

Perfomix > Default/high pass trar

> Perfomix

Mixer

Tempo

Looper

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

CrossFader

0.0

16#90

Crossfade
Trig

off

16#106

Manual
FX

100.0

16#98

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.

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Pink Noise#1

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Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Bias

Modulation

0.0

Amount of bias modulation during build-up

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Mixer

Tempo

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Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Wet/Dry

0.0

Amount of frequency shift of audio signal

FreqShift

Min

0.0

Minimum frequency shift value

FreqShift

Max

110.0

Maximum frequency shift value

FreqShift

Mod Curve

2.00

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

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- Mixer
- Tempo
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- Build-up
- Pink Noise#1
- Pink Noise#2
- WaveFolder#1
- WaveFolder#2
- Distortion#1
- Distortion#2
- Distortion#3
- FreqShift#1
- FreqShift#2**
- Stereo Stutter

FreqShift
Modulation



Amount of frequency shift modulation during build-up

Formix > Default/high pass transit

Tempo
Looper
Build-up
Pink Noise#1
Pink Noise#2
WaveFolder#1
WaveFolder#2
Distortion#1
Distortion#2
Distortion#3
FreqShift#1
FreqShift#2
Stereo Stutter
Stereo Switcher

Wet/Dry

0.000

Amount of stereo stuttered signal

Interval

1/4

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

Hardness

50.0

harshness of the edges of the stutter ef-
fect

Modulation

off

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

Perfomix > Default/high pass tran

Looper	Wet/Dry	0.000	Amount of stereo switcher effect (L-R-...)
Build-up	Interval	1/4	Base interval of stereo stuttering. If modulation is ON, the value is changed musically
Pink Noise#1	Modulation	off	rythmically change of the stutter effect (= faster stuttering during build-up)
Pink Noise#2			
WaveFolder#1			
WaveFolder#2			
Distortion#1			
Distortion#2			
Distortion#3			
FreqShift#1			
FreqShift#2			
Stereo Stutter			
Stereo Switcher			
Stutter#1			

mix > Default/high pass transition

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Wet/Dry

0.000

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

Interval

1/4

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

Length

50.0

Gate length,
from approx. 10 % to 90 %

Hardness

50.0

harshness of the edges of the stutter ef-
fect

Perfomix > Default/high pass tra

Pink Noise#1

Pink Noise#2

Wavefolder#1

Wavefolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Modulation

off

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

mix > Default/high pass transitor

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

LP

0.0

Amount of low pass filter of the audio signal

HP

100.0

Amount of high pass filter of the audio signal

BP

0.0

Amount of band pass filter of the audio signal

Notch

0.0

Amount of notch pass filter of the audio signal

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WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

Freq Min

139.8

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

Freq

Max

1996

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

Freq Mod

Curve

2.00

Linearity of the filter frequency during build-up

0.25 square root function

1.0 continuous change from 0 - 100 %

4.0 quadrupol function

Freq

Modulation

100.0

Amount of frequency change during build-up

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WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

Q Min



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

Q Max



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

Q Mod Curve



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

Q Modulation



Amount of Q factor change during build-up

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Mixer

Tempo

Looper

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Auto Host
BPM

120.000

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

Manual
BPM

130.0

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

Sync Host
BPM

ON

Defaults to host's tempo setting (ON).

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Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Freq Min

40.0

x

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

Freq

Max

2535

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

Freq Mod
Curve

2.00

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

Freq
Modulation

100.0

Amount of frequency change during build-up

omix > Default/high pass transiti

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Q Min



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

Q Max



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

Q Mod Curve



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

Q Modulation



Amount of Q factor change during build-up

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Distortion#3

FreqShift#1

FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Freq Min

3000

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

Freq

Max

10000

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

Freq Mod

Curve

2.00

Linearity of the filter frequency during build-up

0.25 square root function

1.0 continuous change from 0 - 100 %

4.0 quadrupol function

Freq

Modulation

0.0

Amount of frequency change during build-up

omix > Default/high pass transistit

FreqShift#1

FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Q Min

1.00

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

Q Max

4.00

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

Q Mod Curve

2.00

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

Q Modulation

0.0

Amount of Q factor change during build-up

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FreqShift#2

Stereo Stutter

Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Freq Min

200.0

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

Freq

Max

2000

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

Freq Mod
Curve

2.00

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

Modulation

0.0

Amount of frequency change during build-up

mix > Default/high pass transistor

Stereo Stutter
Stereo Switcher
Stutter#1
Stutter#2
Filter Wet/Dry
Low Pass#1
Low Pass#2
High Pass#1
High Pass#2
Band Pass#1
Band Pass#2
Notch#1
Notch#2
Flanger#1

Q Min

0.50

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

Q Max

3.00

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

Q Mod
Curve

2.00

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

Q
Modulation

0.0

Amount of Q factor change during build-up

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Stereo Switcher

Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Flanger#1

Flanger#2

Wet/Dry

0.0

Amount of flanger audio effect

Freq

10.00

Maximum frequency of the flanger effect

Freq Modulation

100.0

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

Feedback

50.0

Maximum feedback amount of the flanger signal

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Stutter#1

Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Flanger#1

Flanger#2

Phaser

Feedback
Modulation

100.0

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

Intensity

50.0

maximum depth of flanger effect

Intensity
Modulation

100.0

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

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Stutter#2

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Flanger#1

Flanger#2

Phaser

PingPongDelay#1

Wet/Dry

0.0

Amount of phaser effect

Freq

4.00

maximum frequency of phaser effect

Freq
Modulation

10.0

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

Mod
Inversion off

reverses the modulation influence

Fomix > Default/high pass transit

Filter Wet/Dry

Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Flanger#1

Flanger#2

Phaser

PingPongDelay#1

PingPongDelay#2

Wet/Dry

Min

0.0

Minimum amount of the delay effect during build-up

Wet/Dry

Max

100.0

Maximum amount of the delay effect during build-up

Wet/Dry

Curve

0.50

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

Wet/Dry

Modulation

0.0

Influence onto delay amount during build-up.

0 % : only the minimum value influences the delay amount

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Mixer

Tempo

Looper

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

On Off



Sets looper function.

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

Measure Counter

1

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

Note Measure

1/4



Set the note's measure length.

Triplet division

off

Note's length is divided by 3

1/4 note length with triplet = 1/12 note's length

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Low Pass#1

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Flanger#1

Flanger#2

Phaser

PingPongDelay#1

PingPongDelay#2

PingPongDelay#3

Feedback

Min

70.0

Minimum feedback amount of the delay effect during build-up

Feedback

Max

100.0

Maximum feedback amount of the delay effect during build-up

Feedback

Curve

0.50

Linearity of the feedback modulation during build-up

0.25 square root function

1.0 continuous change from 0 - 100 %

4.0 quadrupol function

Feedback

Modulation

0.0

influence onto delay feedback amount during build-up

0 %: only the minimum value influences the delay amount

Formix > Default/high pass trans

Low Pass#2

High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Flanger#1

Flanger#2

Phaser

PingPongDelay#1

PingPongDelay#2

PingPongDelay#3

PingPongDelay#4

Triplett

off

triplet switch for the delay length

Division

1/8

tempo synchronized base length of the delay

Ping

Delay

3

length of the delay for the left channel

Pong

Delay

3

length of the delay for the right channel

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High Pass#1

High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Flanger#1

Flanger#2

Phaser

PingPongDelay#1

PingPongDelay#2

PingPongDelay#3

PingPongDelay#4

Reverb#1

Reset On
Start



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

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High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Flanger#1

Flanger#2

Phaser

PingPongDelay#1

PingPongDelay#2

PingPongDelay#3

PingPongDelay#4

Reverb#1

Reverb#2

Wet/Dry

0.0

Amount of reverberation

Wet/Dry
Modulation

0.0

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

Feedback

0.0

reverb feedback
(can be 100 %)

Damping

60.0

damping factor of the reverb

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High Pass#2

Band Pass#1

Band Pass#2

Notch#1

Notch#2

Flanger#1

Flanger#2

Phaser

PingPongDelay#1

PingPongDelay#2

PingPongDelay#3

PingPongDelay#4

Reverb#1

Reverb#2

Low Cut

5.0

low cut filter of the reverb's tail

High Cut

24000

high cut filter of the reverb's tail

Cross

Freq

3000

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

Predelay

0.0

predelay value of the reverb

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Mixer

Tempo

Looper

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Style

up+hold

1/4 note
length

16

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.

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- Mixer
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- Build-up
- Pink Noise#1**
- Pink Noise#2
- WaveFolder#1
- WaveFolder#2
- Distortion#1
- Distortion#2
- Distortion#3
- FreqShift#1
- FreqShift#2

Volume	0.0
Freq Min	30.0
Freq Max	300.0
Freq Mod Curve	2.00

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

Mix > Default/high pass transition

> Perfomix

Mixer

Tempo

Looper

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Freq
Modulation

0.0

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

Filter Q

3.00

Q factor of the low pass filter

to FX
chain

off

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

Perfomix > Default/high pass tra

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- Pink Noise#1
- Pink Noise#2
- WaveFolder#1**
- WaveFolder#2
- Distortion#1
- Distortion#2
- Distortion#3
- FreqShift#1
- FreqShift#2

Dry/Wet
0.0

Amount of wave folding

Drive
1.0

Input signal drive for the wave folder

Folding
Min
0.0

Minimum folding factor of the wave folder

Folding
Max
100.0

Maximum folding factor of the wave folder



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Mixer

Tempo

Looper

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Folding
Curve

 2.00

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

Folding
Modulation

0.0

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

mix > Default/high pass transition

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Mixer

Tempo

Looper

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Wet/Dry

0.0

Amount of signal distortion

Knee Min

0.0

Minimum threshold value for the signal distortion

Knee

Max

18.0

Maximum threshold value for the signal distortion

Knee Mod
Curve

2.00

Linearity of the distortion threshold build-up

0.25 square root function

1.0 continuous change from 0 - 100 %

4.0 quadrupol function

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Mixer

Tempo

Looper

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Knee
Modulation

0.0

Amount of threshold modulation during build-up

Bias Min

0.000

Minimum distortion bias value for the signal

Bias Max

0.100

Maximum distortion bias value for the signal

Bias Mod
Curve

2.00

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