

sünth

PRESET:

preset 1

save to:

new

this

master



velocity



bend

mono glide



drive damp



delay



left right



mod3



width



feedb



LEVEL



osc 1

sin

ENV

1

noise



<-color



MODULATION

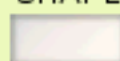
MOD

depth

FADE



SHAPE



ENV

off

depth

sens



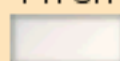
MOD

depth

FADE



PITCH



ENV

off

depth

sens



MOD

depth

FADE



PAN



spread

depth



MOD

depth

FADE



LEVEL



osc 2

off

ENV

1

sync:

off

MODULATION

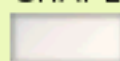
MOD

depth

FADE



SHAPE



ENV

off

depth

sens



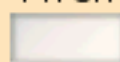
MOD

depth

FADE



PITCH



ENV

off

depth

MODE

<->



MOD

depth

FADE



PAN



spread

depth

link



MOD

depth

FADE



CUTOFF



filter

off

key-trk



ENV

3

depth

sens



MOD

depth

FADE



env 1

attack

decay

sustain

release

SUS-



vel mod:



env 2

attack

decay

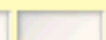
sustain

release

SUS-



vel mod:



env 3

attack

decay

sustain

release

wait



mod 1

sin

poly

LFO

ENV

off

depth

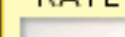
sens

random

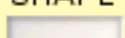
smth



RATE



SHAPE



mod 2

tri

poly

LFO

ENV

off

depth

sens

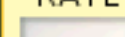
random

smth

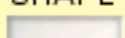
0.



RATE



SHAPE



mod 3

sin

poly

LFO

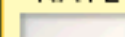
ENV

random

smth



RATE



SHAPE

