Drone Bank: dr0 through dr9

Patch	Description	Freq	Mod	Fist	Clock	Quantum
dr0	3 x Square wave drones with resonant feedback delay	Pitch of OSC 1	Pitch of OSC2	Delay Length	Clock signal = OSC 3	OFF – low feedback ON – High feedback
dr1	Triangle and Square with resonant feedback delay, offset and wavefolding	Pitch of Triangle OSC 1	Pitch of Triangle OSC 2	Wavefold Speed/rate of offset	Clock signal = OSC 3	ON – Distortion
dr2	Ramp and Square with resonant feedback delay, offset and wavefolding	Pitch of Ramp OSC 1	Pitch of Ramp OSC 2	Wavefold Speed/rate of offset	Clock signal = OSC 3	ON – Distortion
dr3	AM Square wave drones with feedback	Pitch of OSC 1	Pitch of OSC 2	AM Rate (OSC 1)	Clock signal = OSC 3	ON – Wavefolding
dr4	Dual Noise Drone (Low frequency)	Pitch of Noise 1	Pitch of Noise 2	AM Rate of noise 2	Clock signal gates Noise 1 (AM)	ON – distortion and folding
dr5	Dual Noise Drone (High frequency)	Pitch of Noise 1	Pitch of Noise 2	AM Rate of noise 2	Clock signal gates Noise 1 (AM)	ON – distortion and folding
dr6	Stretch Drone 1 + feedback	Pitch of OSC 1	Pitch of OSC 2	Pitch Stretch Amount	Clock signal = OSC 3	ON – Disables ext clock signal and makes OSC 3 pitch relative to OSC 1 – Fist selects ratio
dr7	Stretch Drone 2 + feedback					
dr8	Stretch Drone 3 + feedback					
dr9	Ramp + Triangle + Square Drone with delay	Pitch of Ramp OSC	Pitch of Triangle OSC	Select mix between Ramp and Triangle OSCs	When Clock = HIGH, Ramp and Triangle mix ratio is inverted	ON – XOR distortion

Rotating/Animated Wave shaper: rA0 through rA9 + rb0 through rb9

Patch	Description	Freq	Mod	Fist	Clock	Quantum
rA0-9 rb0-9	A wavetable sound is feedthrough a wave shaping table that can be rotated with feedback delay added. Clock input provides a square wave sub oscillator.	Pitch of OSC 1	Wave shape function select (32 different shapes available)	Rotation factor of selected wave shape table	Clock signal = SUB OSC	ON – Distortion OFF – No Distortion

To get started with these banks of patches, turn MOD to the lowest (furthest counter clock wise) most position. This will select a linear ramp wave shape.
Next turn FIST to the lowest (furthest counter clockwise) most position.
Lastly, turn CLK RATE to the lowest setting (further most counter clockwise), which will disable the square wave sub-oscillator.
With these settings, a pure wavetable oscillator can be heard and the pitch can be altered with FREQ knob.
Now slowly rotate the FIST knob which will rotate the wave shape table by an amount relative to its position.
Next, change the position of the MOD knob to select a different wave shaping table, then repeat slow rotation of the FIST knob to hear a slightly different sound as the wave shaper is rotated.

Bank rA0 through rA9 contains sine waves with multiple sub-harmonics.

Bank rb0 through rb9 contains single duty waveforms that are suited for producing bass sounds.

Single Glitch: PC0 through PC9 + bC0 through bC9 + AC0 through AC9 + EC0 through EC9

Patch	Description	Freq	Mod	Fist	Clock	Quantum
PC0-9 bC0-9 AC0-9 EC0-9	A wavetable sound fed through a glitch algorithm with feedback delay. Clock provides a square wave sub-oscillator	Pitch of OSC 1	Selects the glitch (32 different glitches available)	Selects the wet/dry mix of the glitch sound.	Clock signal = SUB OSC	ON – external clock input disabled and clock rate knob controls the frequency of the square wave sub oscillator relative to the pitch of OSC 1 OFF – clock rate directly drives the sub oscillator

To get started with these banks of patches, turn both the MOD and FIST knobs to their middle most position (12 o'çlock).
Now slowly rotate the FIST knob across its full range to hear the wet/dry mix change from full glitch (most clock wise position) to no glitch (most counter clock wise position).

Bank PC0 through PC9 contains sine waves with multiple sub-harmonics.

Bank bC0 through bC9 contains single duty waveforms that are suited for producing bass sounds.

Bank AC0 through AC9 contains single duty standard waveforms (ramp, triangle, singe etc).

Bank EC0 through EC9 contains single duty standard waveforms of more exotic shapes.

Alias VCO: PA0 through PA9 + bA0 through bA9 + AA0 through AA9 + EA0 through EA9

Patch	Description	Freq	Mod	Fist	Clock	Quantum
PA0-9 bA0-9 AA0-9 EA0-9	A wavetable oscillator with wave shaping, PWM and feedback delay. Clock provides a square wave sub-oscillator	Pitch of OSC 1	Selects the wave shaper (16 available)	PWM – centre position is 50% duty cycle.	Clock signal = SUB OSC	OFF – Delay disabled ON – Delay enabled

To get started with these banks of patches, place the FIST knob in the middle position (12 o'clock) and the MOD knob in its lowest (most clockwise position). Slowly move the FIST knob to hear PWM. Now move the MOD knob to select different wave shapers that add different distortions to the sounds.

Bank PA0 through PA9 contains sine waves with multiple sub-harmonics.

Bank bA0 through bA9 contains single duty waveforms that are suited for producing bass sounds.

Bank AA0 through AA9 contains single duty standard waveforms (ramp, triangle, singe etc).

Bank EA0 through EA9 contains single duty standard waveforms of more exotic shapes.

Double Glitch: Pd0 through Pd9 + bd0 through bd9 + Ad0 through Ad9 + Ed0 through Ed9

Patch	Description	Freq	Mod	Fist	Clock	Quantum
Pd0-9 bd0-9 Ad0-9 Ed0-9	Dual glitches with with feedback delay. Clock provides a square wave sub-oscillator	Pitch of OSC 1	Pitch of OSC 2	Select the mix balance between the 2 glitches.	Clock signal = SUB OSC	OFF – FIST selects mix balance between no glitch and full glitch. ON - FIST select mix balance between 2 glitches and also modifies glitch parameters.

Bank Pd0 through Pd9 contains sine waves with multiple sub-harmonics.

Bank bd0 through bd9 contains single duty waveforms that are suited for producing bass sounds.

Bank Ad0 through Ad9 contains single duty standard waveforms (ramp, triangle, singe etc).

Bank Ed0 through Ed9 contains single duty standard waveforms of more exotic shapes.