

\*ZNDX <--- channel 2 gain channel 1 gain ---> channel 1 offset ---> <--- channel 2 offset - comparator control select comparator --> channel <-- comparator output channel 1 output ----> -- channel 2 hard out REVERSELANDFILL channel 2 output ~ channel 1 hard out

channel 1: dotted noise channel 2: short lines

comparator: from rain to snowstorm