

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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FreqShift#2

Auto Host

BPM

120.000

Manual

BPM

130.0

Sync Host

BPM

ON

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).

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FreqShift#2

On OFF



Measure

Counter 1

Note

Measure 1/4 1

Triplet

division off

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

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FreqShift#2

Style



1/4 note
length



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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Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Volume

0.0

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

Freq Min

30.0

Minimum low pass filter value

Freq

Max

300.0

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

Freq Mod
Curve

2.00

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

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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

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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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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

Folding
Modulation

0.0

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

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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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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

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Tempo

Looper

Build-up

Pink Noise#1

Pink Noise#2

WaveFolder#1

WaveFolder#2

Distortion#1

Distortion#2

Distortion#3

FreqShift#1

FreqShift#2

Bias

Modulation

0.0

Amount of bias modulation during build-up

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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 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

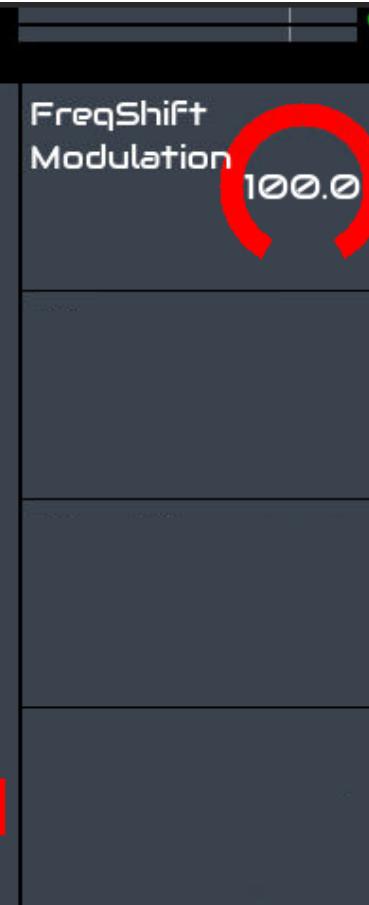
0.25 square root function

1.0 continuous change from 0 - 100 %

4.0 quadrupol function

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Mixer
Tempo
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



Amount of frequency shift modulation during build-up

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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
Interval	1/4
Hardness	50.0
Modulation	off

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

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

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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

Stutter#1

Wet/Dry

0.000

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

Interval

1/4

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

Modulation

off

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

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 %

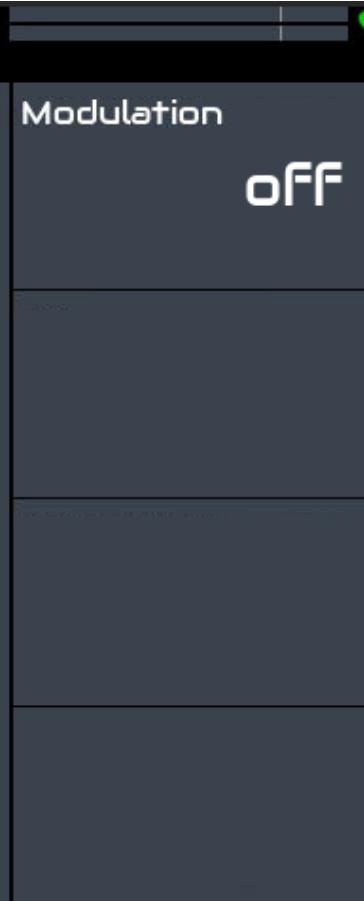
Hardness

50.0

harshness of the edges of the stutter effect

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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



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

mix > Default/high pass transition

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



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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

1.18

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

Q Max

3.00

Low 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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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



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

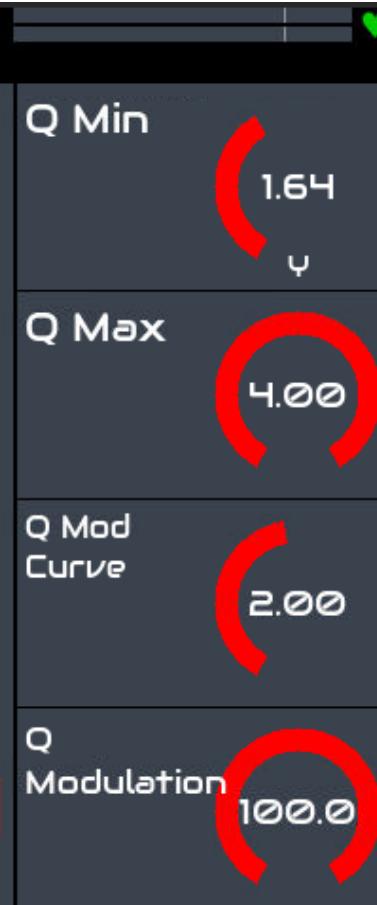
High pass filter frequency for build-up end (100 %)

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

omix > Default/high pass transition

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



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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

Freq

Max

10000

Freq Mod
Curve

2.00

Freq
Modulation

0.0

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

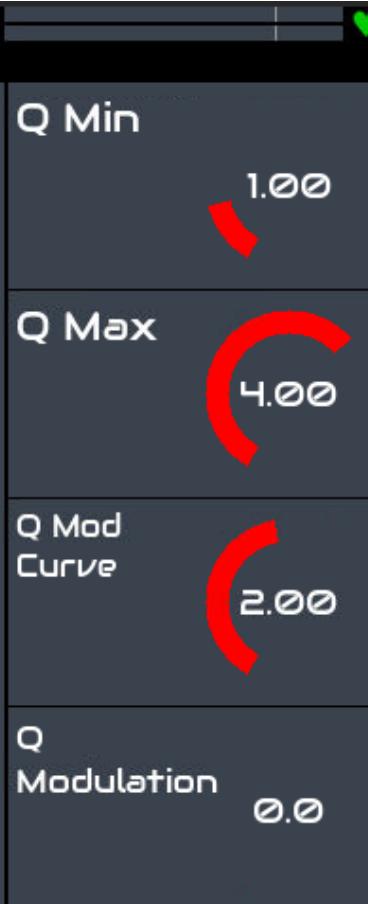
Band pass filter frequency for build-up end (100 %)

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

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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



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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



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

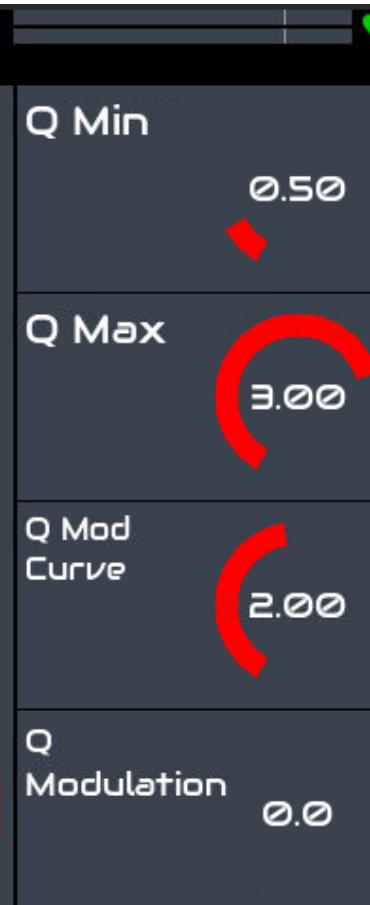
Notch filter frequency for build-up end (100 %)

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

nix > Default/high pass transition

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



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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

mix > Default/high pass transition

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 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

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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

Wet/Dry

Max 100.0

Wet/Dry

Curve 0.50

Wet/Dry

Modulation 0.0

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

omix > Default/high pass transition

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

Feedback

Max

100.0

Feedback

Curve

0.50

Feedback

Modulation

0.0

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

Perfomix > 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

Triplet

off

triplet switch for the delay length

Division

1/8

tempo synchronized base length of the delay

Ping

Delay



length of the delay for the left channel

Pong

Delay



length of the delay for the right channel

mix > Default/high pass transition

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

3000



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

Predelay

0.0

predelay value of the reverb