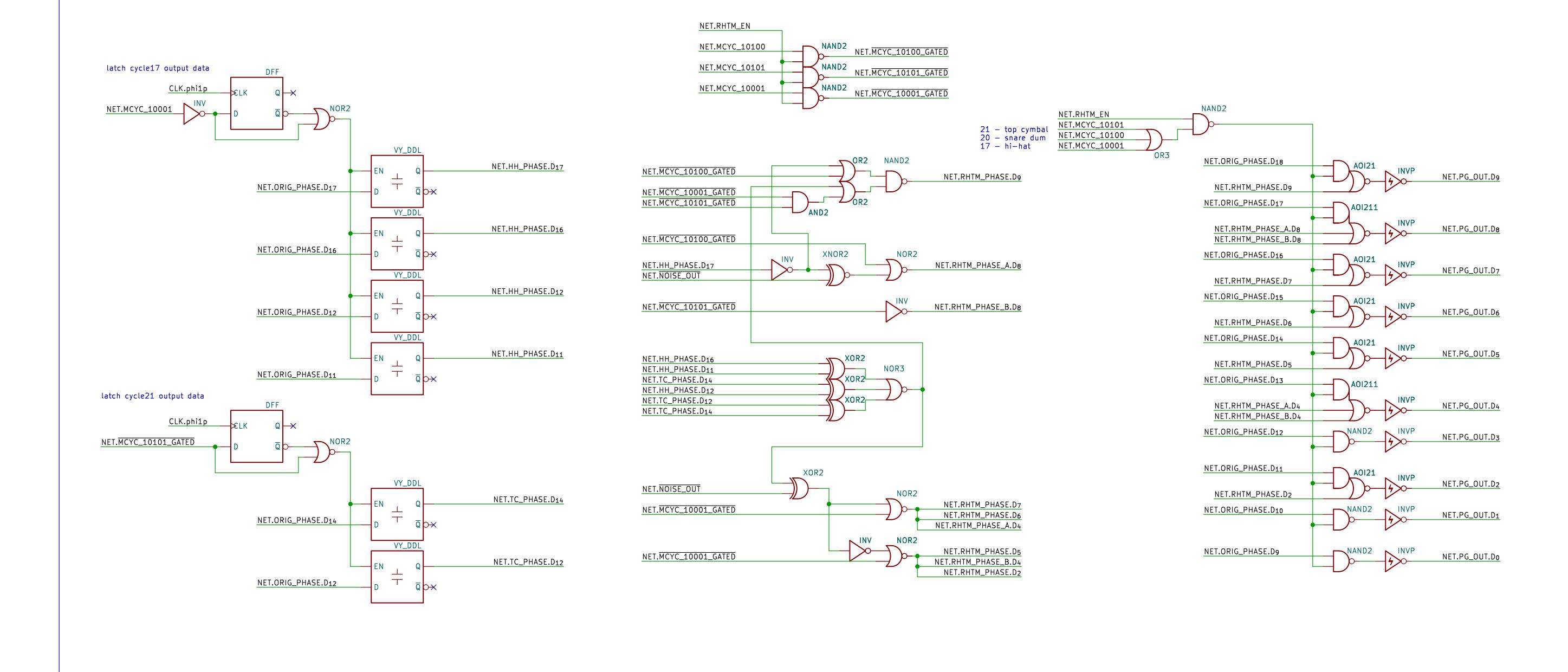
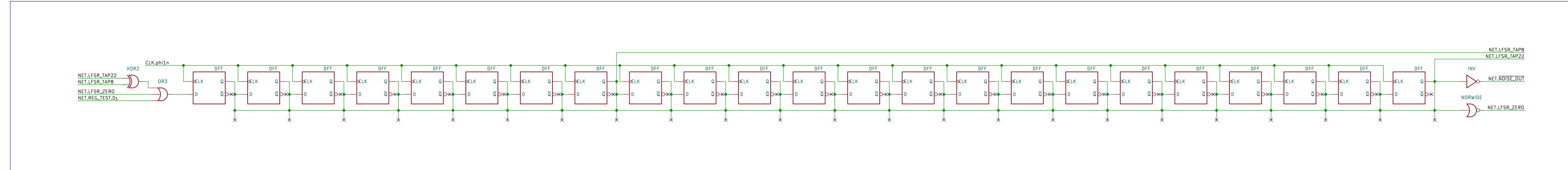



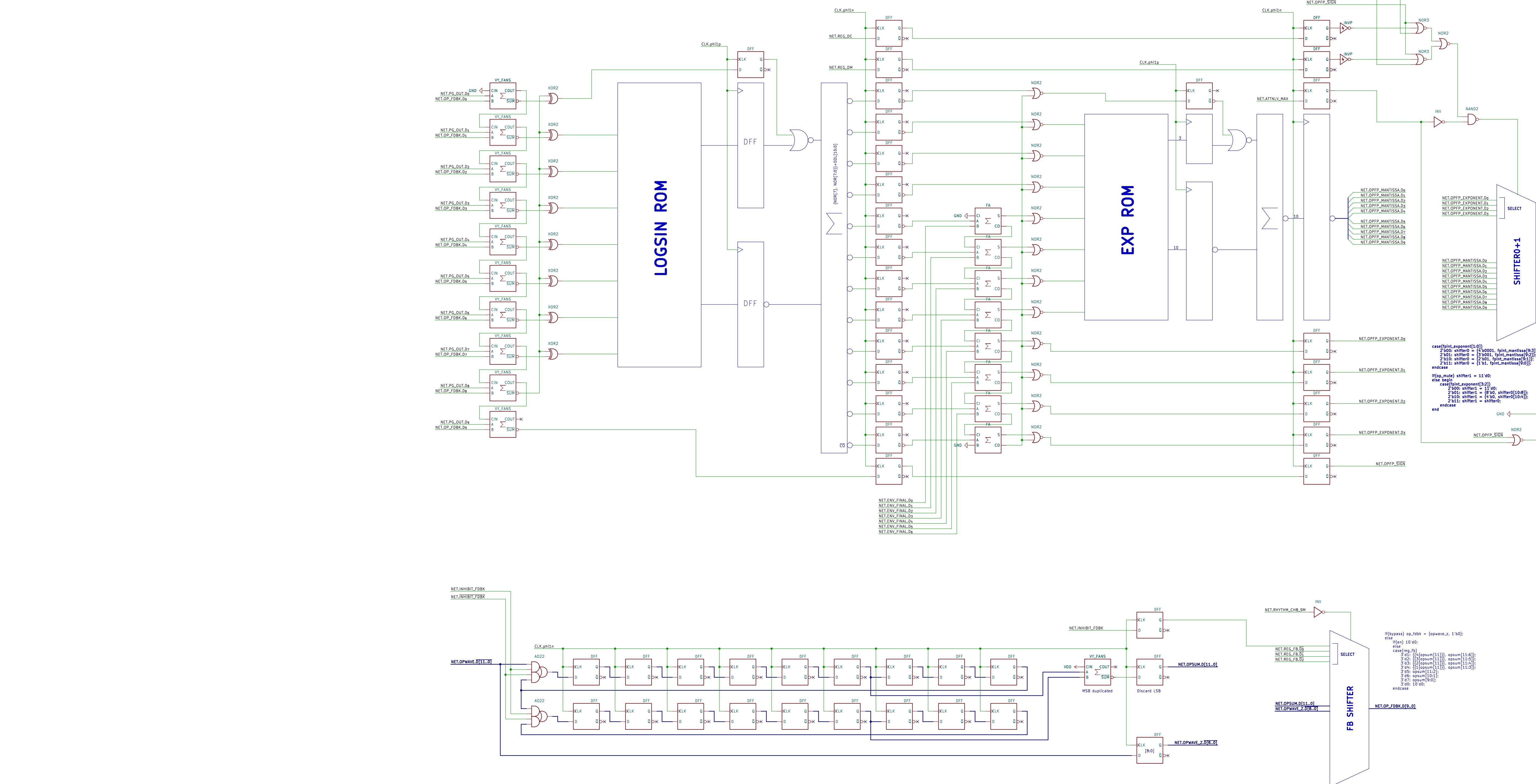
# PERCUSSION PHASE GENERATOR/PHASE SELECTOR

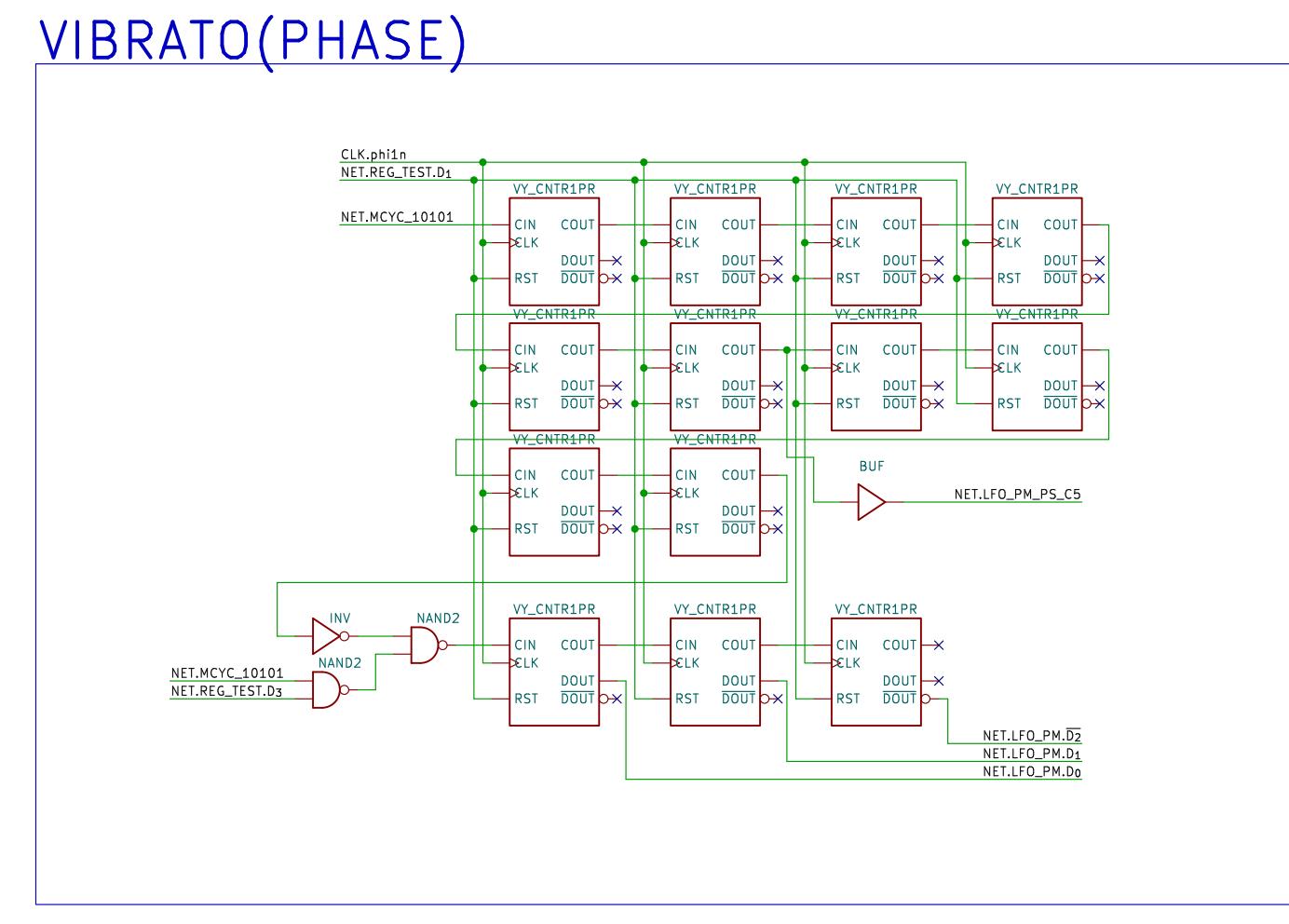


# NOISE LFSR

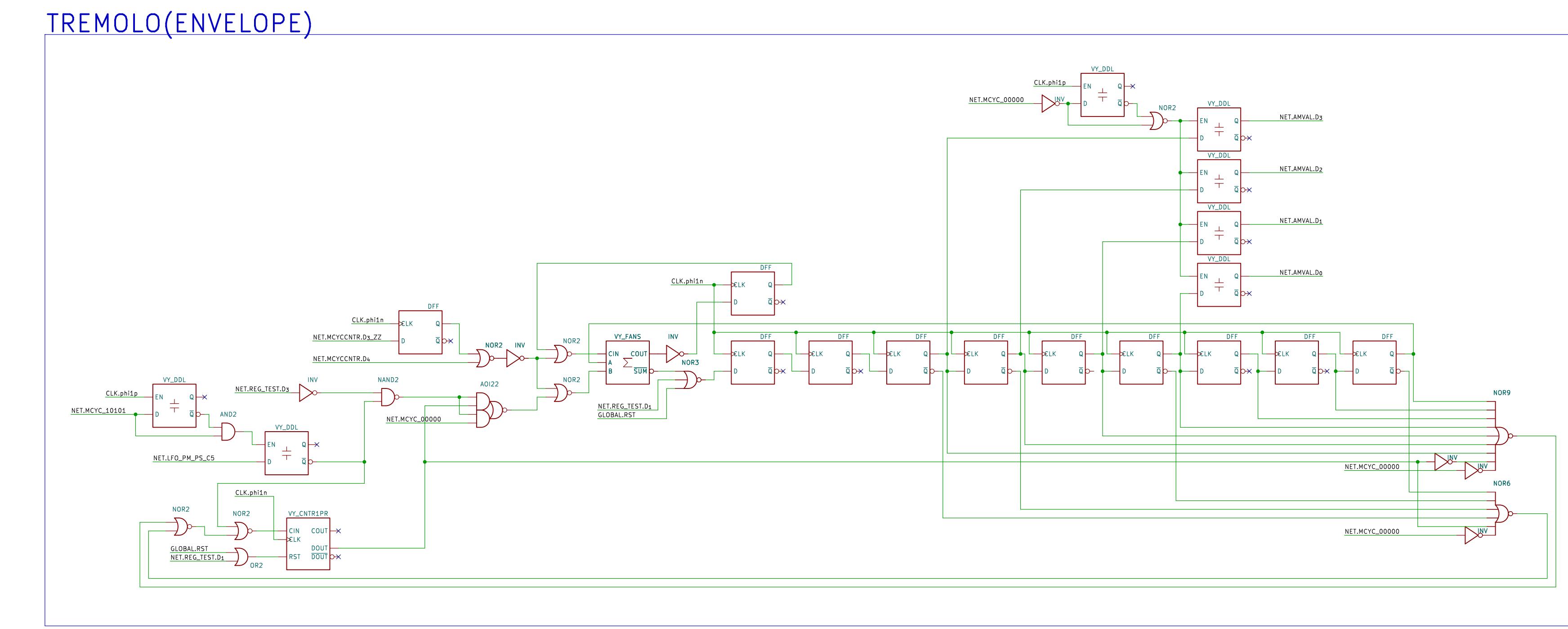








## VIBRATO(PHASE)



## TREMOLO(ENVELOPE)