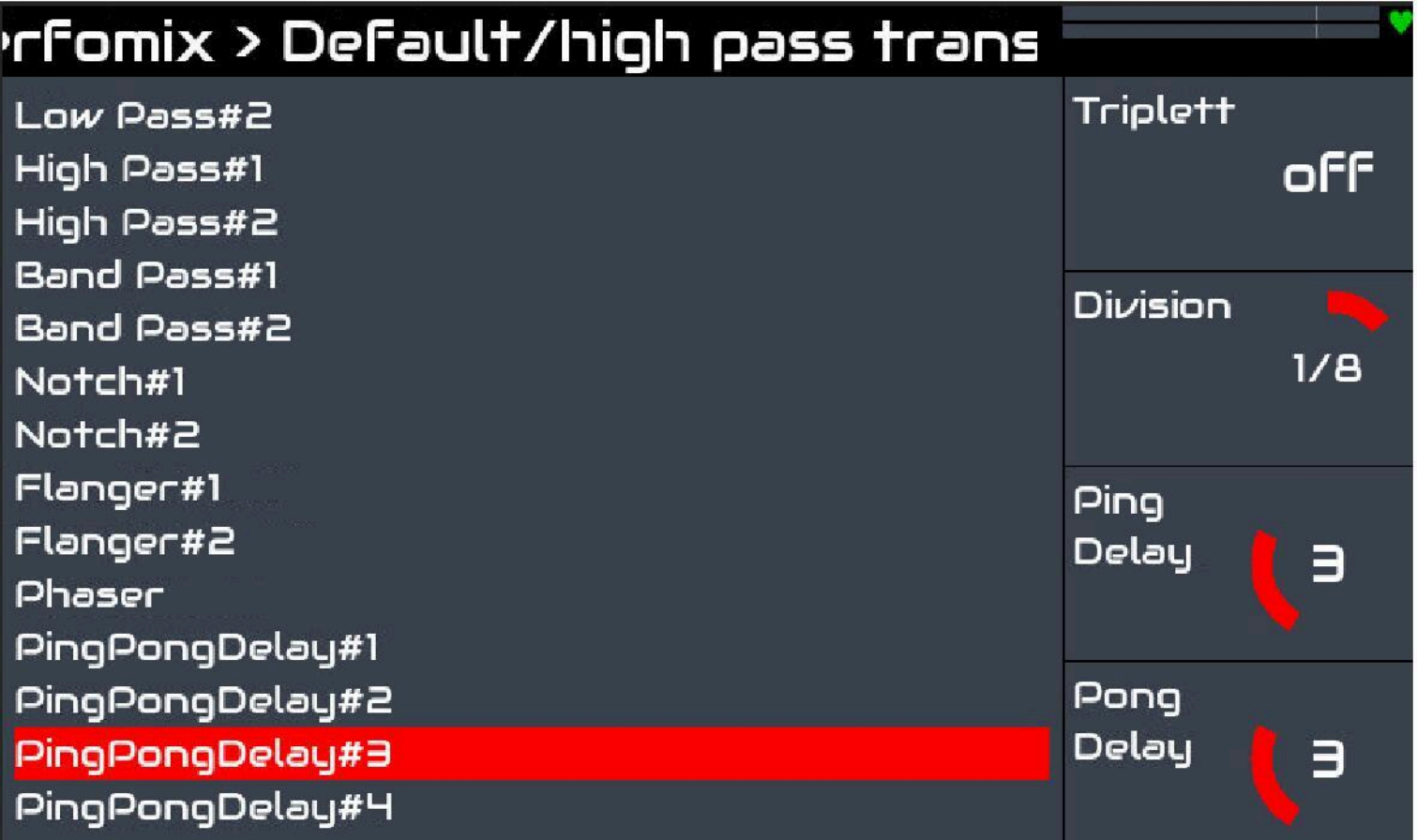


Minimum feedback amount of the delay effect during build-up

Maximum feedback amount of the delay effect during build-up

Linearity of the feedback modulation during build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

influence onto delay feedback amount during build-up
0 %: only the minimum value influences the delay amount

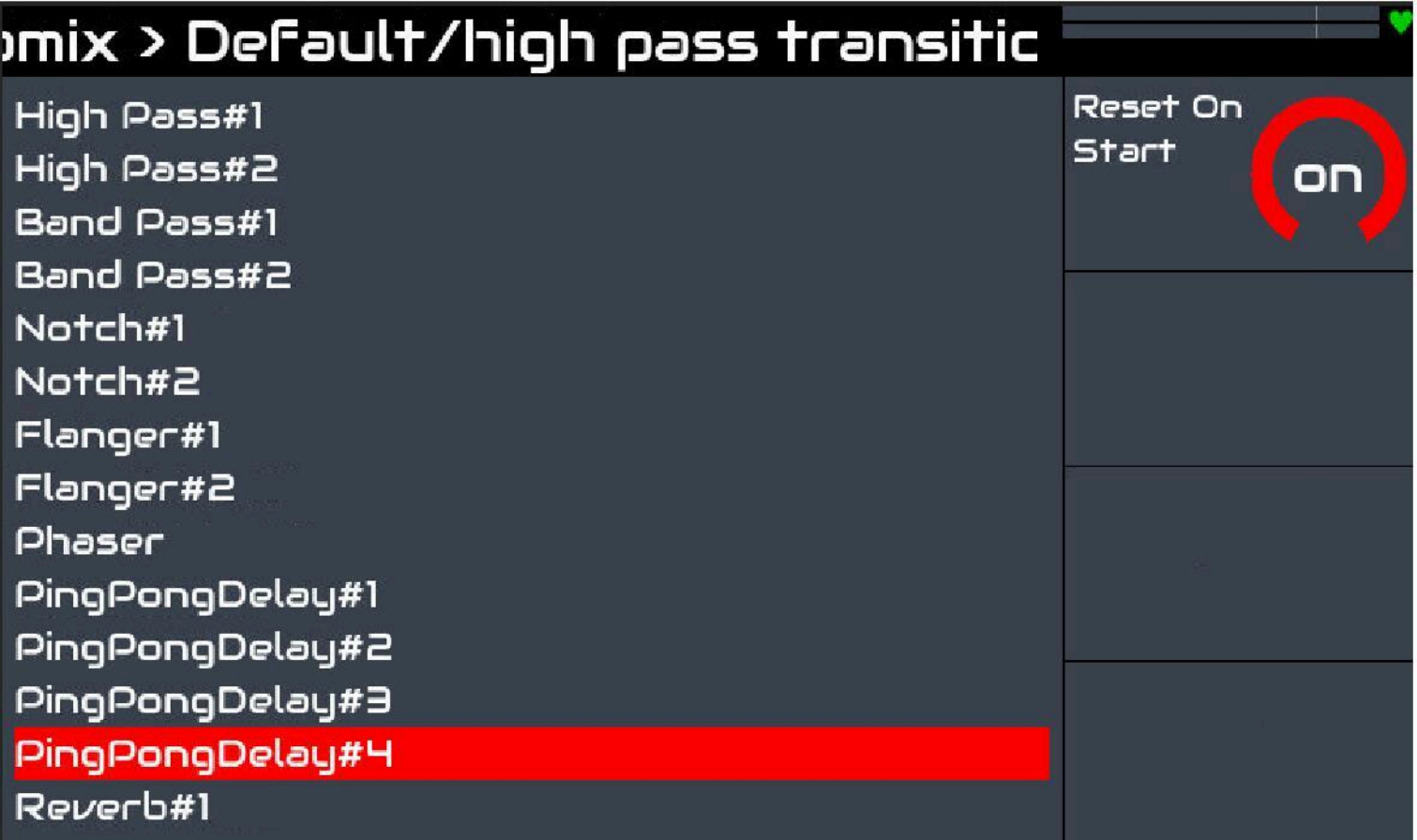


triplet switch for the delay length

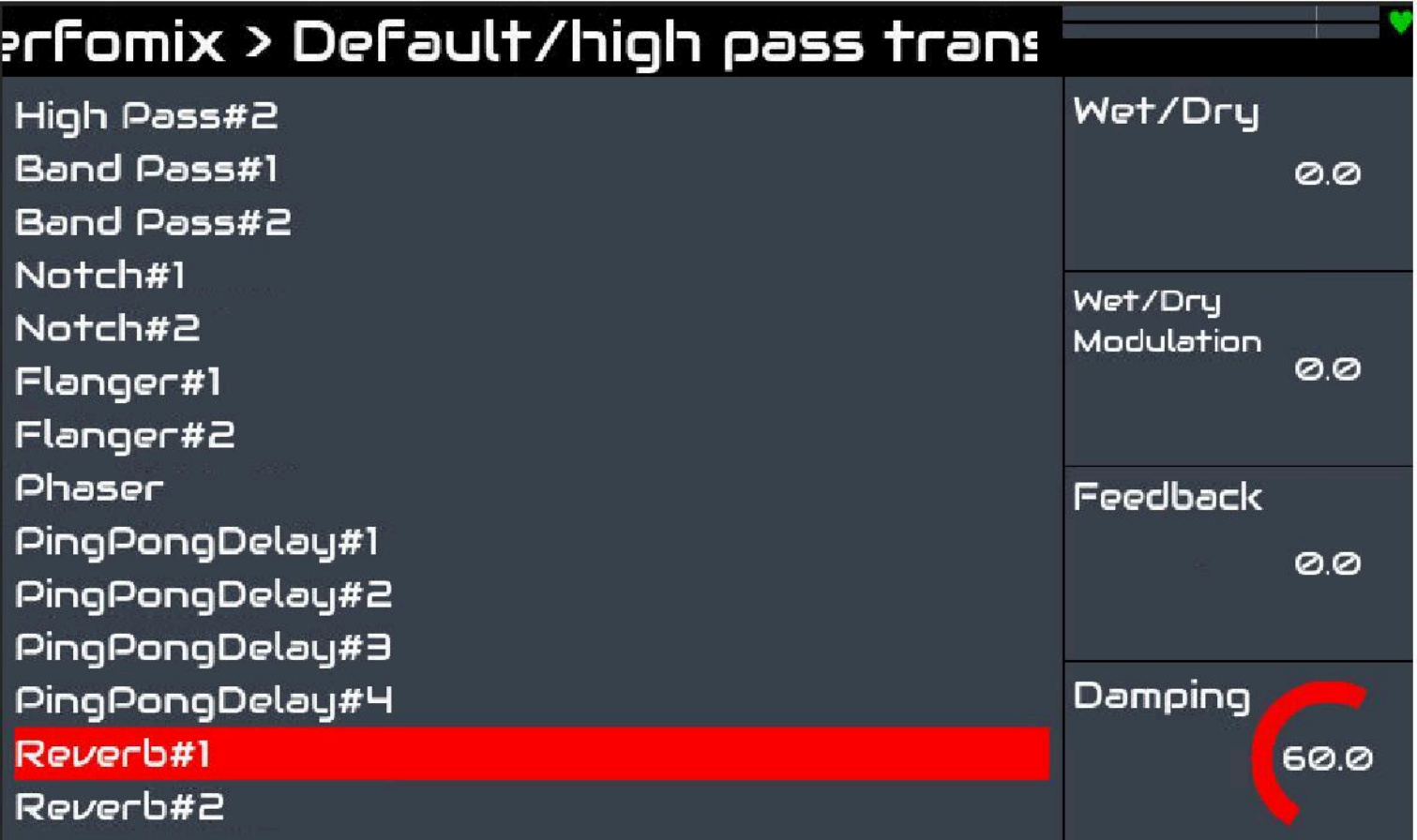
tempo synchronized base length of the delay

length of the delay for the left channel

length of the delay for the right channel



ON: delay audio buffer is cleared after every build-up
OFF: delay audio buffer is NOT cleared after build-up

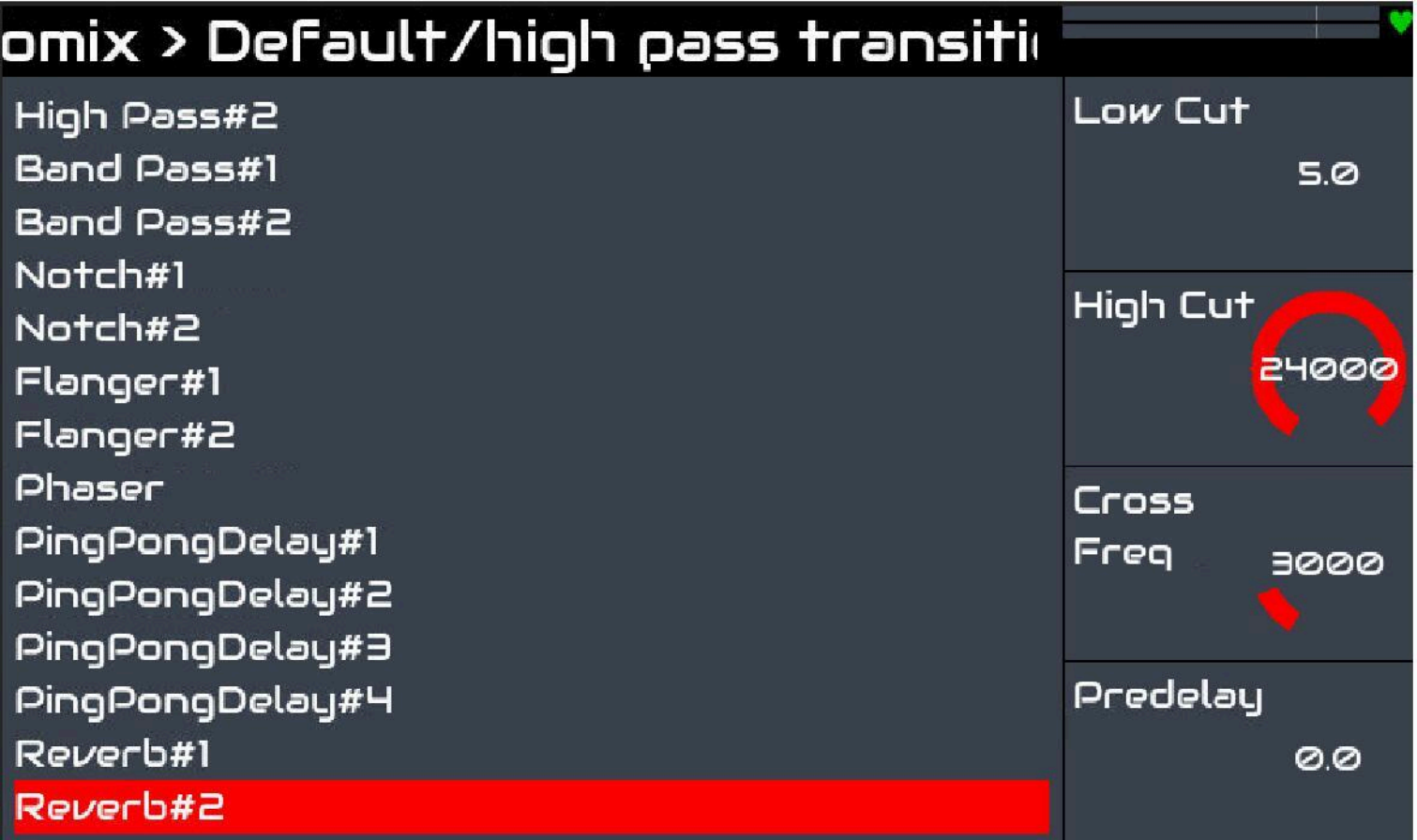


Amount of reverberation

0 %: constant amount of reverb
100 %: amount of reverb is changed from 0 % to 100 % during build-up

reverb feedback
(can be 100 %)

damping factor of the reverb

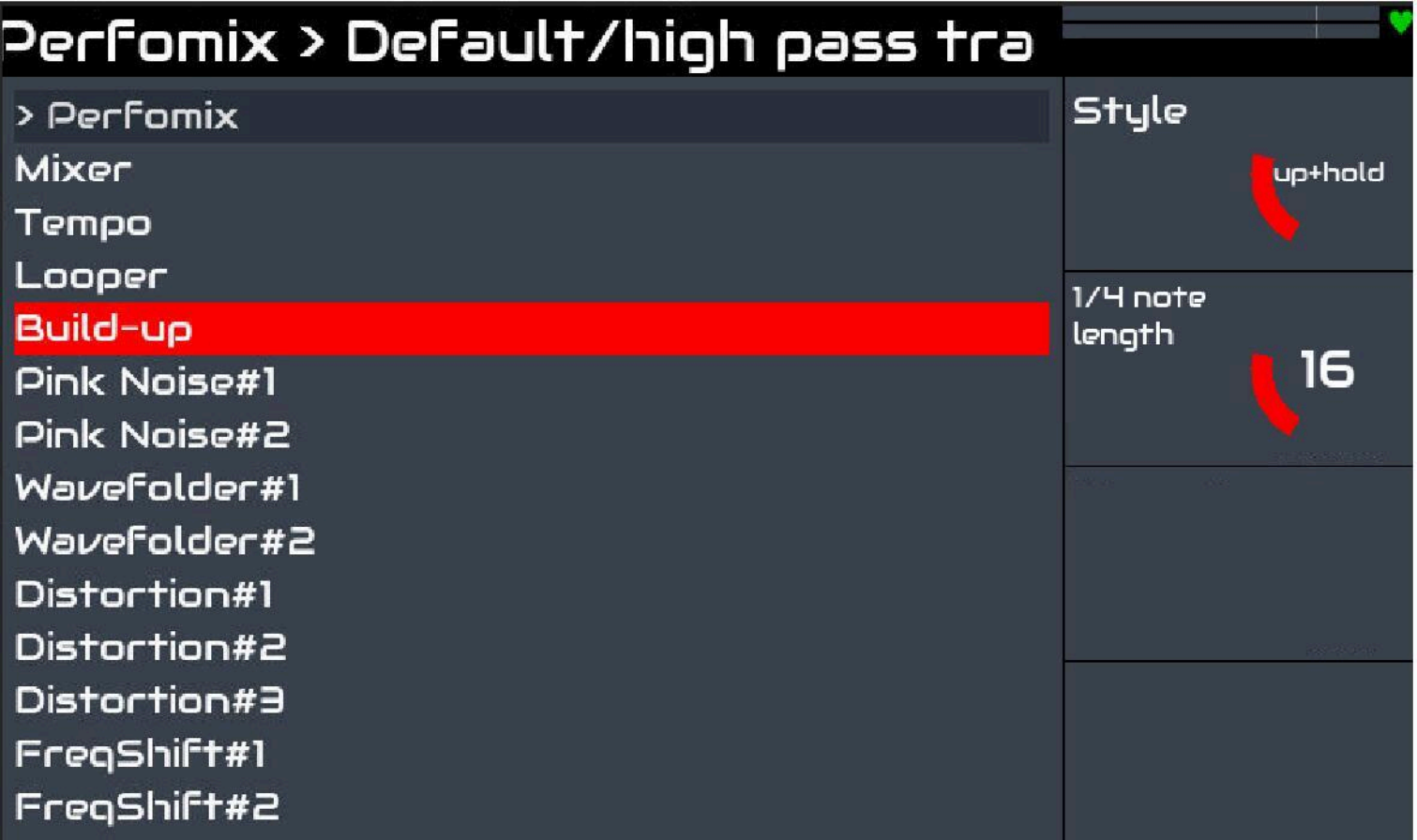


low cut filter of the reverb's tail

high cut filter of the reverb's tail

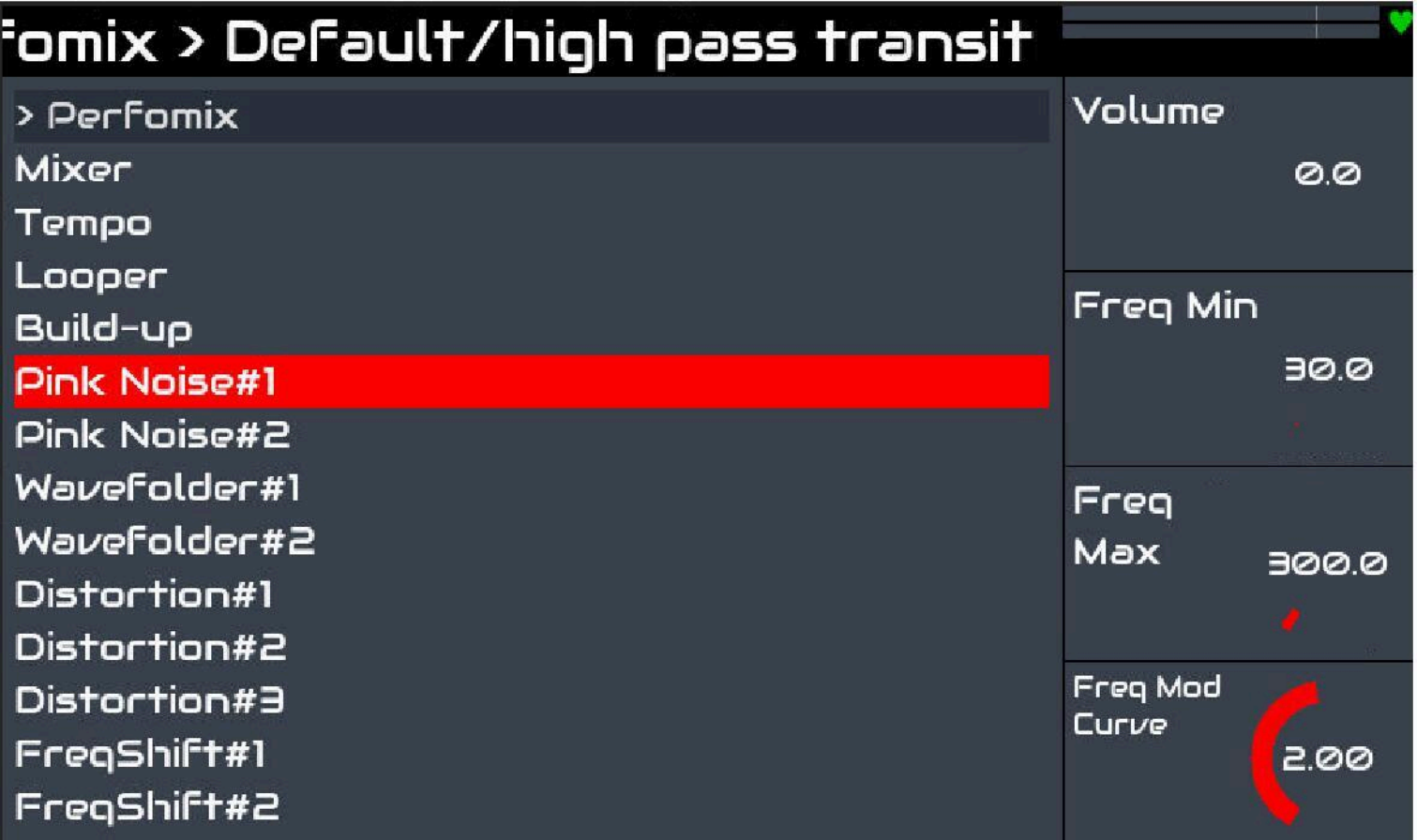
cross frequency split between longer low frequency and shorter high frequency reverb

predelay value of the reverb



Build-up automation
up+hold: 0 - 100 %
up+repeat: 0 - 100 % cyclic
up+down: 0 - 100 - 0 % cyclic
manual: "Manual FX" knob on mixer screen

Length of build-up sequence in 1/4 notes.

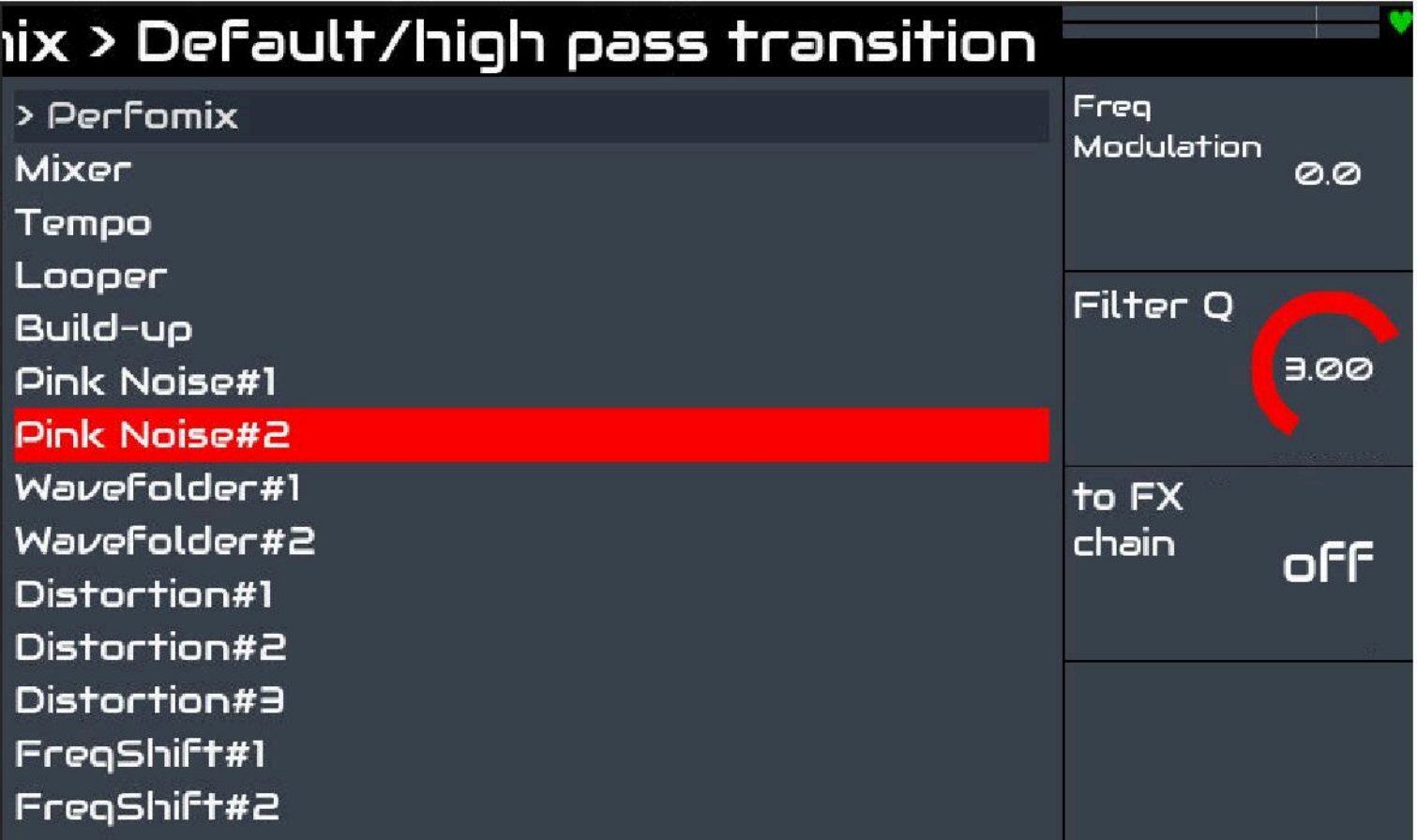


Maximum volume of the low pass filtered noise source,
with a filter sweep during build-up

Minimum low pass filter value

Maximum low pass filter value
If you change min and max values, the filter closes during build-up

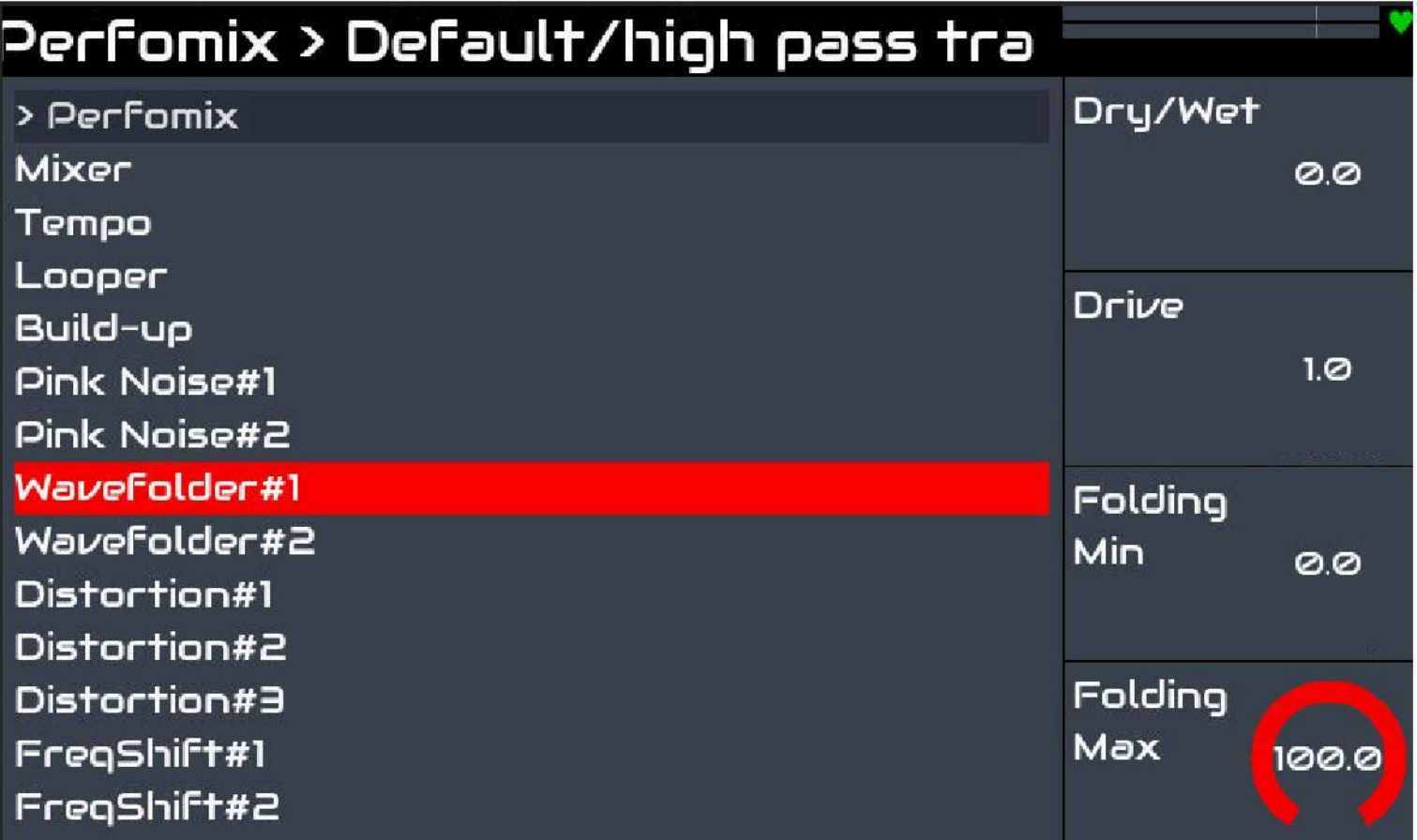
Linearity of the filter sweep.
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function



Amount of frequency modulation during build-up of the low pass filter sweep

Q factor of the low pass filter

ON: noise source is sent through the effects chain
OFF: noise source is added to the modulated audio signal

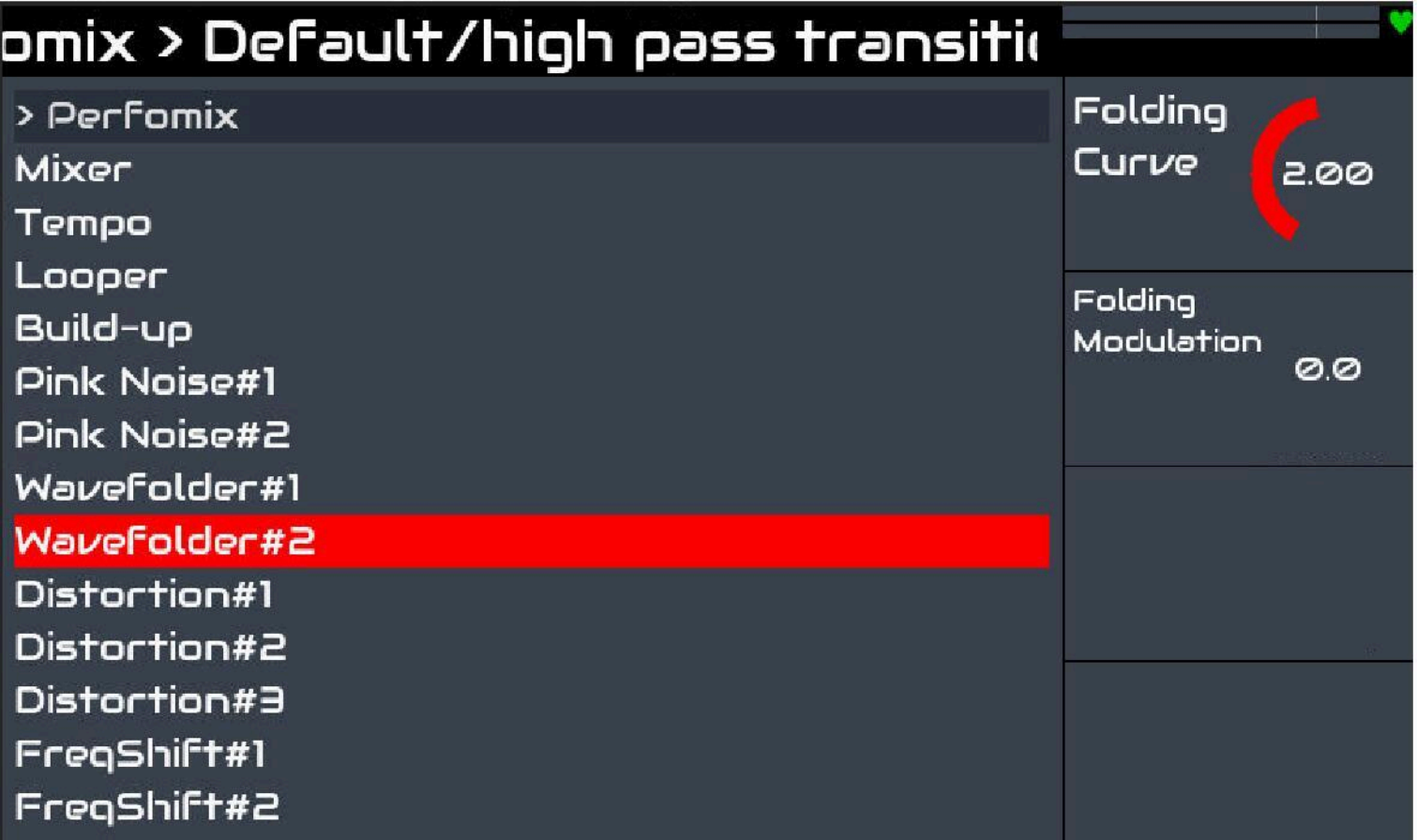


Amount of wave folding

Input signal drive for the wave folder

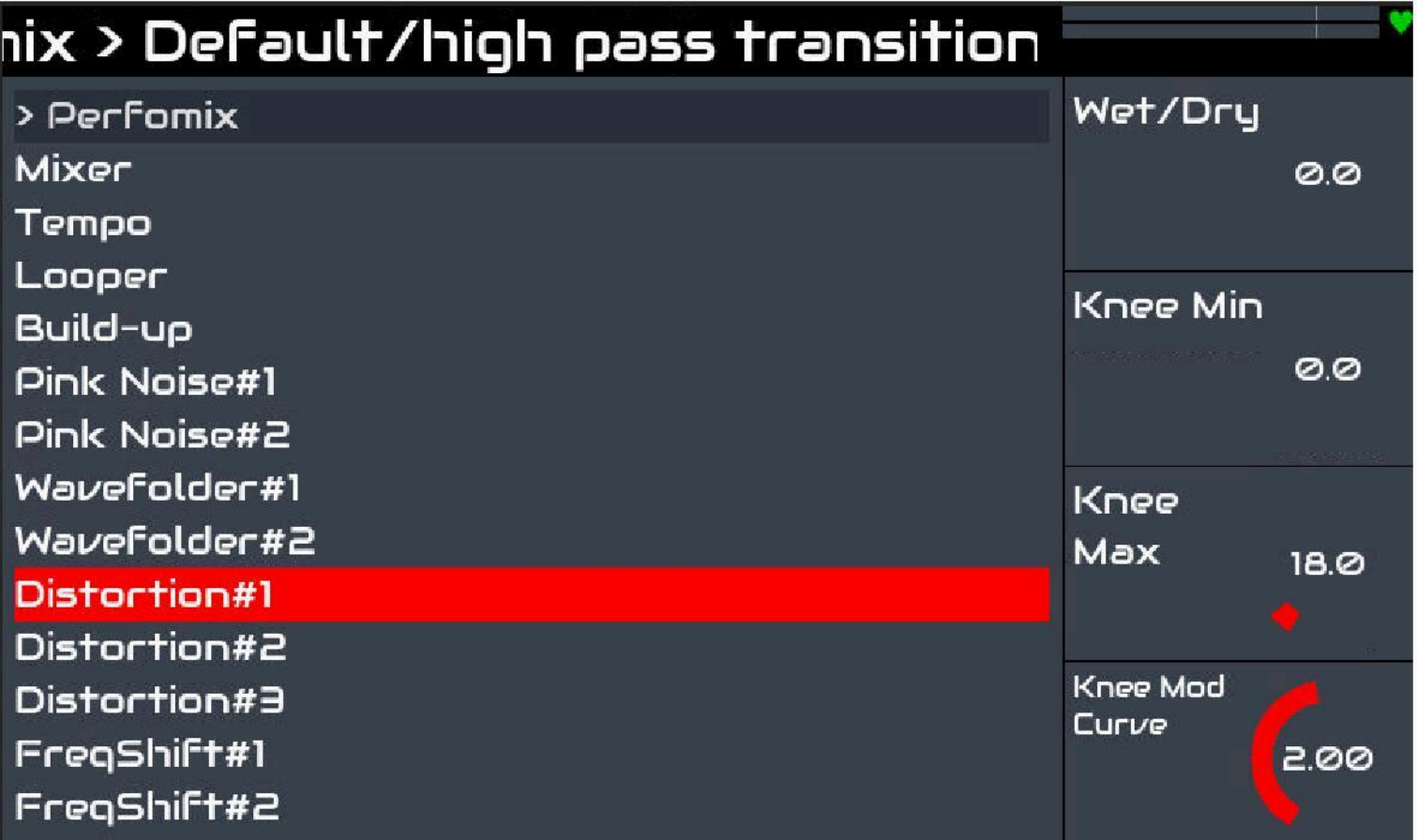
Minimum folding factor of the wave folder

Maximum folding factor of the wave folder



Linearity of the wave folder build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function

Amount of modulation from min to max folding value during build-up

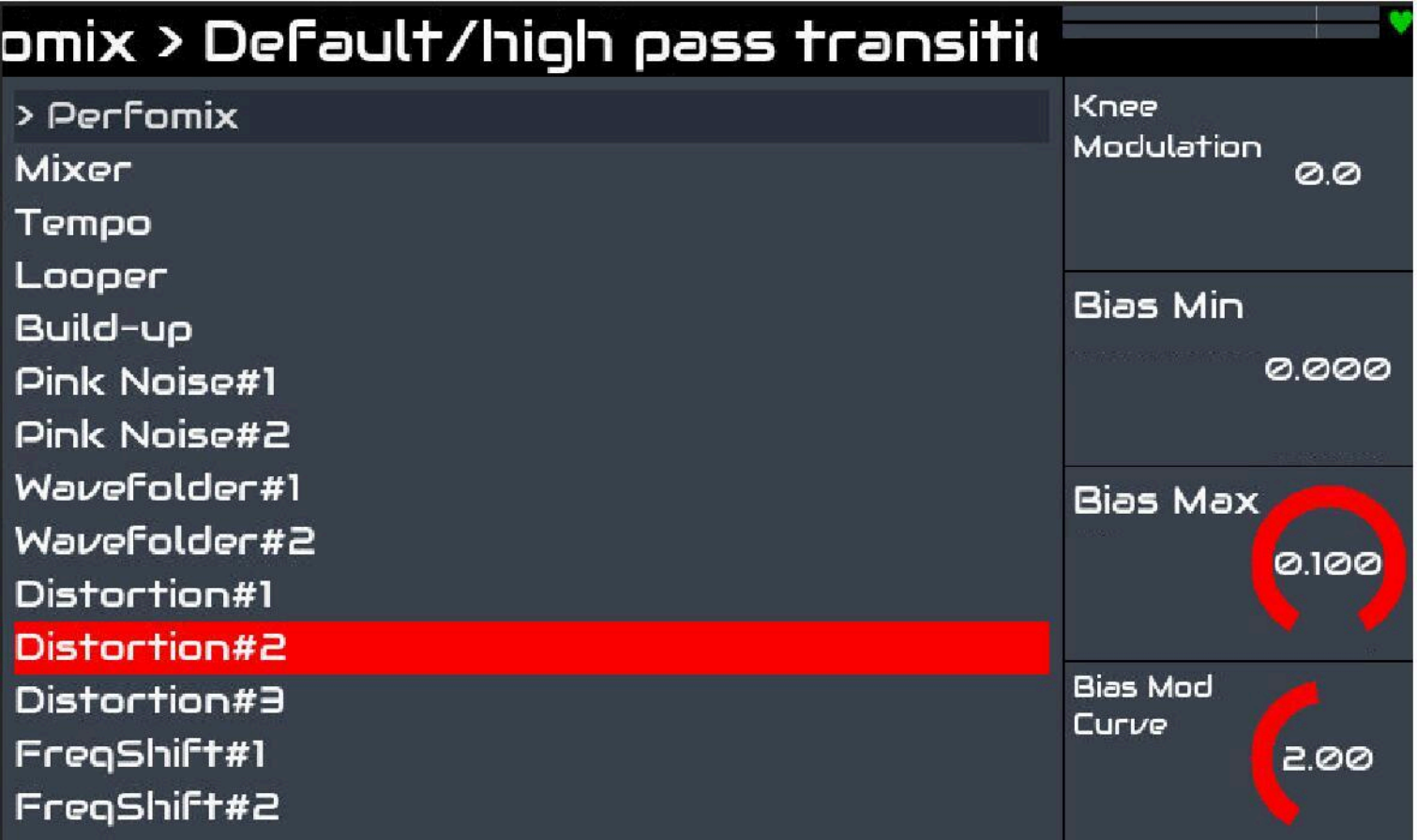


Amount of signal distortion

Minimum threshold value for the signal distortion

Maximum threshold value for the signal distortion

Linearity of the distortion threshold build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function



Amount of threshold modulation during build-up

Minimum distortion bias value for the signal

Maximum distortion bias value for the signal

Linearity of the distortion bias build-up
0.25 square root function
1.0 continuous change from 0 - 100 %
4.0 quadrupol function