

Algorithm	Description		I	II	III
01	Kick 1	Each algorithm contains sixteen different models of percussive sounds. These models can utilize different waveforms from sine to multiple harmonics through noise. These models contain their own envelopes so the Shape and Decay controls may not have an audible impact on longer decay settings as the model may have finished. Shape and Decay can however be used to make the models shorter and punchier.	Selects one of sixteen different models	Selects one of sixteen different wave forms	Selects the amount of digital gain
02	Kick 2				
03	Snare				
04	Rimshot / Stick				
05	Dual oscillators (Video Game style wavetables)		Selects one of sixteen different waveforms for the primary oscillator	Controls the pitch of the sub oscillator	Selects one of sixteen different waveforms for the sub oscillator
06	Single oscillator frequency modulated by both the volume envelope and an LFO		Selects one of sixteen different waveforms for the primary oscillator	Selects one of sixteen LFO waveforms	Adjusts the depth and rate of the LFO
07	A single oscillator (Video Game style wavetables) is quantized and arpeggiated to produce video game style arpeggiated bleeps and bloops. FM bell style sound can be achieved when arpeggiation is set to its fastest speed.		Selects one of sixteen different waveforms for the primary oscillator	Selects one of 32 different arpeggio patterns	Selects the rate of arpeggiation
08	A single oscillator (Video Game style wavetables) is frequency modulated by a selectable envelope shape.		Selects one of sixteen different waveforms for the primary oscillator	Select one of sixteen envelope shapes used for frequency modulation	Selects the depth of frequency modulation
09	A single oscillator (Video Game style wavetables) is quantized and then frequency modulated by an LFO.		Selects one of sixteen different waveforms for the primary oscillator	Selects one of sixteen LFO waveforms	Adjusts the depth and rate of the LFO
10	Single oscillator with frequency modulation by an envelope. Can be used for pitch up/down "pewwww" sounds.		Selects one of sixteen different waveforms for the primary oscillator	Select one of sixteen envelope shapes used for frequency modulation	Selects the depth of frequency modulation
11	Dual oscillators with selectable envelope modulation of the primary oscillator and triangle lfo modulation of the sub oscillator.		Selects one of sixteen different waveforms for both the primary and secondary oscillators	Select one of sixteen envelope shapes used for frequency modulation	Selects the depth of frequency modulation
12	Dual oscillators		Selects one of sixteen different waveforms for the primary oscillator	Controls the pitch of the sub oscillator	Selects one of sixteen different waveforms for the sub oscillator
13	Dual oscillators - sub oscillator is one octave higher than the primary and the primary oscillator is frequency modulated by a selectable envelope shape.		Selects one of sixteen different waveforms for both the primary and secondary oscillators	Select one of sixteen envelope shapes used for frequency modulation	Selects the depth of frequency modulation
14	Dual oscillators (Video Game style wavetables) the sub oscillator is frequency modulated by an envelope		Selects one of sixteen different waveforms for the primary oscillator	Select one of sixteen envelope shapes used for frequency modulation	Selects the depth of frequency modulation
15	A single oscillator (Video Game style wavetables) is quantized and arpeggiated and then frequency modulated by an LFO.		Selects one of sixteen different waveforms for the primary oscillator	Selects one of 32 different arpeggio patterns	Selects the rate of arpeggiation
16	Single oscillator (Video game style wavetables) is quantized and then frequency modulated with an envelope.		Selects one of sixteen different waveforms for the primary oscillator	Select one of sixteen envelope shapes used for modulation	Selects the modulation depth

17	Dual oscillators frequency modulated with an LFO. The sub oscillator is modulated with an inverted LFO signal compared to the primary.	Selects one of sixteen different waveforms for the primary oscillator	Selects one of sixteen LFO waveforms	Adjusts the rate of the LFO
18	Single oscillator pulse width modulated by an envelope	Selects one of sixteen different waveforms for the primary oscillator	Select one of sixteen envelope shapes used for modulation	Selects the depth of the modulation
19	Single oscillator that is XORed with an LFO producing a distortion effect	Selects one of sixteen different waveforms for the primary oscillator	Selects one of sixteen LFO waveforms	Adjusts the rate of the LFO
20	Dual oscillators with the primary oscillator being XORed with an envelope before being summed with the sub-oscillator	Selects one of sixteen different waveforms for the primary oscillator and secondary oscillator	Select one of sixteen envelope shapes used for modulation	Selects the modulation depth
21	Single oscillator with sample rate modulated by a triangle LFO and the frequency modulated by a ramp down envelope	Selects one of sixteen different waveforms for the primary oscillator	Selects the modulation depth	Adjusts the rate of the LFO
22	A single oscillator is fed through a waveshaper that is rotated by a triangle LFO producing distortion	Selects one of sixteen different waveforms for the primary oscillator	Selects one of sixteen different wave shapers	Adjusts the depth and rate of the LFO
23	Dual oscillators with the primary oscillator being XORed with an envelope and the sub-oscillator being XORed with an LFO before being summed	Selects one of sixteen different waveforms for the primary oscillator	Select one of sixteen envelope shapes and one of sixteen LFO waveforms used for modulation	Adjusts the rate of the LFO
24	Single oscillator with waveshaping XORed with the envelope resulting in harsh distortion	Selects one of sixteen different waveforms for the primary oscillator	Select one of sixteen envelope shapes used for modulation	Selects the depth of the modulation
25	Dual oscillators with the sub oscillator is frequency modulated by the envelope	Selects one of sixteen different waveforms for the primary oscillator and secondary oscillator	Select one of sixteen envelope shapes used for modulation	Selects the depth of the modulation
26	Single oscillator with buffer glitches	Selects one of sixteen different waveforms for the primary oscillator	Selects the size of the glitch buffer	Selects the number of repeats for each buffer
27	Single oscillator with frequency and glitching modulated by a LFO. For good results modulate pitch with an LFO.	Selects one of sixteen different waveforms for the primary oscillator	Selects one of sixteen LFO waveforms	Adjusts the rate of the LFO
28	Multiple glitches are combined together in various manners	Controls how the glitches interact	Controls how the glitches interact	Controls how the glitches interact
29	Two oscillators subjected to glitching	Selects one of sixteen different waveforms for the primary oscillator	Selects the size of the glitch buffer	Selects one of sixteen different waveforms for the sub oscillator
30	Multiple glitches are combined together in various manners	Controls how the glitches interact	Controls how the glitches interact	Controls how the glitches interact
31	A single oscillator is fed into a short 14ms delay buffer where the read position is modulated by a LFO	Selects one of sixteen different waveforms for the primary oscillator	Select one of sixteen envelope shapes and one of sixteen LFO waveforms used for modulation	Adjusts the rate of the LFO
32	Dual oscillator glitching. The sub oscillator is frequency modulated by a ramp down envelope prior to glitching.	Selects one of sixteen different waveforms for the primary oscillator	Selects the size of the glitch buffer	Selects the number of repeats for each buffer