



Synt_axi

Manual

This is just the beginning of something big.

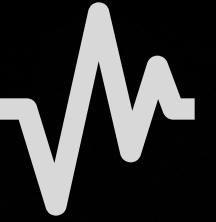


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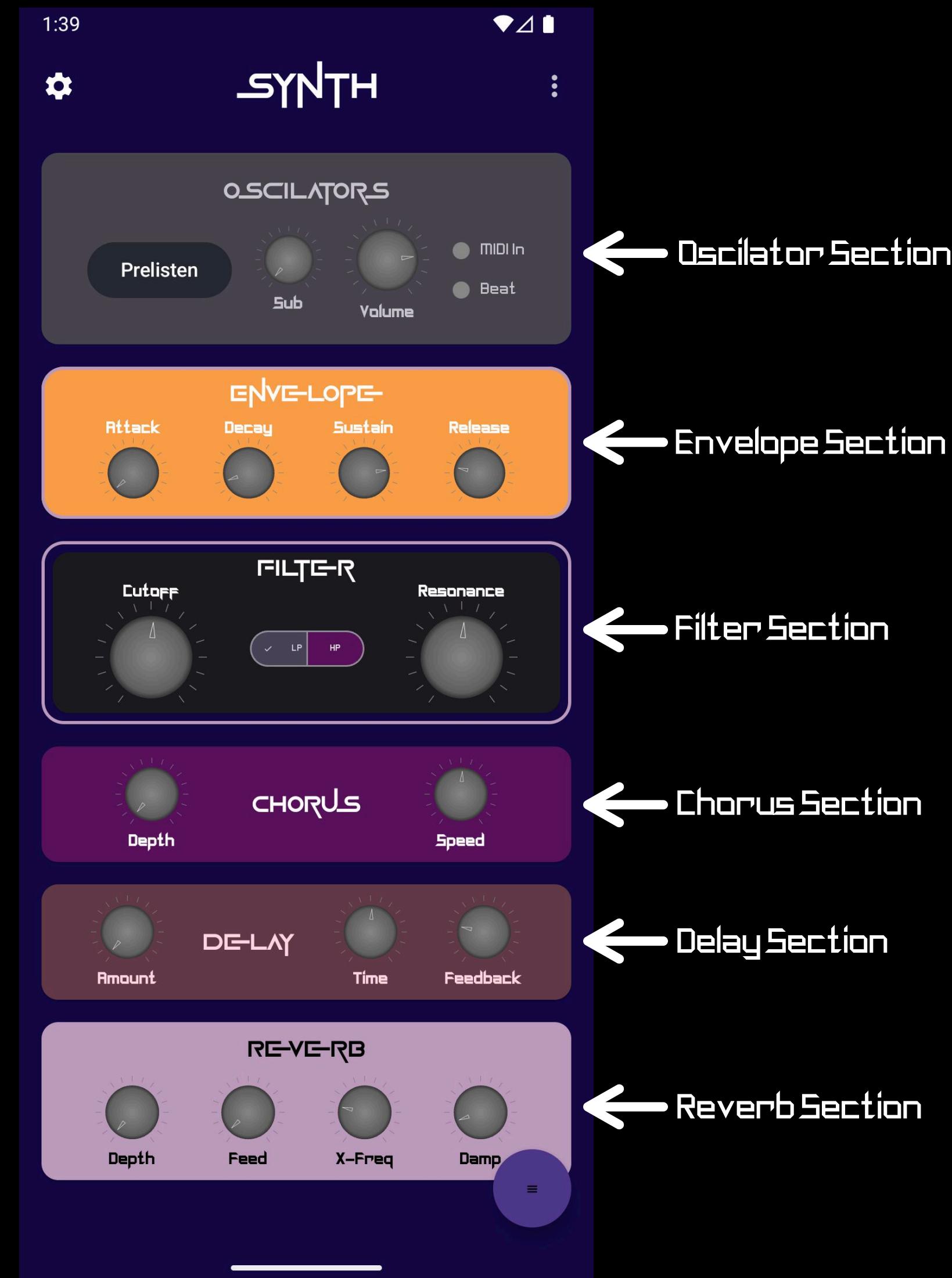
Installation

Quick description about how to install on your Device

SYNTHESIZER

All about the performant Synthesizer Modul.

OVERVIEW



All about the performant
Synthesizer

OSCILATORS

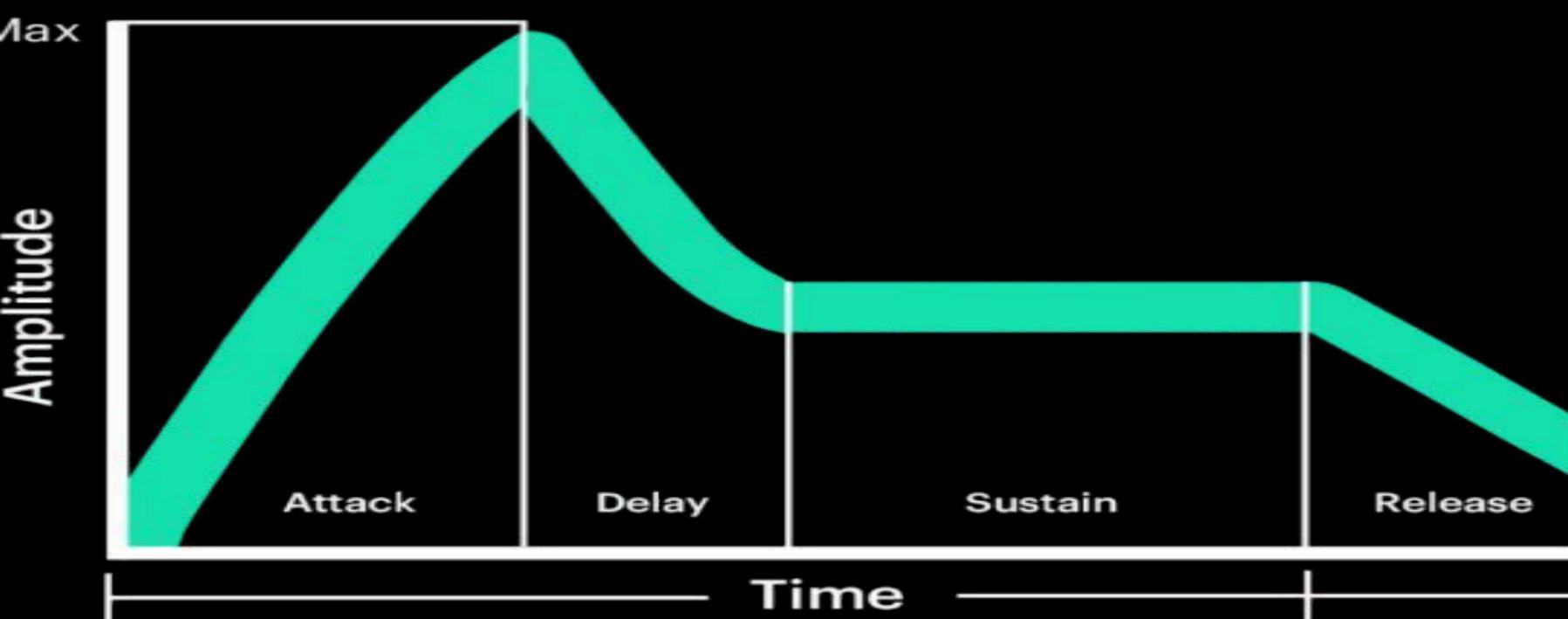
Prelisten Button
to hear your sound
without having to play
the sequencer



All about the performant

Synthesizer

ENVELOPE



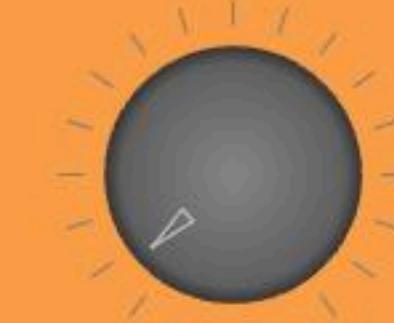
This section controls the behaviour of a sound from the moment you press a key (note start) until you release it (note end). Without this function, the Synthesizer would produce a continuous, unshaped tone.

Key pressed

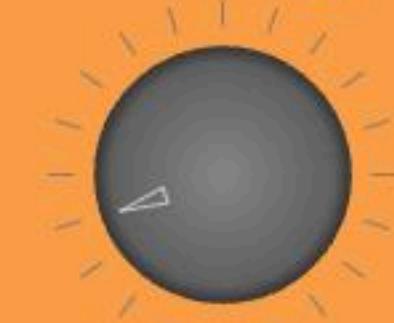
ENVELOPE

Key released

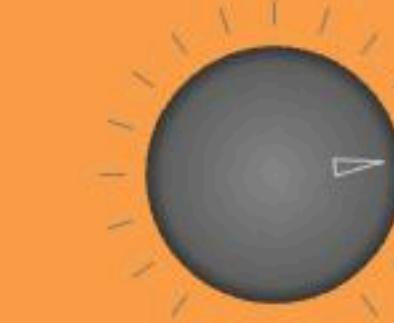
Attack



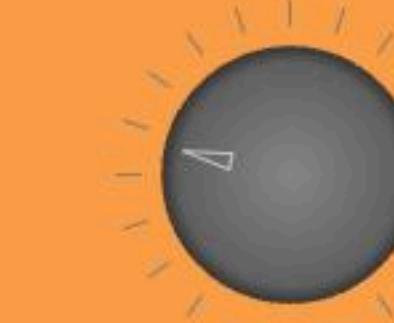
Decay



Sustain



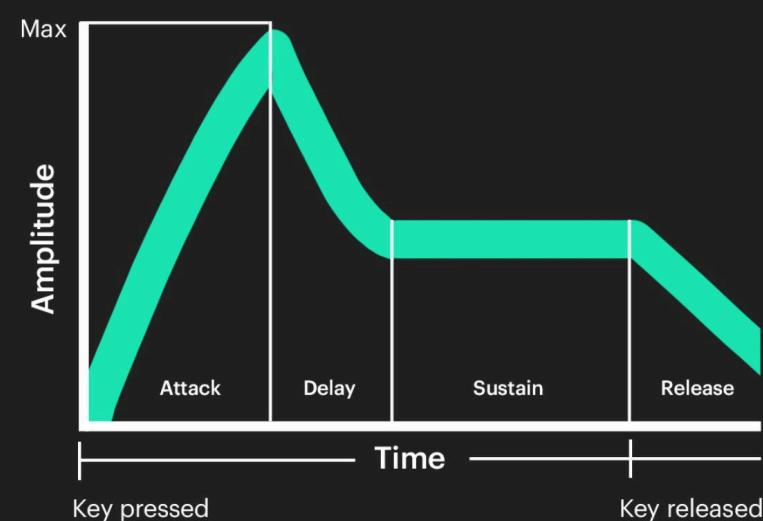
Release



All about the performant Synthesizer

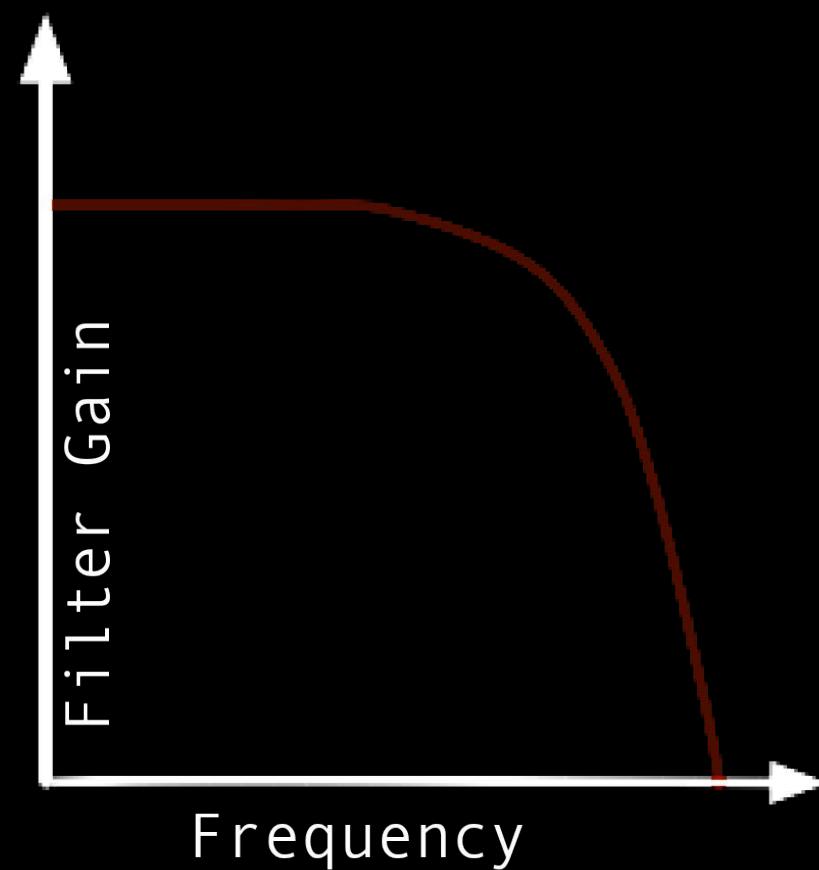
An ADSR envelope is a tool used in sound synthesis that controls how a sound evolves over time, consisting of four stages: Attack, Decay, Sustain, and Release. It shapes the sound's dynamics, affecting how quickly it reaches its peak volume, how it diminishes, how long it holds a level, and how it fades out.

ADSR Envelope

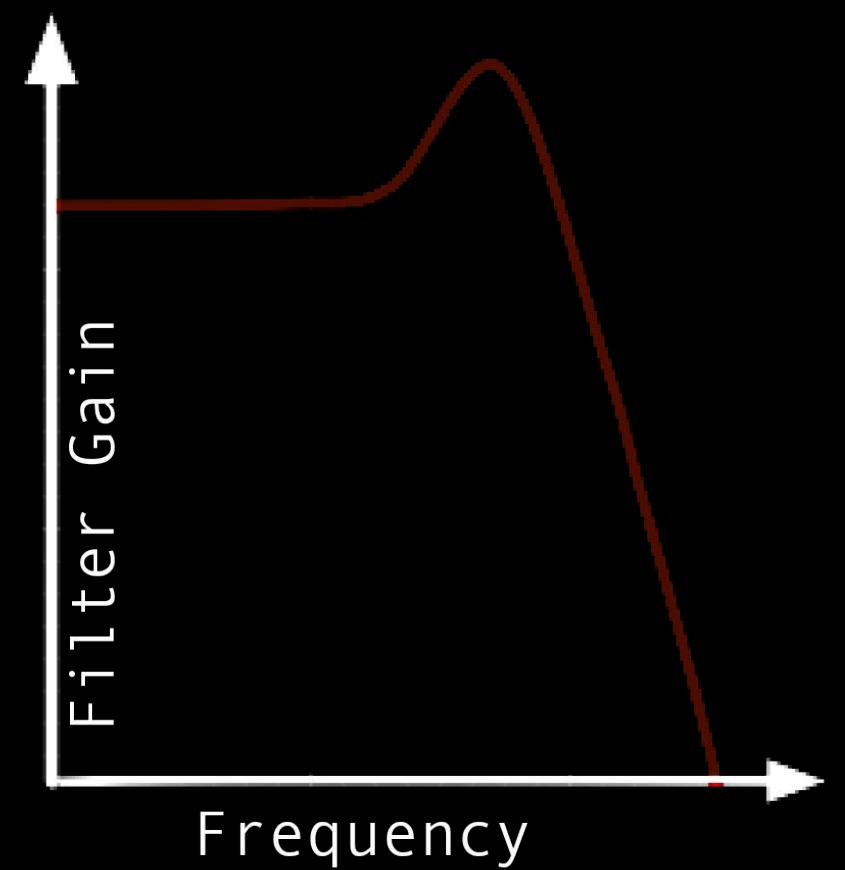


FILTER

The **Cutoff** control sets the frequency point at which the filter begins to reduce the level of the higher harmonics, making the overall sound brighter as you turn it up and darker as you turn it down.



The **Resonance** control boosts the frequencies around the cutoff point, creating a pronounced, peaky character that can range from a subtle emphasis to a sharp, whistling sound.



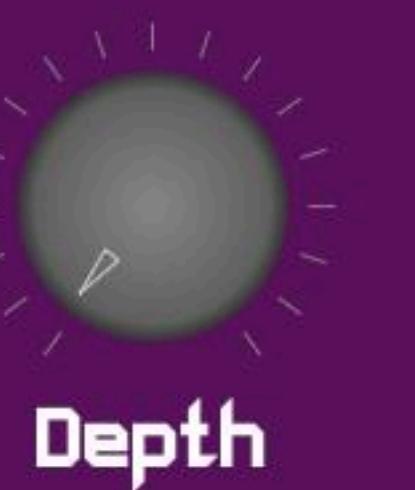
All about the performant Synthesizer

A low-pass filter is a fundamental Synthesizer component that shapes the timbre of a sound by removing high-frequency harmonics, resulting in a darker or more mellow tone. It allows frequencies below a certain point to pass through while attenuating those above it.

CHORUS

The Chorus effect creates a richer, shimmering sound by duplicating the original signal, slightly delaying it, and modulating the delay time. This mimics the natural detuning and slight timing differences of multiple voices or instruments playing together, adding warmth and movement.

Depth: Controls the intensity of the pitch modulation. A higher Depth setting increases the perceived detuning effect, making the chorus sound wider and more pronounced.



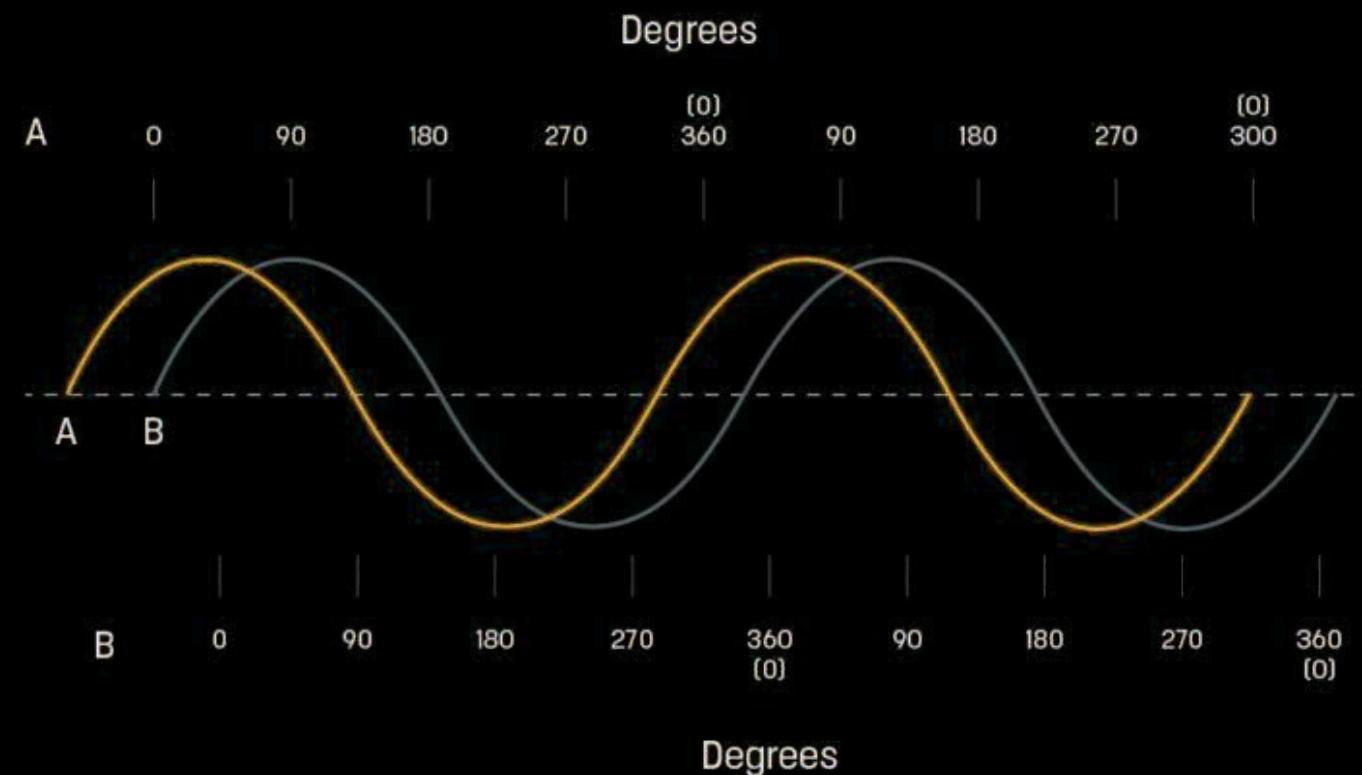
CHORUS



Speed: Controls the rate (frequency) of the modulation. A lower Speed creates a slow, sweeping detune, while a higher Speed results in a faster, more vibrant shimmer.

All about the performant

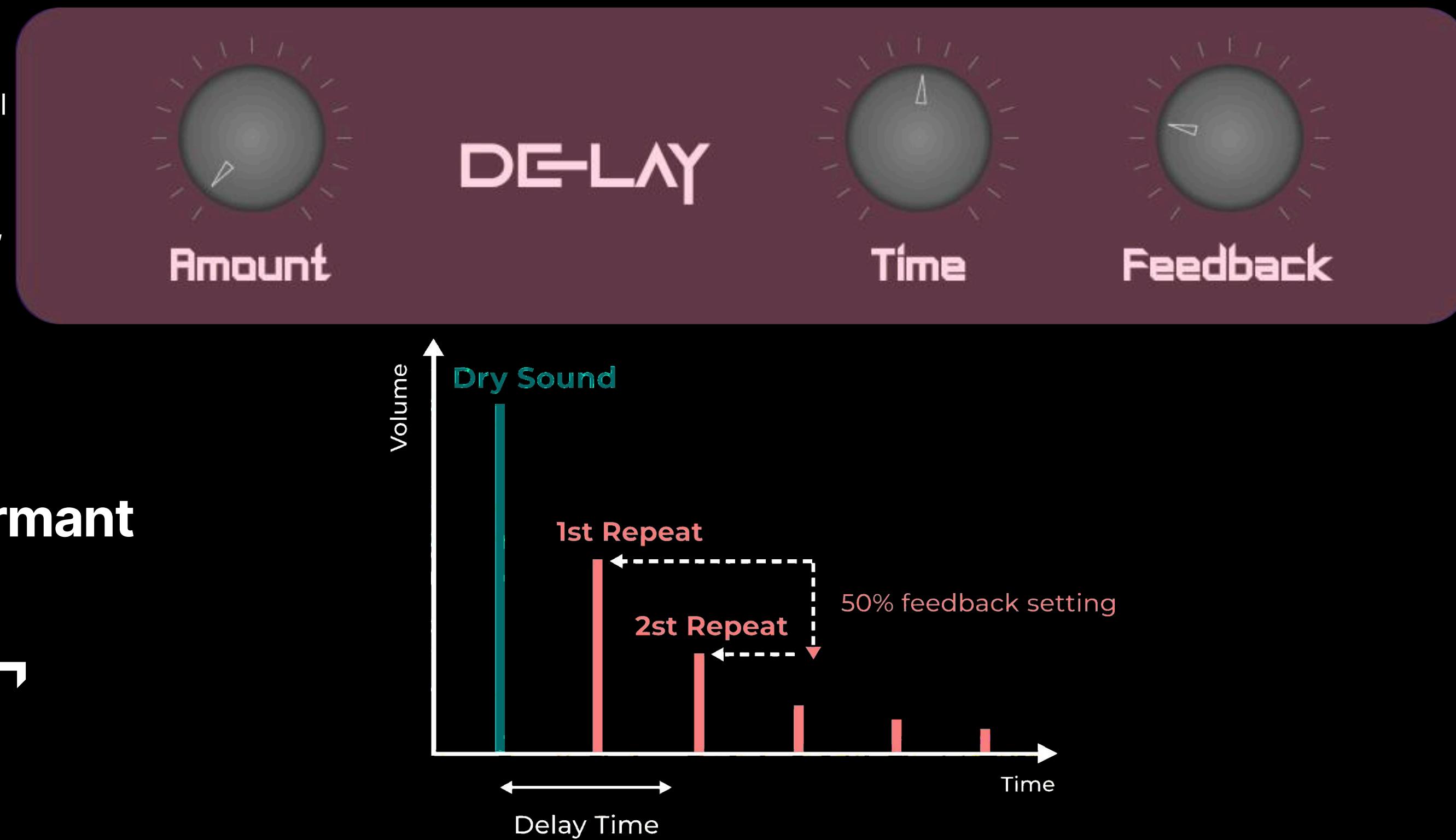
Synthesizer



DE-LAY

All about the performant Synthesizer

Amount: Sets the balance between the original "dry" signal and the processed "wet" (delayed) signal. At 0%, only the original sound is heard; at 100%, only the echoes are heard.



The Delay effect creates distinct, rhythmic repetitions of the original sound. It works by recording the input signal and playing it back one or more times after a set amount of time, creating echoes that can thicken the sound or establish complex rhythmic patterns.

Time: Sets the interval between the original sound and each successive echo. Shorter times (e.g., 50-200 ms) produce a thickening or doubling effect, while longer times (e.g., 300+ ms) create audible, distinct echoes.

Feedback: Controls how much of the delayed signal is fed back into the delay's input. Higher values create more repetitions, causing the echoes to decay over multiple cycles. At maximum settings, it can lead to infinite repetition or self-oscillation.

REVERB

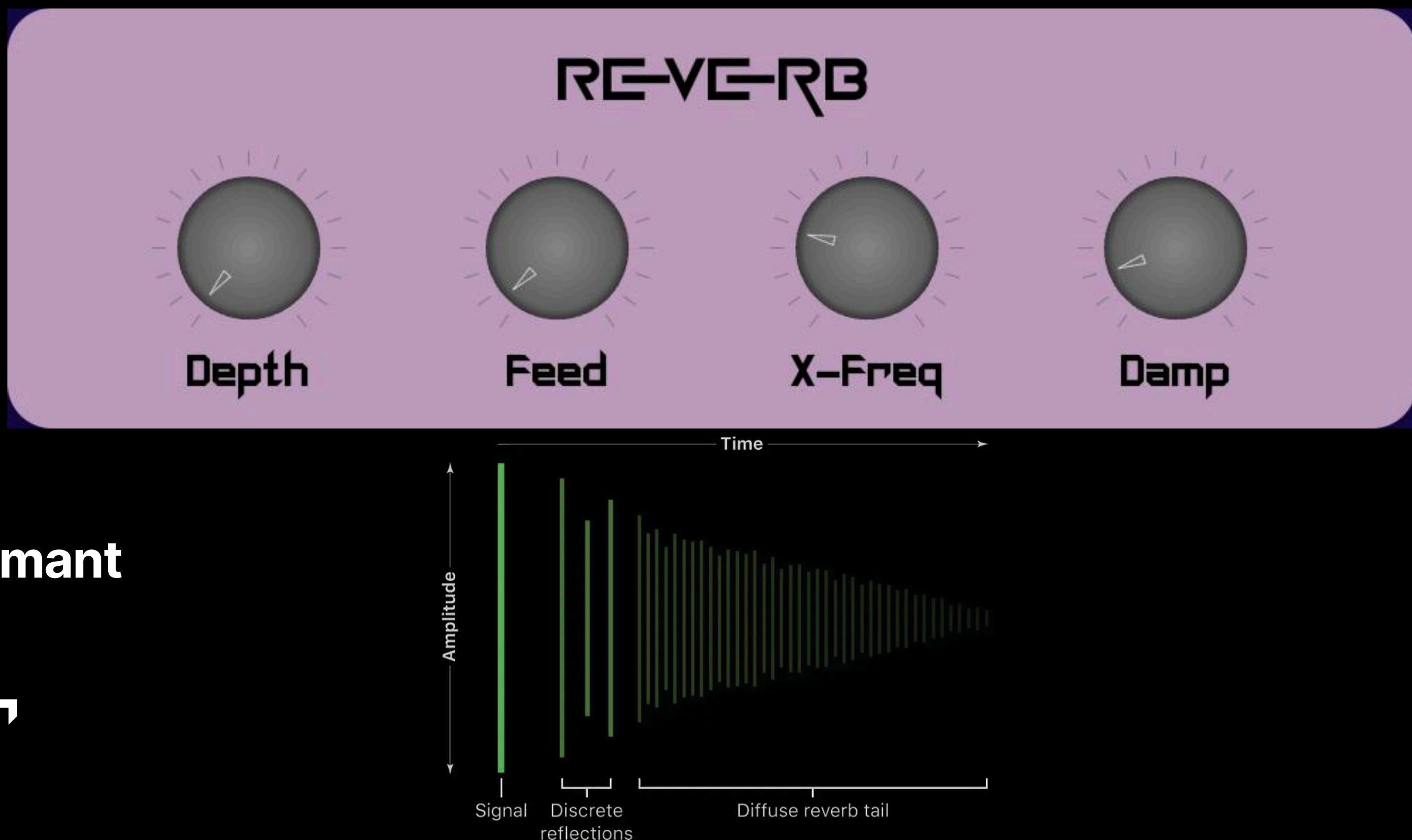
Depth: Controls the overall intensity and volume of the reverberated sound. It determines how prominent the reverb tail is in the mix.

Feed: Adjusts the internal regeneration of the reverb's reflections. Higher values increase the reverb's sustain and decay time, creating longer, more diffuse tails. At maximum, it can lead to continuous, self-sustaining resonance.

All about the performant

Synthesizer

This reverb generates a spatial ambience by creating a dense network of delayed reflections. Unlike simple echoes, it blends these reflections seamlessly to simulate the acoustic response of physical spaces, from small rooms to vast cathedrals.



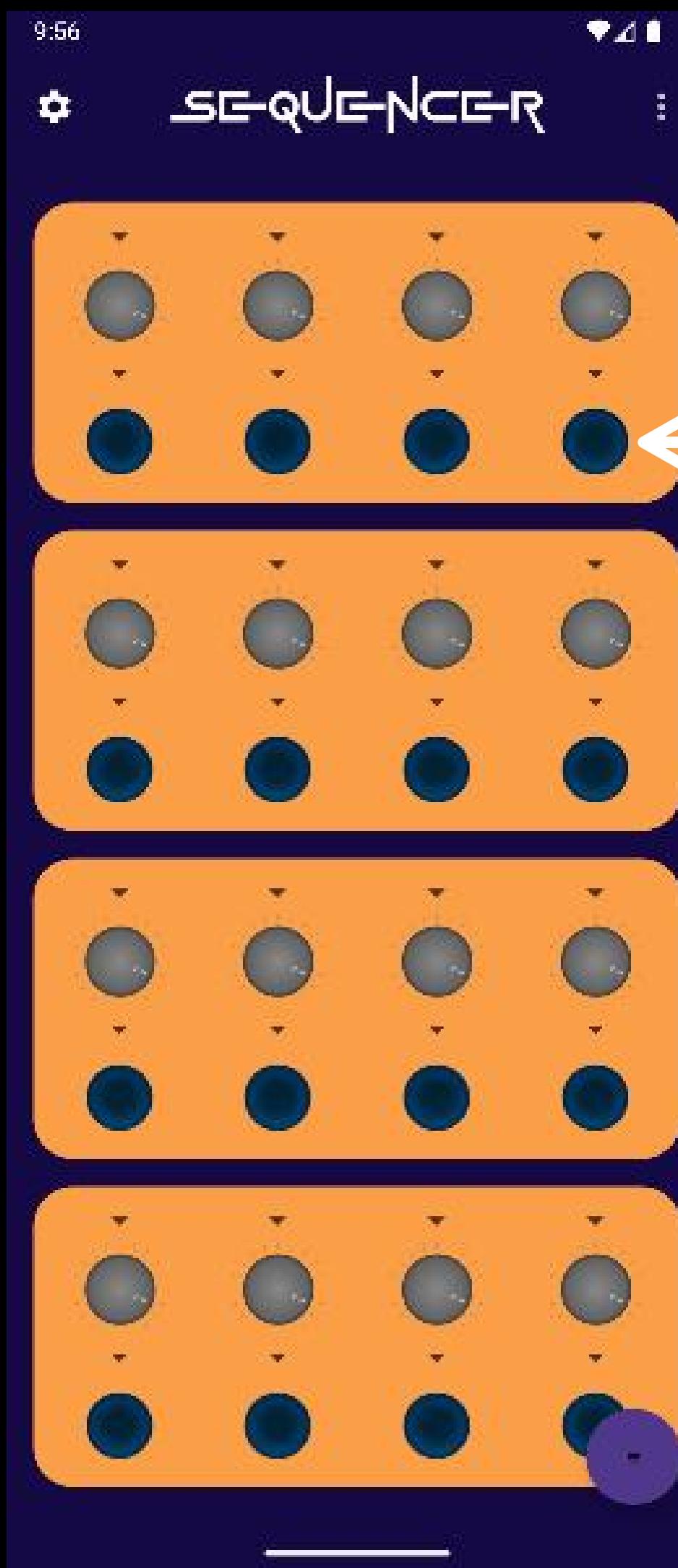
X-Freq: Sets the frequency threshold that separates the reverb's processing into two bands. Reflections above this frequency can be processed differently (e.g., more diffusion or damping) than those below it, allowing for detailed tonal shaping.

Damp: Controls high-frequency damping within the reverb tail. Higher values cause the reverb's reflections to lose high frequencies faster over time, resulting in a warmer, softer, and more natural decay that mimics acoustic absorption.

SE-QUE-NCE-R

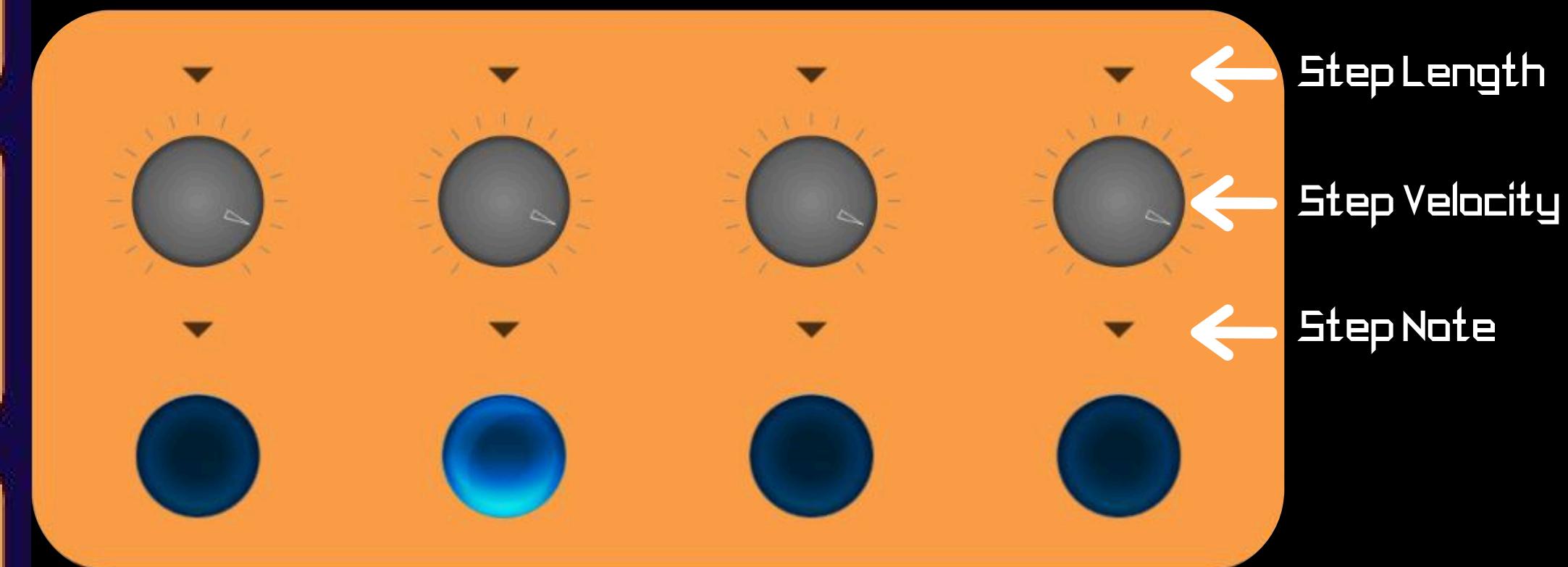
How to use the versatile Sequencer

How to use the versatile STEP SEQUENCER

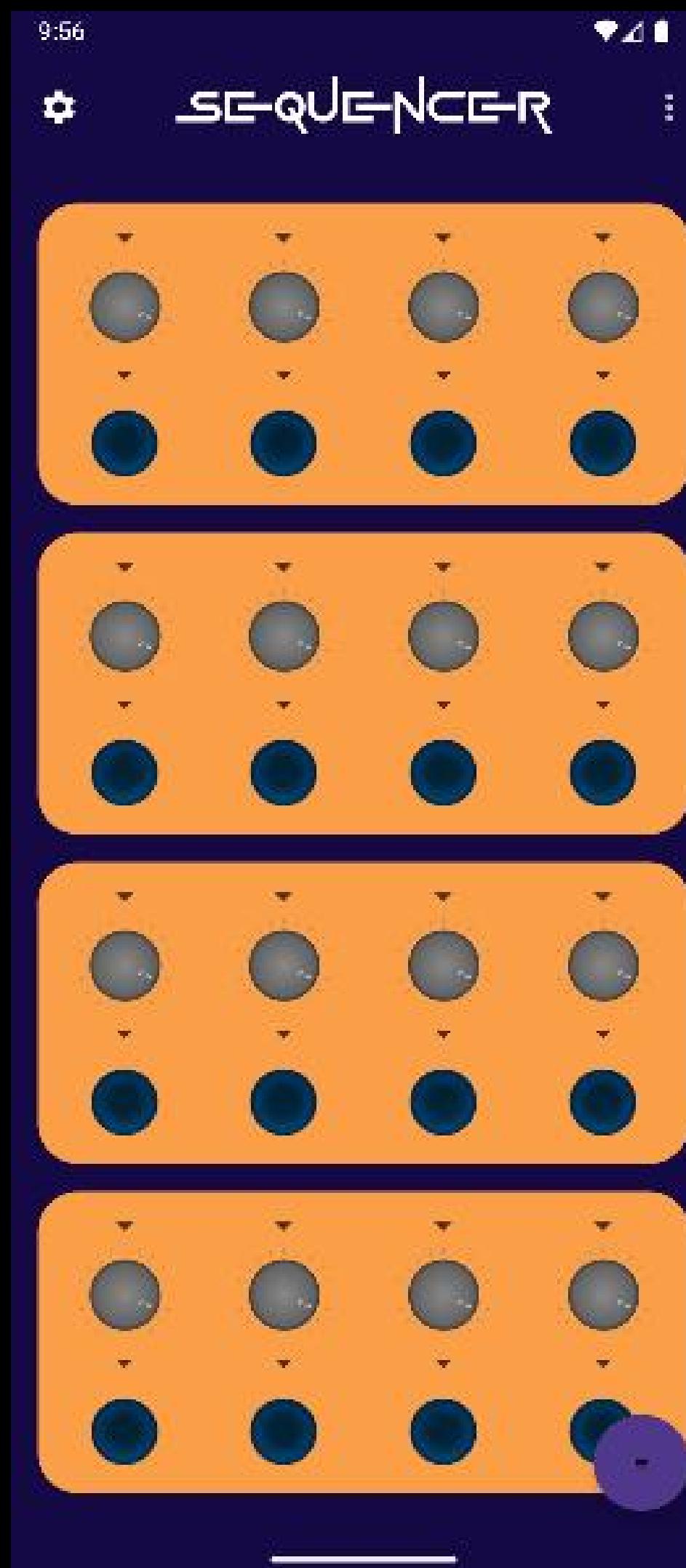


BASIC FEATURES

- This is a single Step
- This is an activated Step
- This is an inactive Step which is actually played
- This is an activated Step which is actually played



How to use the versatile STEP SEQUENCER

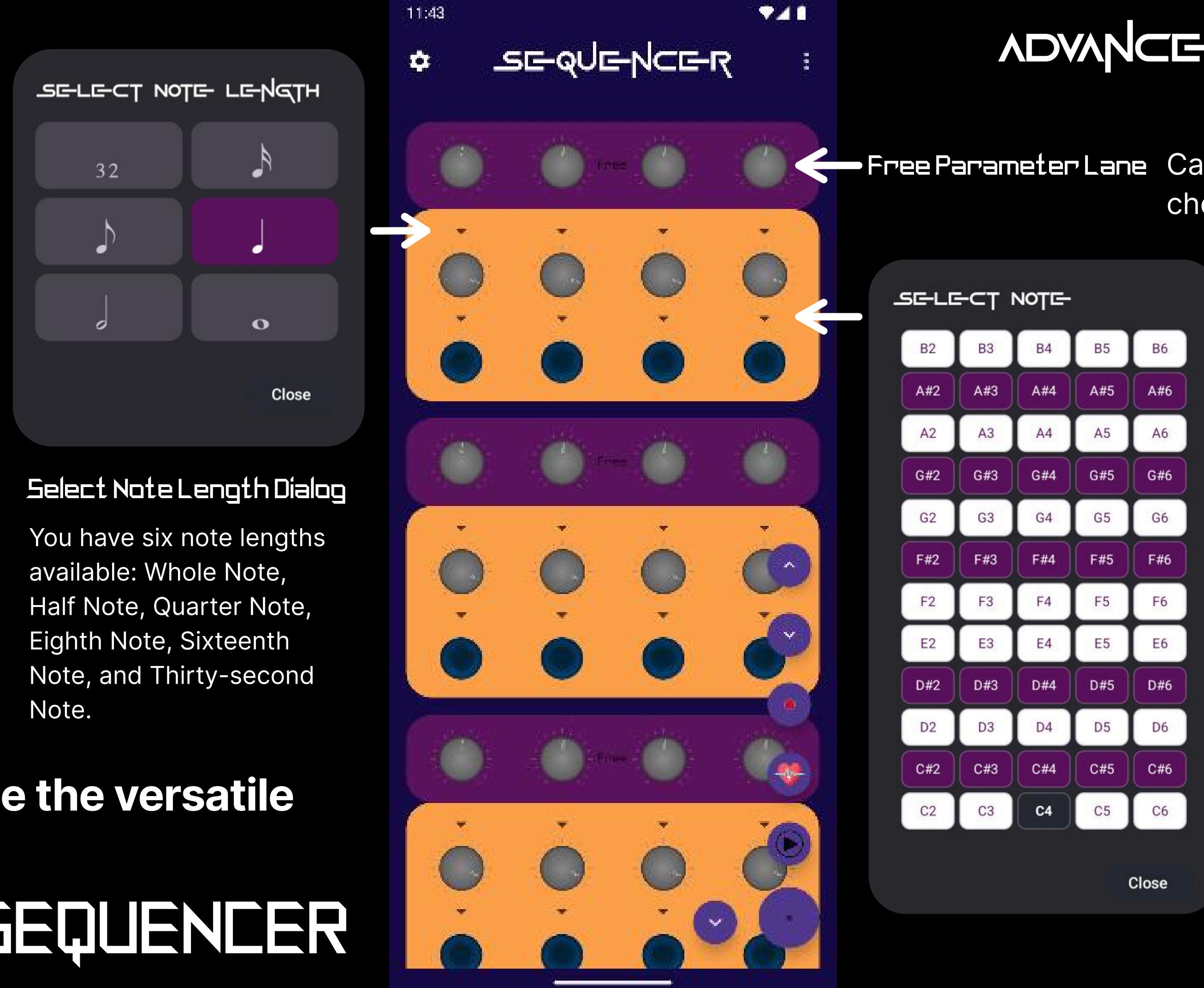


BASIC FEATURES

When you tap on the Floating Action Button, six new Buttons will popup with the following Functions

- Load Pattern from DataBase
 - Save current Pattern
 - Record from External MIDI Gear
 - BPM Dialog
 - Play/Stop Sequencer
 - Open Free Lane
- FAB [Floating Action Button] The FAB is available from each Screen, so you can Start or Stop the Sequencer at any Time.

How to use the versatile STEP SEQUENCER



Select Note Length Dialog

You have six note lengths available: Whole Note, Half Note, Quarter Note, Eighth Note, Sixteenth Note, and Thirty-second Note.

ADVANCED FEATURES

Free Parameter Lane Can be used to modify a freely choosable Parameter from the Synth

Select Note Dialog

You have a range of five octaves to choose from. For better orientation, the natural notes are white and the sharps/flats are dark, just like on a real keyboard.