

DIRTY GLITCH V1.1 PATCH LIST

Patch Range	Name	MOD1 Control	MOD2 Control	CLOCK RATE	CLK IN Function	Description
000-090	Simple Glitch	Glitch Mix	Sub Glitch Freq.	Delay Wet/Dry Mix	Not active	These patches are intended to make the Dirty Glitch more like a traditional oscillator.
091-149	FM Stutter	FM Rate	LFO Shape + Clock Pattern	Internal Clock Rate	Used to trigger stutter envelopes	Glitchy demented trance gate. Try playing with the SYNC switch / LFO Speed
150-175	Soft spacey glitching	Glitch Buffer Size	Glitch Buffer Repeats	Delay Wet/Dry Mix	Not active	A soft mix of a grain and glitch with glitch delay line.
176-224	Modulated buffer overruns	LFO Shape	Delay Wet/Dry Mix	LFO rate	Not active	Psychotic Broken Alarm/Siren sounds
225-274	Step Sequenced + Modulated FM + Modulated Glitch	LFO 1 Rate	LFO 2 Rate	Internal Clock Rate	Used to advance to next step of FM + Glitch	Busy and chaotic with a sense of tension.
275-324	Modulated mixing between static glitch and step sequenced glitch	LFO rate	Clock pattern	Internal Clock Rate	Used to advance to next step of glitch	
325-374	Modulated mixing between 2 glitches with FM on grains	LFO rate	Clock pattern	Internal Clock Rate	Used to advance to next FM step	
375-424	Step Sequenced Grainular Glitch	LFO Rate + Shape	Clock Pattern	Internal Clock Rate	Used to advance next step of grain shape	Sort of like an ambient satanic music box.
425-449	Super chaotic step sequenced glitch	LFO Rate	Clock Pattern	Internal Clock Rate	Advance to next step in glitch sequence	
450-499	FM Grains with static glitch	LFO Rate + Shape	Clock Pattern	Internal Clock Rate	Used to advance to next FM step	
500-549	Gated stutter glitch with glitch modulation	LF01 + LF02 Rate	Clock Pattern	Internal Clock Rate	Used to advance to next Glitch step	

Patch Range	Name	MOD1 Control	MOD2 Control	CLOCK RATE	CLK IN Function	Description
550-574	Slow AM Based Glitch	LFO Rate	LFO Shape	Glitch Mix	Not active	Works best with SYNC off
575-599	Step sequenced incremental glitch	Delay Mix	Clock Pattern	Internal Clock Rate	Used to advance to next step of glitch	Slightly flange in lo-fi mode
600-624	Total delay error and glitch chaos with gating	Weird Glitch Modulation	Clock Pattern	Internal Clock Rate	Feed into gate control	Sort of like a glitch arpeggio
625-674	Dual step sequenced glitches	Glitch 1/2 Mix	Clock Pattern	Internal Clock Rate	Used to advance to next step of glitch	
675-724	Modulated error delay with step sequenced grain modulation	LF01 + LF02 Rate	Clock Pattern	Internal Clock Rate	Used to advance to next grain setting	
725-749	Step sequenced error delay and FM	Delay Wet/Dry Mix	Clock Pattern	Internal Clock Rate	Used to advance to next FM/delay step	
750-774	Step sequenced pitch mix	Delay Length + Mix	Clock Pattern	Internal Clock Rate	Advance to next step	
775-799	Step Sequence through internal glitch programs	Essentially pseudo random - depends on active glitch program		Internal Clock Rate	Advance to next program	
800-824	Simple glitch with dual modulation	LF01 Rate	LF02 Rate	Glitch Mix	Not active	
825-874	Cascaded Glitches With Step Sequence Weirdness	LF01 + LF02 Rate	Clock Pattern	Internal Clock Rate	Advance to next step in sequence	
875-899	Dual modulated buffer glitches with step sequenced glitch mix and waveshaping	Glitch1 Size Glitch 2 Repeats	Glitch2 Size Glitch 1 Repeats	Internal Clock Rate	Advance to next step in sequence	
900-924	Super weird step sequenced glitch thing	Chaotic Glitch Modulation	Chaotic Glitch Modulation	Internal Clock Rate	Advance to next step in sequence	
925-974	Step sequenced FM Glitch	LFO Rate	Clock Pattern	Internal Clock Rate	Advance to next step in sequence	
975-999	Random Glitches	Each of this patches is different, experimental and weird.				