VERSION 1.0.0

EMUSYNTH

USER MANUAL

STRIX INSTRUMENTS

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ABOUT SYNTHS

ФАЭМИ

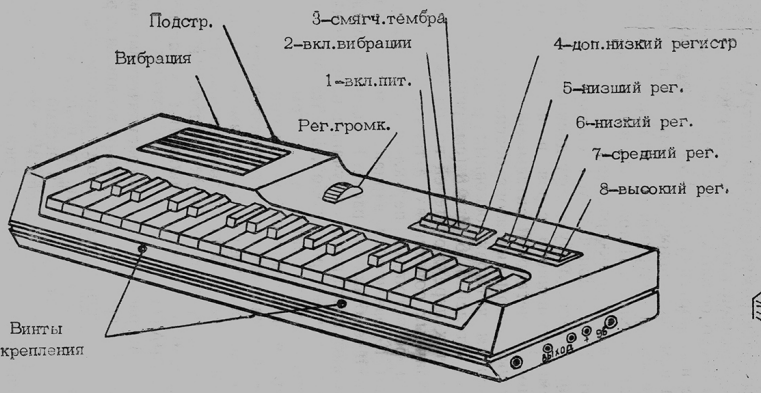
"**ФАЭМИ**" / "FAEMI"

The electro-musical instrument "FAEMI" is a synthesizer produced by the Russian SFSR. It had been manufactured at the Sverdlovsk Electric Automation Plant from 1972 to 1993. In 1985 the synthesizer was improved: the electrical circuit for generating EMR sounds was transferred from transistors to microcircuits.

"FAEMI" is the only synthesizer from our "collection", which was intended not only for children, but was also designed to be used by small amateur ensembles. The instrument was so successful that it was manufactured for export, and was also repeatedly covered in the Soviet press.

There are variants of the case in white, yellow, red and black colors. The synthesizer's keyboard consists of 36 keys and covers three octaves. The range of basic tones is six octaves, from F1 to E7 - which probably gave it the name "FAEMI" (from fa to mi). This synthesizer can imitate the sound of a flute, oboe, clarinet, saxophone, organ. When vibrato is turned on, the sound of some registers resembles a violin and cello.

ФАЭМИ



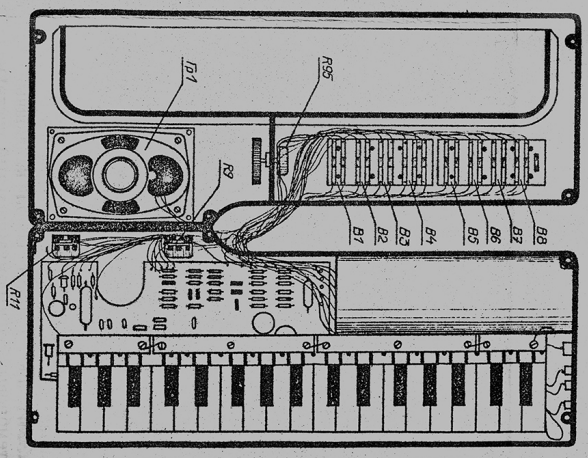
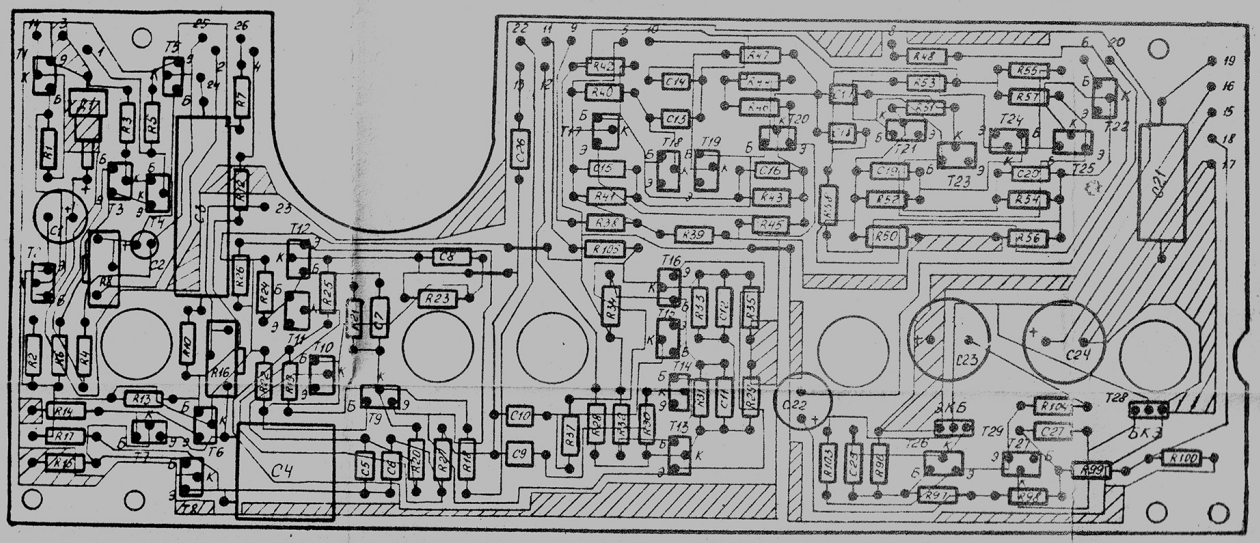


Рис. 1. ФАЭМИ. Общий вид



СИМОНА®

"СИМОНА" / "SIMONE"

The children's keyboard musical instrument "Simona" had been produced at the Radio-Pribor production association (Zaporizhzhia, the Ukrainian USSR and modern Ukraine) in 1990-1995. The appearance of the toy has a patent.

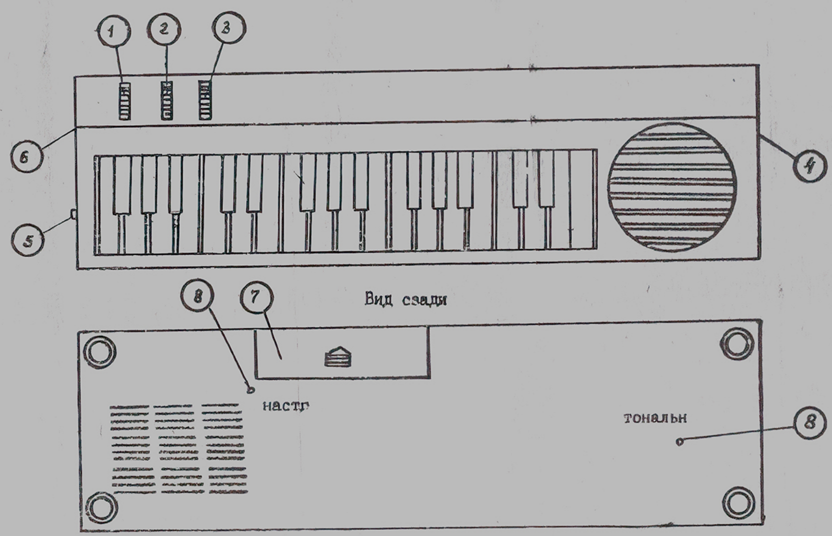
The synthesizer was available in three models, the toy options differed only in the keyboard design. In particular, the instrument "Simona-M" had an extended range of two octaves and a richer tone of sound: in the upper case it's close to a group of brass instruments, in the middle - to instruments such as clarinet, in the lower - organ and oboe.

The synthesizer had a volume control, a depth-adjustable frequency vibrato and tone control based on the formant filter, there was also an internal speaker and the provided ability to connect an external amplifier or headphones.

СИМОНА-М

ПРИЛОЖЕНИЕ I

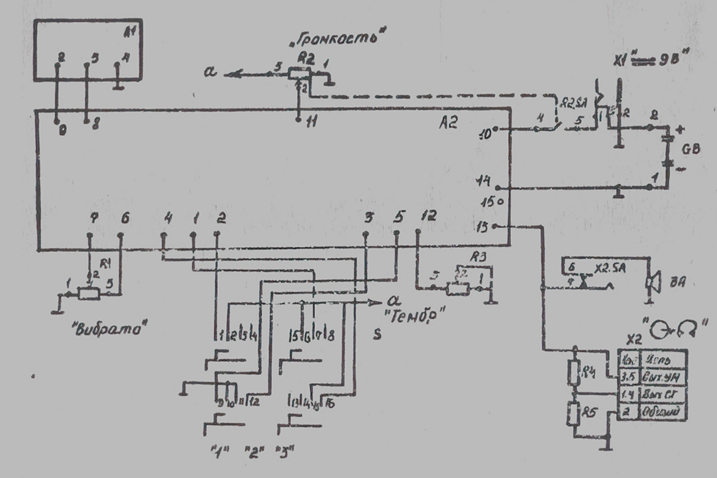
РАСПОЛОЖЕНИЕ ОРГАНОВ УПРАВЛЕНИЯ ДК ЭМИ "СИМОНА-М"



1 – регулятор ВКЛ ГРОМК
2 – регулятор ТЕМБР
3 – регулятор ВИБРАТО
4 – розетка выходная
5 – переключатель ТЕМБР
6 – гнездо питания 9В
7 – задвижка батарейного отсека
8 – отверстия для подстройки

ПРИЛОЖЕНИЕ 2

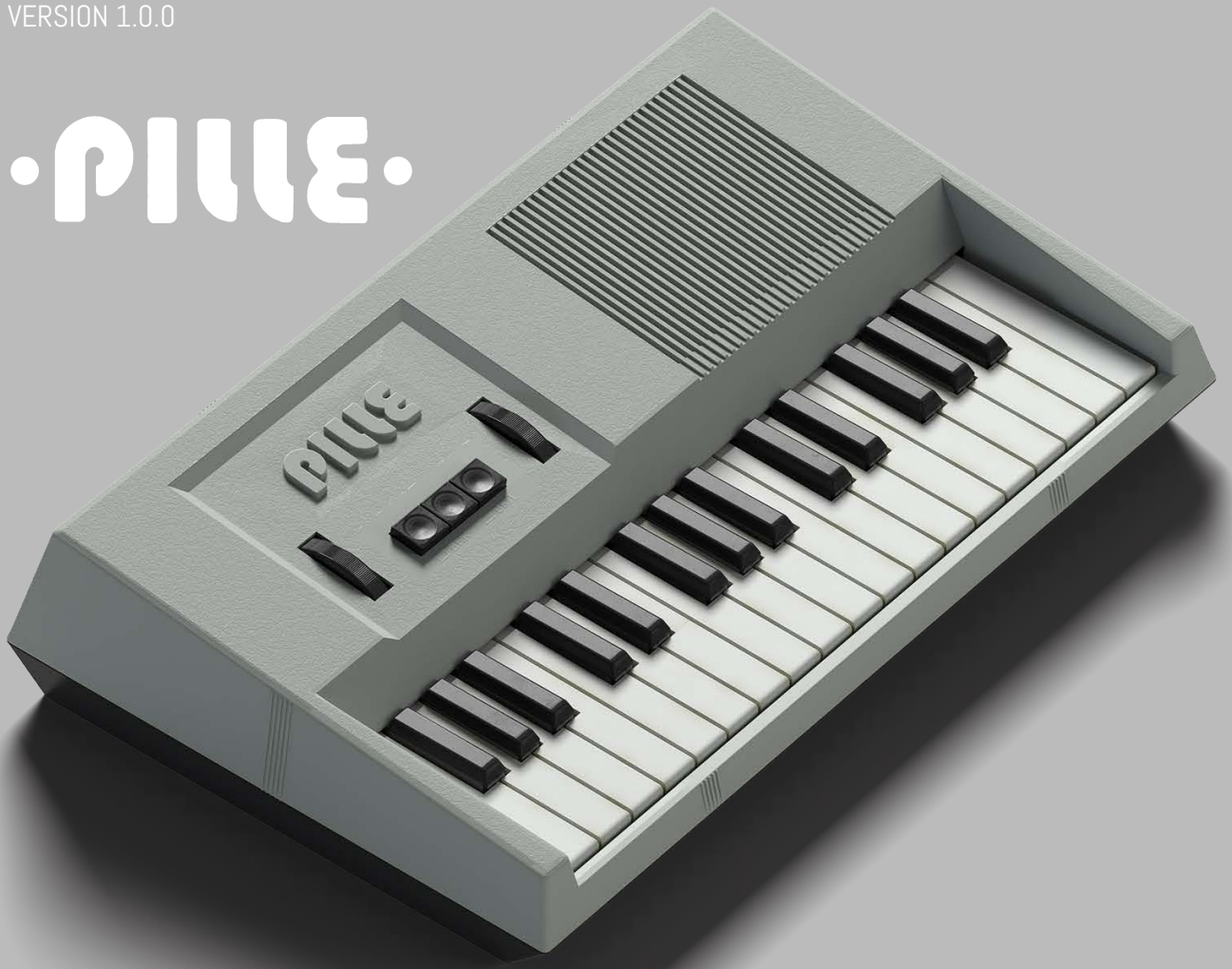
Схема электрическая принципиальная ДК ЭМИ „СИМОНА М"



Поз. обозначение	Наименование	Кол	Примечан
A1	Плата клавиатуры АГ5.679.014	1	
A2	Плата генератора тона	1	
	АГ5.411.063		
BA	Головка громкоговорителя ди-		
	намическая 1ГДШ-6		
	ДУЛ9.843.005ТУ	1	
GB	Элемент питания А343		
	„Прима" ТУ16-529.391-75	6	
R1	Резистор СП3-9аМ-10кОм±20%-А-ВС-		
	-3-12,5 ОЖ0.468.404 ТУ	1	
R2SA	Резистор СП3-4ВМ-10кОм±20%-В-ВС		
	-3-12,5 ОЖ0.468.404ТУ	1	
R3	Резистор СП3-9аМ-10кОм±20%-А-ВС		
	-3-12,5 ОЖ0.468.404 ТУ	1	
R4	Резистор С2-23-0,125-300Ом±5%-А-А		
	ОЖ0.467.104 ТУ	1	
R5	Резистор С2-23-0,125-1300Ом±5%-А-А		
	ОЖ0.467.104 ТУ	1	
S	Переключатель ПД13-1		
	АГ0.360.031 ТУ	1	
X1	Соединитель ГС ЯЛ0.364.006 ТУ	1	
X2.SA	Соединитель ОНЦ-ВГ-1-5/16-Р		
	АШДК.434.410.023-89 ТУ	1	

STRIX INSTRUMENTS

·PILLE·



"**ПИЛЛЕ СЕРЫЙ**" / "PILLE GREY"

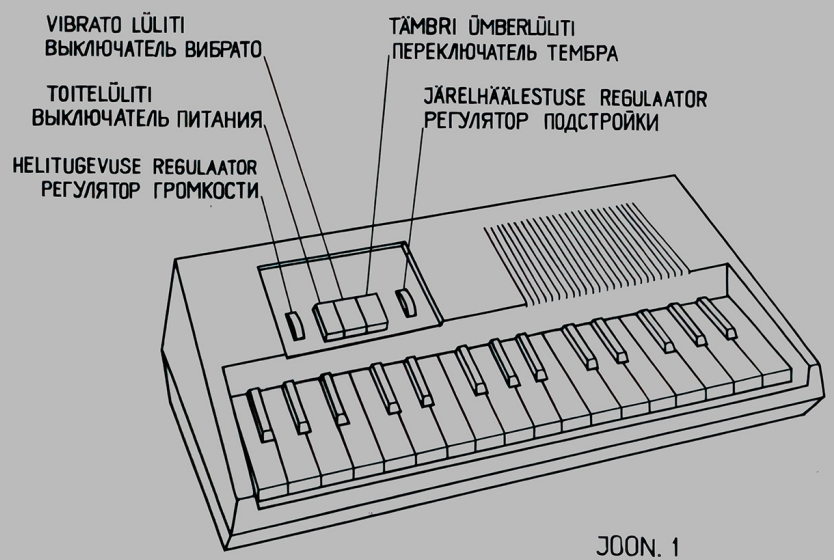
The electric musical instrument for children "Pille" had been produced approximately since the 70s by the Norma production association, located in Tallinn (the former Estonian USSR). Unlike other factories, which primary products were mostly different electronic appliances, Norma specialized mainly in toys. Being founded in 1891 and had been producing toys since 1932, Norma is still functioning. In Soviet times, the share of goods for children in this facility was 60%, the rest was flashlights, goods for amateur photographers, metal fittings and other goods.

The older instruments had only the name of the factory and the city stamped on them, the later versions got the extra inscription "Made in USSR": perhaps this marking was added because the Norma products were export-oriented.

In the 80s the design of the toy was radically updated. The creators moved away from round shapes and "excesses" in the decor, typical of several previous decades, and gave the synthesizer a "square" look in which the spirit of the Soviet eighties is well recognized. The toy piano acquired a gray-black case, it became a bit smaller (366 mm × 239 mm × 82 mm versus 367 mm × 250 mm × 103 mm), and also about a pound lighter. The control buttons have not changed: the power switch, the vibrato switch, the volume control, the tone switch and the tuning control all remained the same.

The sound of both synthesizers is quite similar and resembles an electric organ, however, "Pille Grey" is more sonorous and expressive than his older brother.

·PILLE·



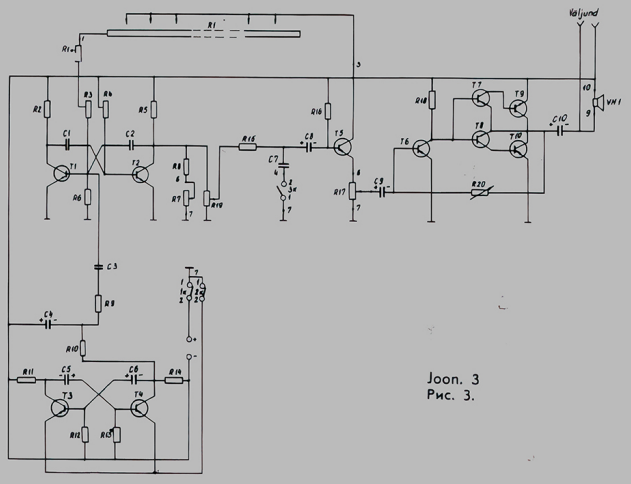
JOON. 1
РИС. 1

TÄHISTUSED ELEKTRILISEL SKEEMIL
ОБОЗНАЧЕНИЯ НА ЭЛЕКТРИЧЕСКОЙ СХЕМЕ

1K – toitelüliti	выключатель питания
2K – vibratolüliti	выключатель звуковой вибрации
3K – tämbrilüliti	переключатель тембра
R_1 – takistusriba	резистор настойки
R_2* – takisti	,, МЛТ-0,5 1,5 кОм
R_3 – ,,	,, МЛТ-0,5 3,3 кОм
R_4 – ,,	,, СП3-16 1 кОм
R_5 – ,,	,, СП3-16 10 кОм
R_6 – ,,	,, МЛТ-0,5 1,5 кОм
R_8 – ,,	,, МЛТ-0,5 100 кОм
R_9 – ,,	,, МЛТ-0,5 6,8 кОм
R_{10}, R_{12}, R_{13} – takistid	,, МЛТ-0,5 240 кОм
R_{11}, R_{14} – takistid	,, МЛТ-0,5 22 кОм
R_{15} – takisti	,, МЛТ-0,5 2,4 кОм
R_{16} – ,,	,, МЛТ-0,5 510 кОм
R_7 – ,,	,, МЛТ-0,5 150 кОм
R_{17} – ,,	,, СП-1-0,5 «А» 4,7 кОм
R_{18} – ,,	,, СП-1-0,5 «Б» 4,7 кОм
R_{19}, R_{20} – takistid	,, МЛТ-0,5 1 кОм
R_{21} – takisti	,, СП3-16 100 кОм
C_1, C_2 – kondensaator	,, МЛТ-0,5 180 Ом
C_3 – kondensaator	конденсатор МБМ 0,25 мкф 160 В
C_4, C_5, C_6 – ,,	,, МБМ 0,1 мкф 160 В
C_7 – kondensaator	,, К50-6 5 мкф 15 В
C_8, C_9 – kondensaator	,, КД-2а 6800 пф
C_{10} – kondensaator	,, К50-6 1 мкф 15 В
T_1–T_7, T_{10} – transistor	,, К50-6 500 мкф 15 В
T_8, T_9 – transistor	транзистор МП40
VH1 – valjuhääldi	,, МП36А
	громкоговоритель 1ГД-40

* valitakse reguleerimisel
подбирается при регулировке

Märkus: „Pille" elektrilises skeemis võib esineda muudatusi, mis ei halvenda toote kvaliteeti.
В электрической схеме инструмента «Пилле» могут встречаться изменения, которые не ухудшают качества изделия.



Joon. 3
Рис. 3.

pille

"**ПИЛЛЕ ЧЕРНЫЙ**" / "PILLE BLACK"

The electric musical instrument for children "Pille" had been produced approximately since the 70s by the Norma production association, located in Tallinn (the former Estonian USSR). Unlike other factories, which primary products were mostly different electronic appliances, Norma specialized mainly in toys. Being founded in 1891 and had been producing toys since 1932, Norma is still functioning. In Soviet times, the share of goods for children in this facility was 60%, the rest was flashlights, goods for amateur photographers, metal fittings and other goods.

The older instruments had only the name of the factory and the city stamped on them, the later versions got the extra inscription "Made in USSR": perhaps this marking was added because the Norma products were export-oriented.

The first version of the synthesizer had a black plastic case, decorated with blue or red radio fabric on the speakers. The color of the synthesizer control buttons also differed - they were white or red. Collectors note that the "Pille" in the original design is less common than the more modern version, and to find an instrument in working condition is way harder. Due to the nature of the plastic many instances of "Pille black" which have survived to this day have a pretty yellowed keyboard.

pille

МУЗЫКАЛЬНЫЙ ИНСТРУМЕНТ «ПИЛЛЕ»
Артикул 1751-Э
Размеры: 367 × 250 × 103 мм
Материал: пластмасса

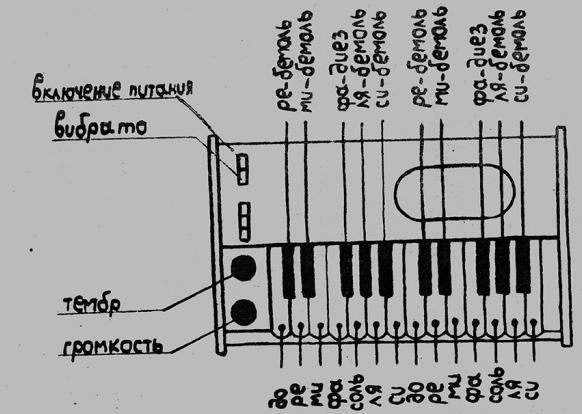
MUSICAL INSTRUMENT "PILLE"
Article 1751-E
Size: 367×250×103 mm
Material: plastic

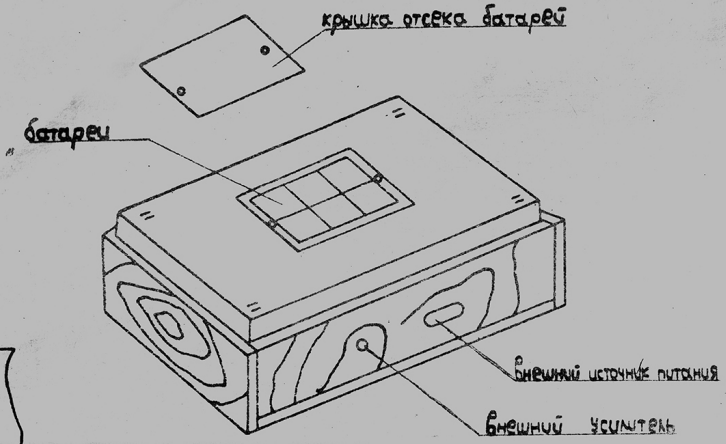
"ПИФ" / "PIF"

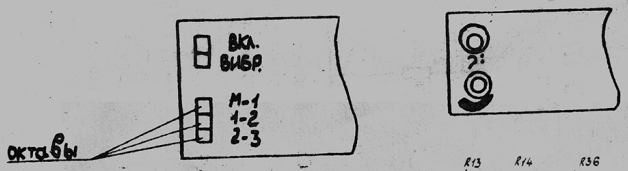
The children's electric musical instrument "Pif" got its name after the main character of a French children's comics - the dog named Pif, which is pictured on the synthesizer body. Despite the French origin, the comic book about Pif was very popular in the USSR.

This toy had been produced at the Romny factory of automatic telephone stations in the Ukrainian SSR. It is noteworthy that the company still produces electronic toys nowadays.

The length of the keyboard is 14 white and 10 black keys, the shifting of octaves is performed by buttons located on the top panel of the toy: C3 - B4, C4 - B5, C5 - B6. Besides, there is an option to adjust the timbre, volume and also to turn on vibrato.







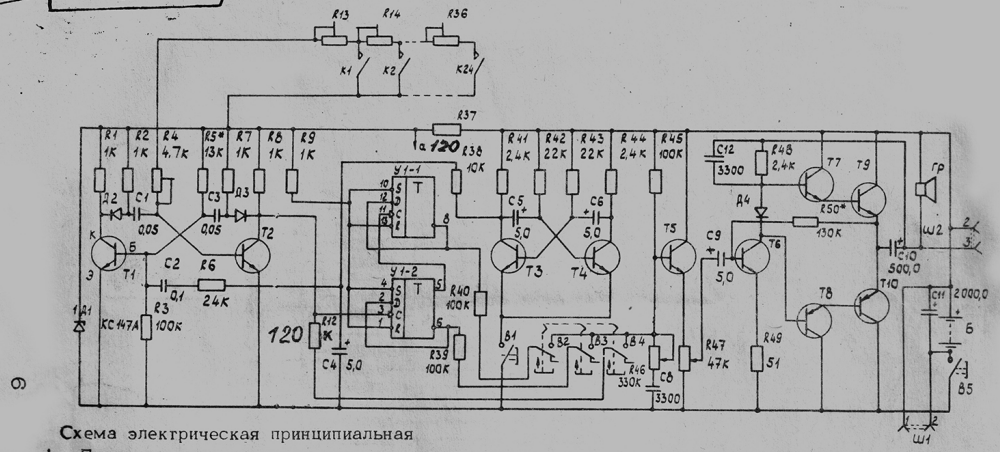


Схема электрическая принципиальная

1. Переключатели показаны в исходном состоянии.

2. Типы применяемых радиоэлементов: резисторы: R4–СП5–2–4, 7К; R11–СП3–38г–0, 25Вт–4, 7кОм; R14, R15–СП3–38в–0, 25Вт–1кОм; R16. . . R18–СП3–38в–0, 25Вт–1, 5кОм; R19. . . R23–СП3–38в–0, 25Вт–2, 2кОм; R24. . . R29–СП3–38в–0, 25Вт–3, 3кОм; R30. . . R36–СП3–38в–0, 25Вт–4, 7кОм; R46–СП3–4а М–33ОкОм; R47–СП3–4а М–47кОм; остальные–МЛТ–0, 5; конденсаторы: С1. . . С3–МБМ; С4. . . С7, С9. . . С11–К50–16; С8, С12–К10–7В; транзисторы: Т1. . . Т7–КТ315Б; Т8, Т10–КТ 3107Ж(допускается замена на М141); Т9–КТ503Б; микросхема У1–К155 ТМ2; головка динамическая, ГР–3ГДШ–2–8–100; переключатели В1. . . В5–П2К; разъемы: Ш1–РД1–1; Ш2–ОНЦ–ВГ–5/16–р; батарея–шесть элементов А332 "Ореол–1"; диоды Д2. . . Д4–КД521В.

3. Вывод 7 микросхемы У1 подключен к общему минусу, а вывод 14–к точке "а".

Примечание: В схеме возможны изменения, не влияющие на качество изделия.

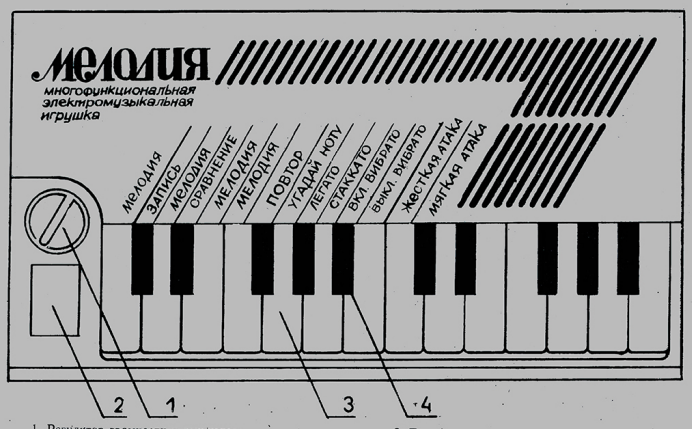
"МЕЛОДИЯ" / "MELODY"

The children's synthesizer "Melody" (the multi-functional electric musical toy) had been produced on the territory of the USSR in the period of the 80s - 90s. The exact country of origin is not indicated. The synthesizer was really multi-functional: it was intended not only as a toy, but also for teaching preschool children the basics of musical literacy.

The size of the keyboard is 2 octaves from C4 to B5. The synthesizer has several playing modes to choose from: legato, staccato, hard attack, soft attack, vibrato. In addition, "Melody" has four pre-installed popular Soviet children's songs for learning, can record and play a sequence of 25 notes, as well as compare recorded and reproduced melodies.

The toy designers have provided one fun feature: the switched-on synthesizer when not played for 4 minutes, begins to play the children's song "Let there always be sunshine" with a 30-second interval.

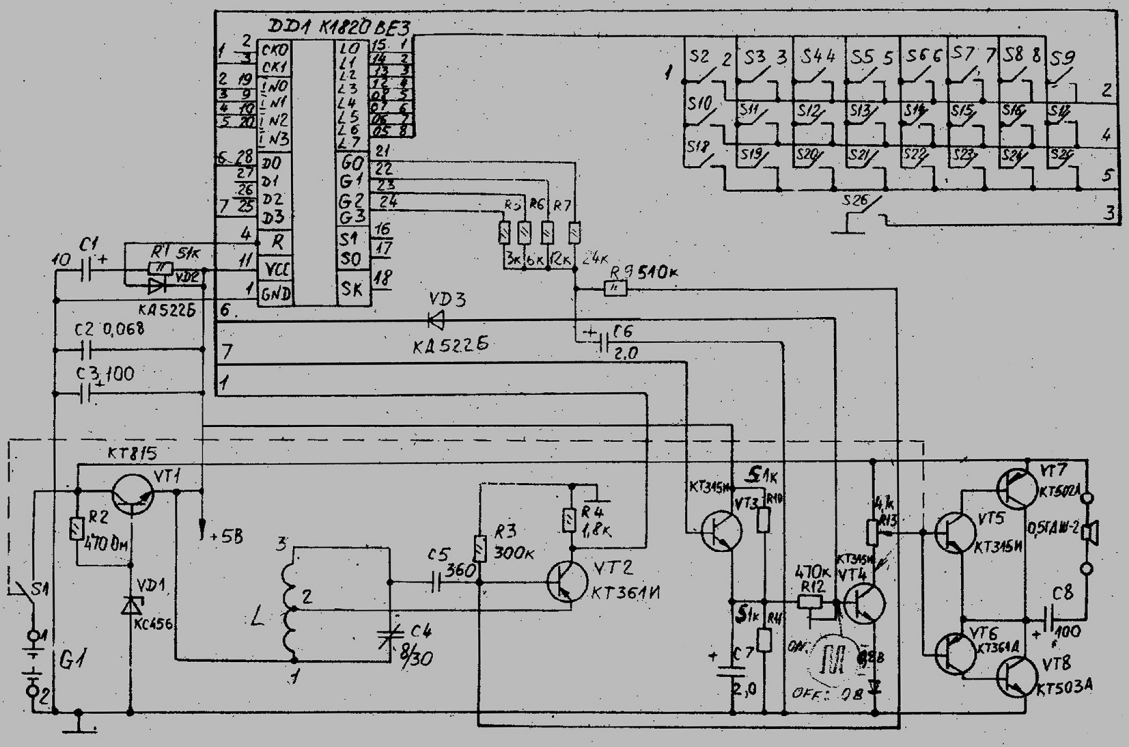
Мелодия Ритм



1. Регулятор громкости и выключатель питания.
2. Кнопка переключения режимов.
3. Белые клавиши основных тонов.
4. Черные клавиши полутонов.

Рис. 1

ПРИЛОЖЕНИЕ 1



"**HOTKA**" / "NOTKA"

The electronic musical toy "Notka" had been produced in the Ukrainian USSR, the manufacturer of this synthesizer was the Promsvyaz plant in Kharkiv. This is a typical phenomenon for the USSR when specialized factories also produced household goods and even toys for children.

The body of the synthesizer was made of plastic and came in different colors: blue, red and yellow. It can be assumed that for the assembly of "Notka" were used the details designed for loudspeakers or radio points, which dictated the specific appearance of "Notka". This can also explain the sound of the synthesizer, which resembles the sounds of Soviet intercom systems.

The synthesizer was appointed for children aged 5-10 years. The size of the keyboard is two octaves from C4 to B5.

Нотка

Расположение органов управления "Нотки"

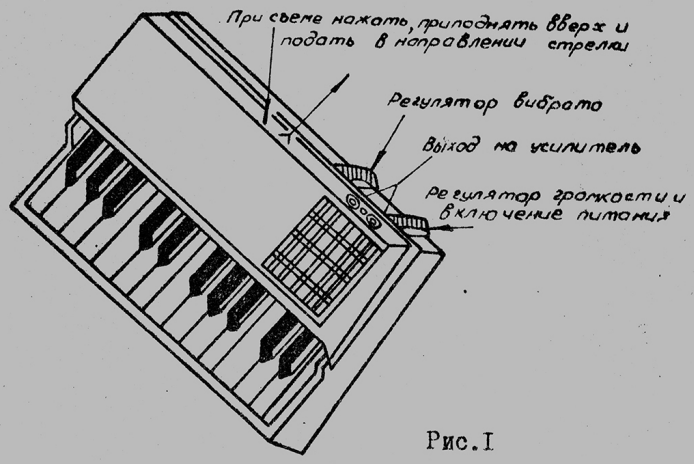


Рис.I

7

СХЕМА ЭЛЕКТРИЧЕСКАЯ ПРИНЦИПИАЛЬНАЯ

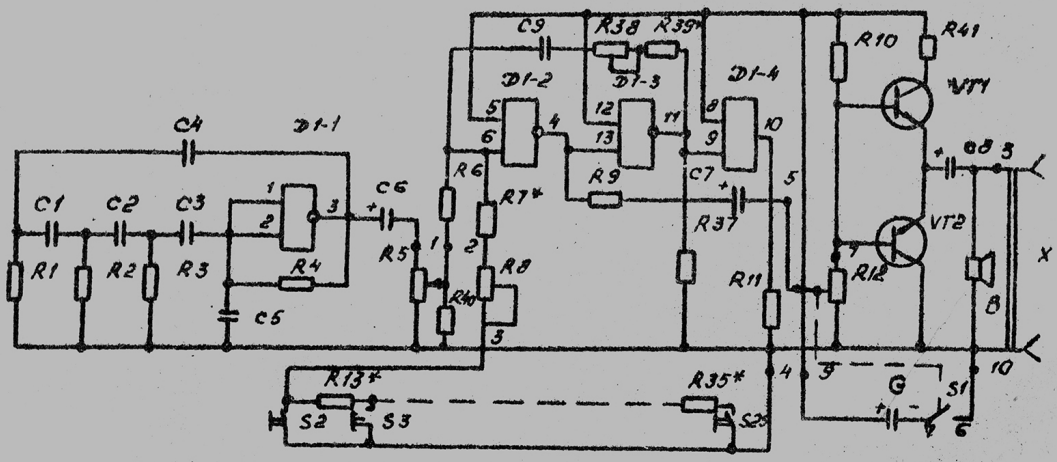


Рис.2

8

ЭМИФОН·М

"**ЭМИФОН-М**" / "EMIFON-M"

The musical toy "Emifon-M" had been produced in the USSR during the Perestroika period, the exact country of manufacture is not indicated. Some instruments had stamps with the price, which was 20 Soviet rubles.

The manufacturers recommended "Emifon-M" for children aged 5-10 years who love music, want to learn the basics of musical notation and learn how to play simple melodies.

The instrument reacts to the duration of the keystroke, automatically selecting the length of the note and forming the attenuation of the sound depending on the selected duration. The whole note sounds 2 seconds. In addition to playing the keyboard, the synthesizer can memorize and play back the melody played on it, and its memory stores six popular children's songs of the 80-90s, among which is Lambada.

ЭМИФОН·М

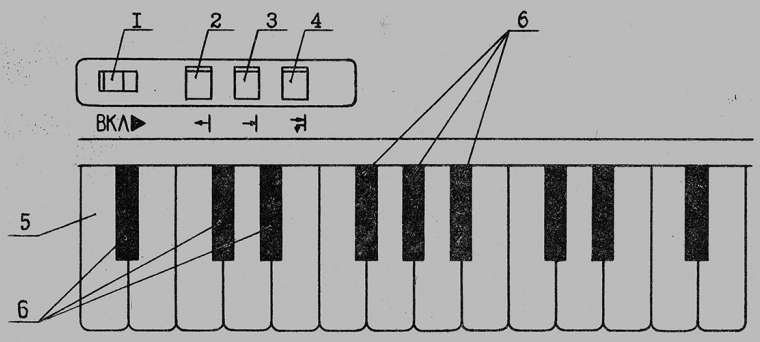
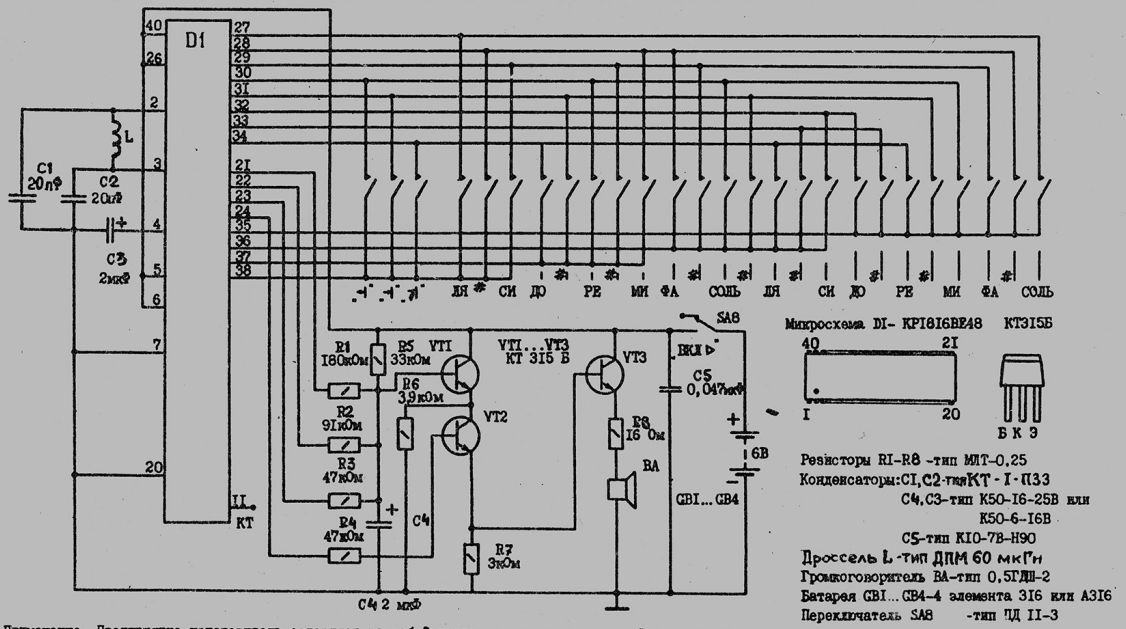


Рис. 1. Клавиатура и органы управления:
I-выключатель питания;2-выбор музыкального фрагмента;3-запись музыкального фрагмента;4-повторение музыкального фрагмента;
5-нотные клавиши;6-клавиши выбора музыкального фрагмента.

ПРИЛОЖЕНИЕ 1

СХЕМА ЭЛЕКТРИЧЕСКАЯ ПРИНЦИПИАЛЬНАЯ ЭЛЕКТРОМУЗЫКАЛЬНОЙ ИГРУШКИ «ЭМИФОН·М»



Примечание. Предприятие-изготовитель оставляет за собой право на внесение изменений в электрическую схему, не ухудшающих характеристики изделия.

13

ЭЛЕКТРОНИКА

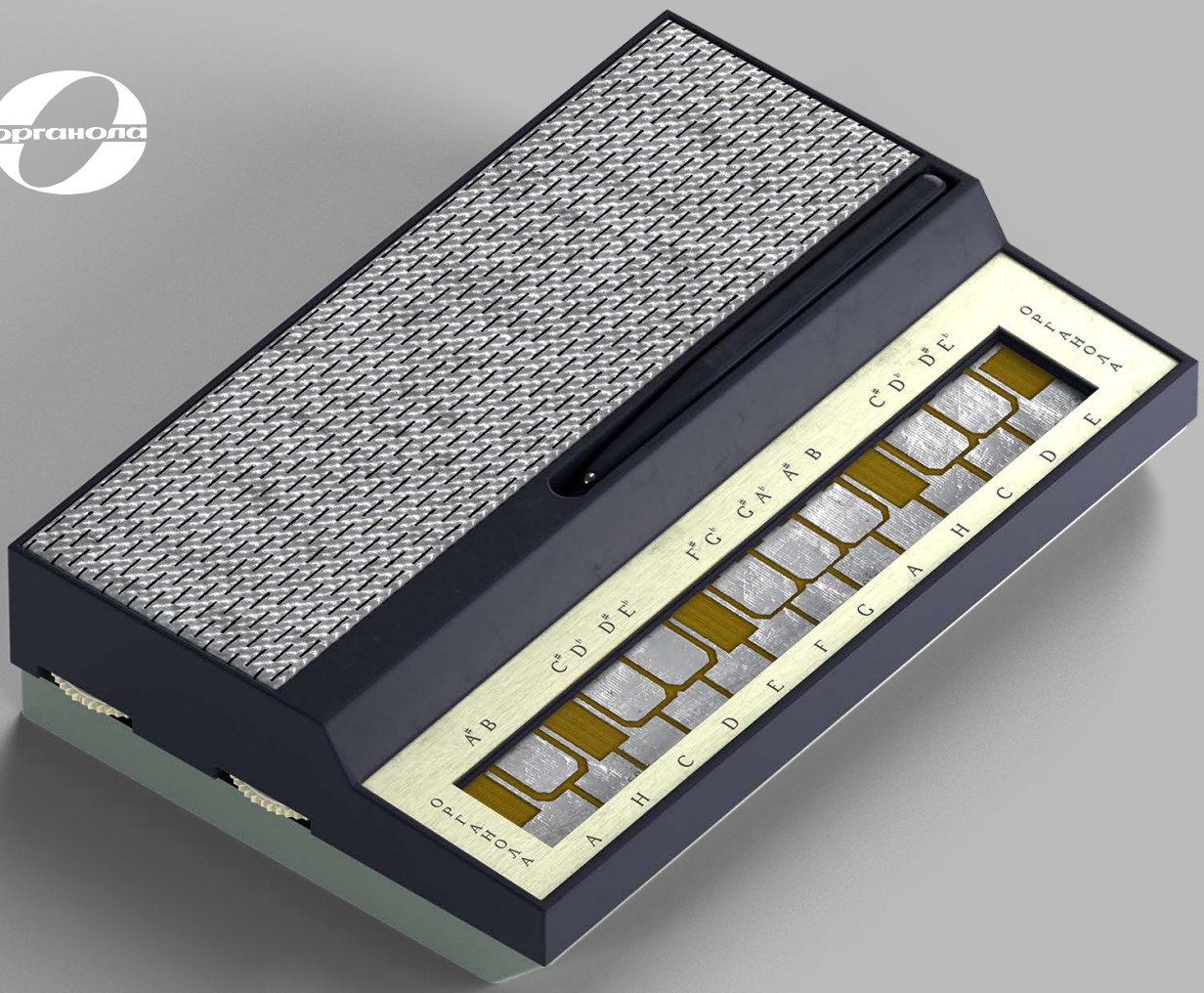
"**ЭЛЕКТРОНИКА**" / "ELEKTRONIKA"

The electronic musical toy "Electronica" is a children's stilophone made in the USSR (the exact country of origin is not indicated), which appeared in the late 80s. It was assumed that the toy will help the child with learning the basics of musical literacy, learning to play simple songs on their own and developing musical ear and fine motor skills.

Instead of a push-button keyboard "Electronica" is controlled by a stylus - the sound extraction appears when the stylus presses the toy's touch keys. Besides, this children's musical instrument can change the timbre and the sound color with the vibrato function, also it can adjust the volume of the sounds played.

"Electronica" was produced in three colors: red, orange and black. The toy is supplied with an impressive instruction manual, which contains a large number of popular Soviet children's songs for learning.

ЭЛЕКТРОНИКА

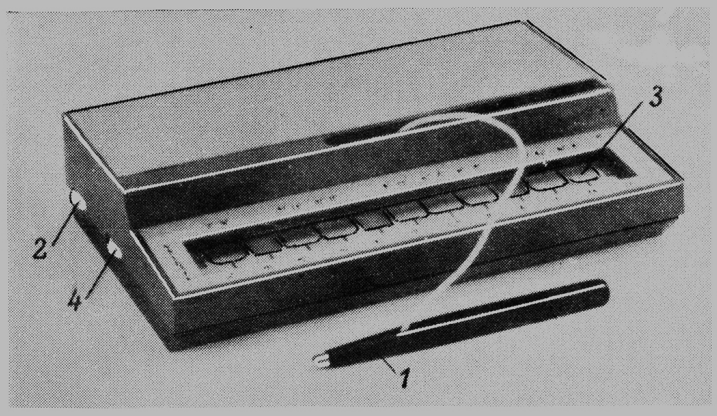


"**ОРГАНОЛА**" / "ORGANOLA"

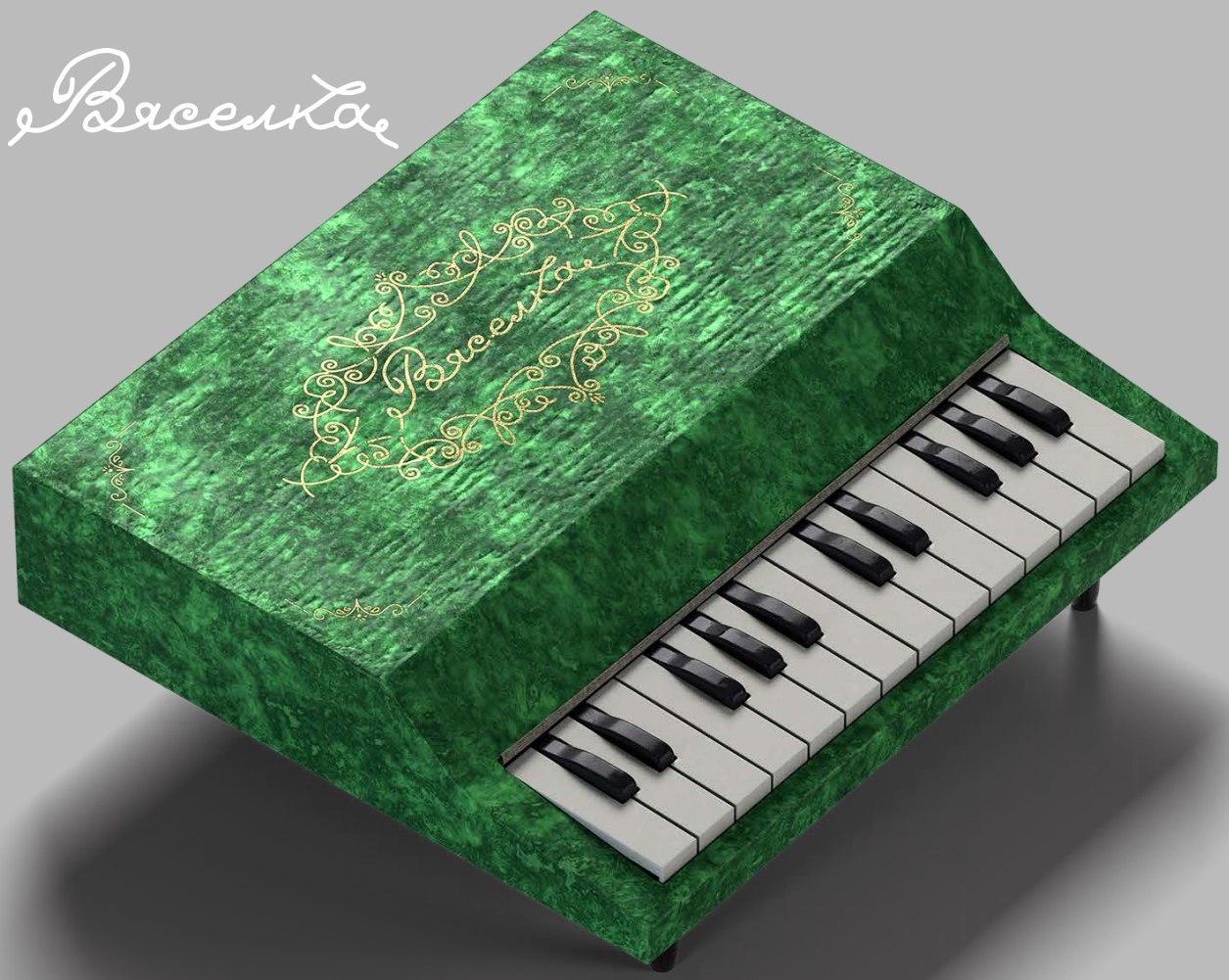
The children's electronic musical toy "Organola" had been produced in the USSR since 1973. The exact country of origin is not indicated. The cost of a stylophone was 16 Soviet rubles, which was printed just at the body of some toys.

This small analog synthesizer is a stylophone: it has no keys and is operated by a pen (stylus). The instrument is monophonic with one timbre and vibrato, which is activated by an additional regulator.

The body was made of plastic and was available in several colors: black, blue and red. The size of the stylophone is only 16.5x11x4 cm. For ease of storage "Organola" was supplied with a white plastic case.



Зак. 1002 23.VII 71 г. М 41430



"**ВЯСЁЛКА**" / "VYASELKA"

The original name of this children's synthesizer is "An electric musical piano toy "Viasyolka". It had been produced in the Byelorussian USSR (Molodechno), presumably since the late 70s. The magazine "New Products" for December 1977 dedicated a separate article to the first batch of "Viasyolka".

The sound range of this synthesizer is from C4 to B5. Power is supplied from two flat batteries with a total voltage of 4.5 V. The synthesizer body is coated with celluloid and polished.

The buyers of this electronic toy were suggested to teach children the basics of musical literacy, as well as "successfully perform various children's songs."

Over the years of production the appearance of the synthesizer has undergone a number of changes to finally get a more elegant look, in which the logo is applied to the upper part of the instrument and resembles calligraphy.

Веселка

«ВЕСЕЛКА»

Молодечненская фабрика музыкальных инструментов начала выпускать электронную музыкальную игрушку — пианино «Веселка». Диапазон звучания ее — от «до» первой октавы до «си» второй октавы. Питание осуществляется от двух плоских электробатареек общим напряжением 4,5 В.

С помощью электронной игрушки можно обучать детей основам музыкальной грамоты, а также с успехом исполнять различные детские песни.
Корпус пианино покрыт целлулоидом и отполирован.
Цена игрушки — 20 руб.

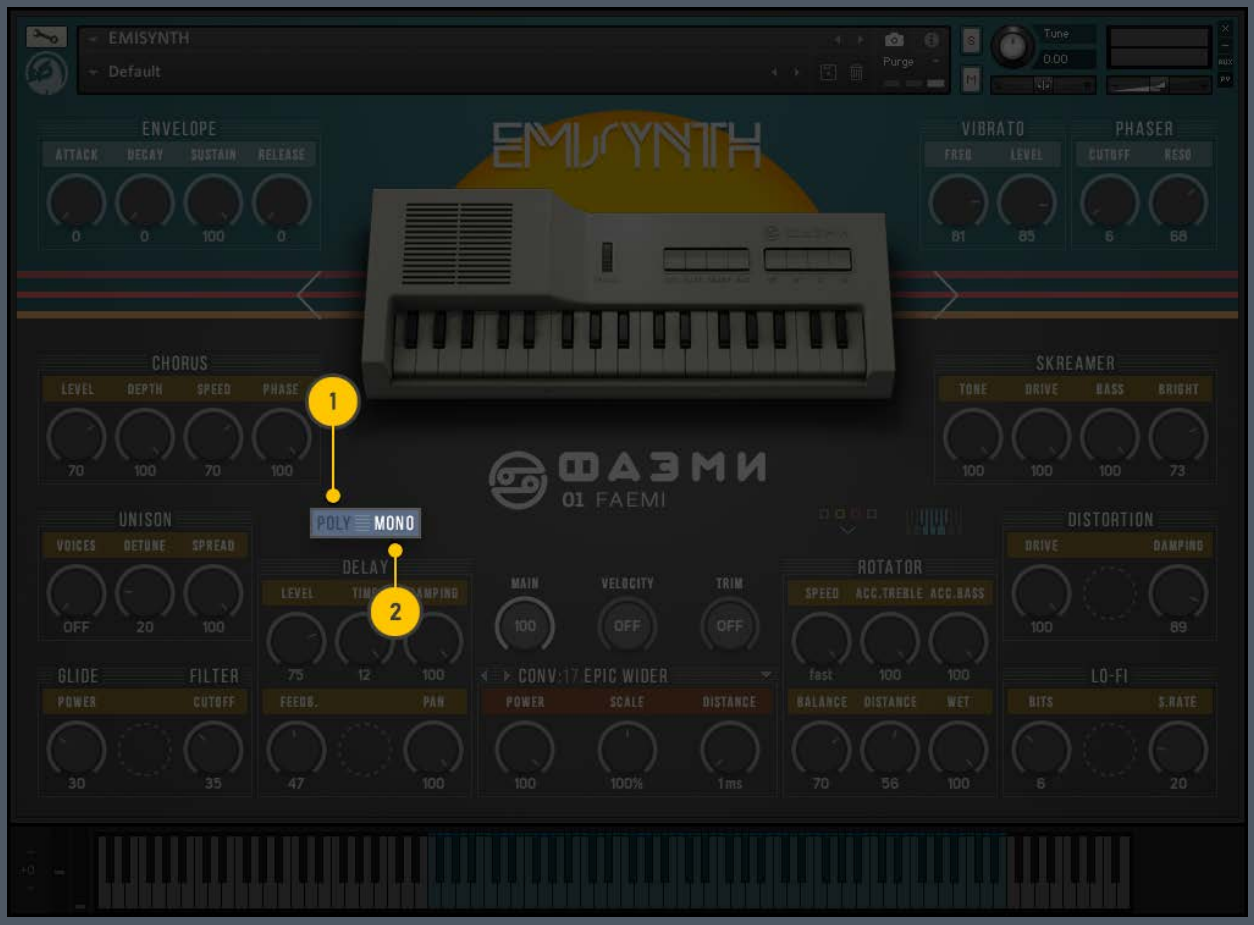
INTERFACE


EMISYNTH
Default
Purge
Tune
0.00
ENVELOPE
ATTACK DECAY SUSTAIN RELEASE
0 0 100 0
EMISYNTH
VIBRATO
FREQ LEVEL
81 85
PHASER
CUTOFF RESO
6 68
CHORUS
LEVEL DEPTH SPEED PHASE
70 100 70 100
SKREAMER
TONE DRIVE BASS BRIGHT
100 100 100 73
05 PIF
UNISON
VOICES DETUNE SPREAD
OFF 20 100
POLY MONO
DELAY
LEVEL TIME DAMPING
75 12 100
FEEDB. PAN
MAIN VELOCITY TRIM
100 OFF OFF
CONV:17 EPIC WIDER
POWER SCALE DISTANCE
100 100% 1ms
ROTATOR
SPEED ACC.TREBLE ACC.BASS
fast 100 100
BALANCE DISTANCE WET
70 56 100
DISTORTION
DRIVE DAMPING
100 89
GLIDE
POWER
FILTER
CUTOFF
30 35
LO-FI
BITS S.RATE
6 20
+0

SYNTH PICKER

1. **SYNTH IMAGE:**
   Highly detailed 3D model of eleven synth's are here for you.
2. **PREVIOUS SYNTH:**
   Pick a previous synth in the list.
3. **NEXT SYNTH:**
   Pick a previous synth in the list.
4. **SYNTH NAME, NUMBER IN THE LIST AND LOGO:**
   Yup.
5. **SYNTH PICKER:**
   To quickly navigate a synth by name.

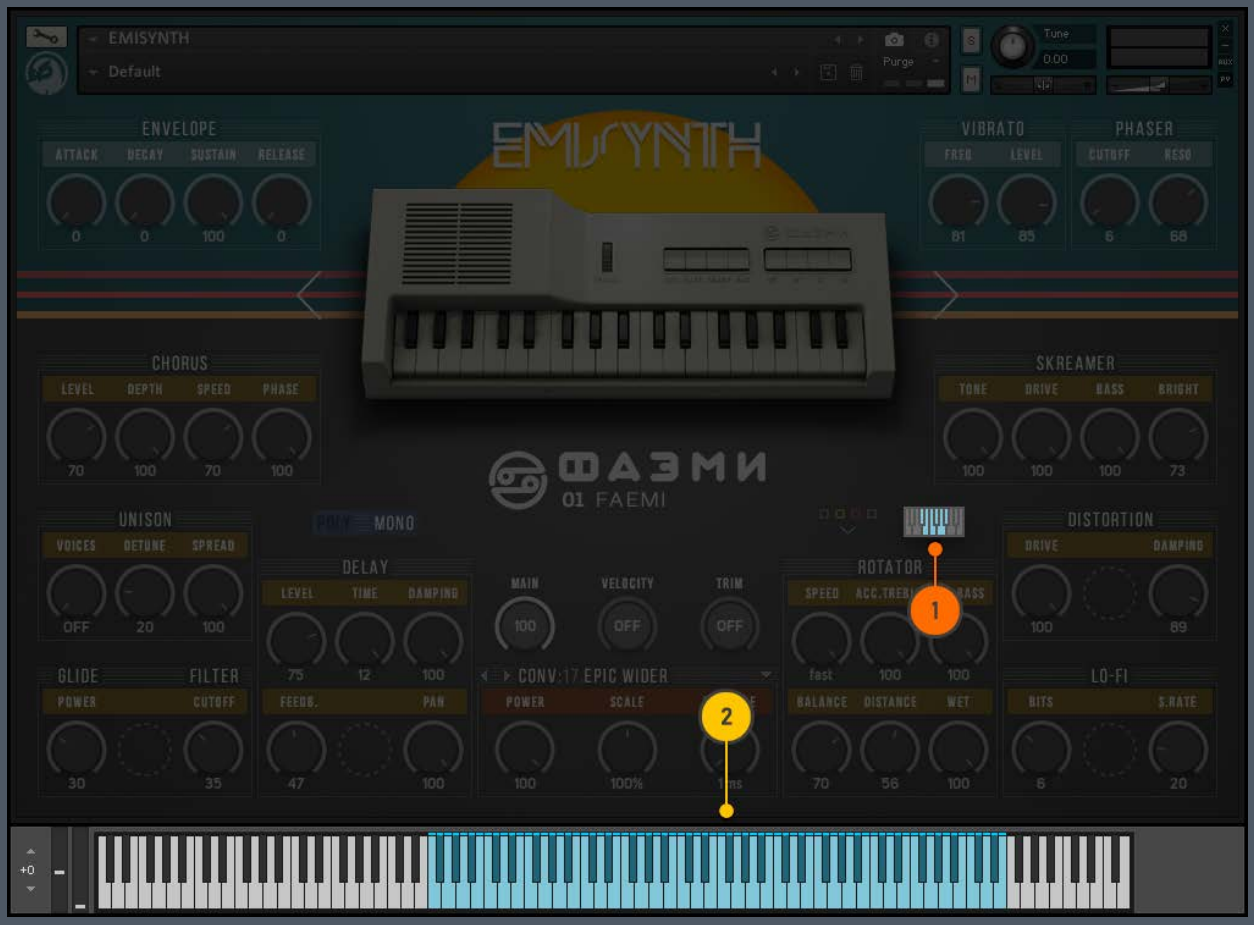
POLY / MONO



Every synth in this collection are completely monophonic, which means only one note can be played at the same time. We added ability to play polyphonic and monophonic, to your own taste.

1. **POLYPHONIC:**
   You can play as many notes at the same time as you wish.
2. **MONOPHONIC:**
   Best suitable for bass or "creamy leads". Classic.

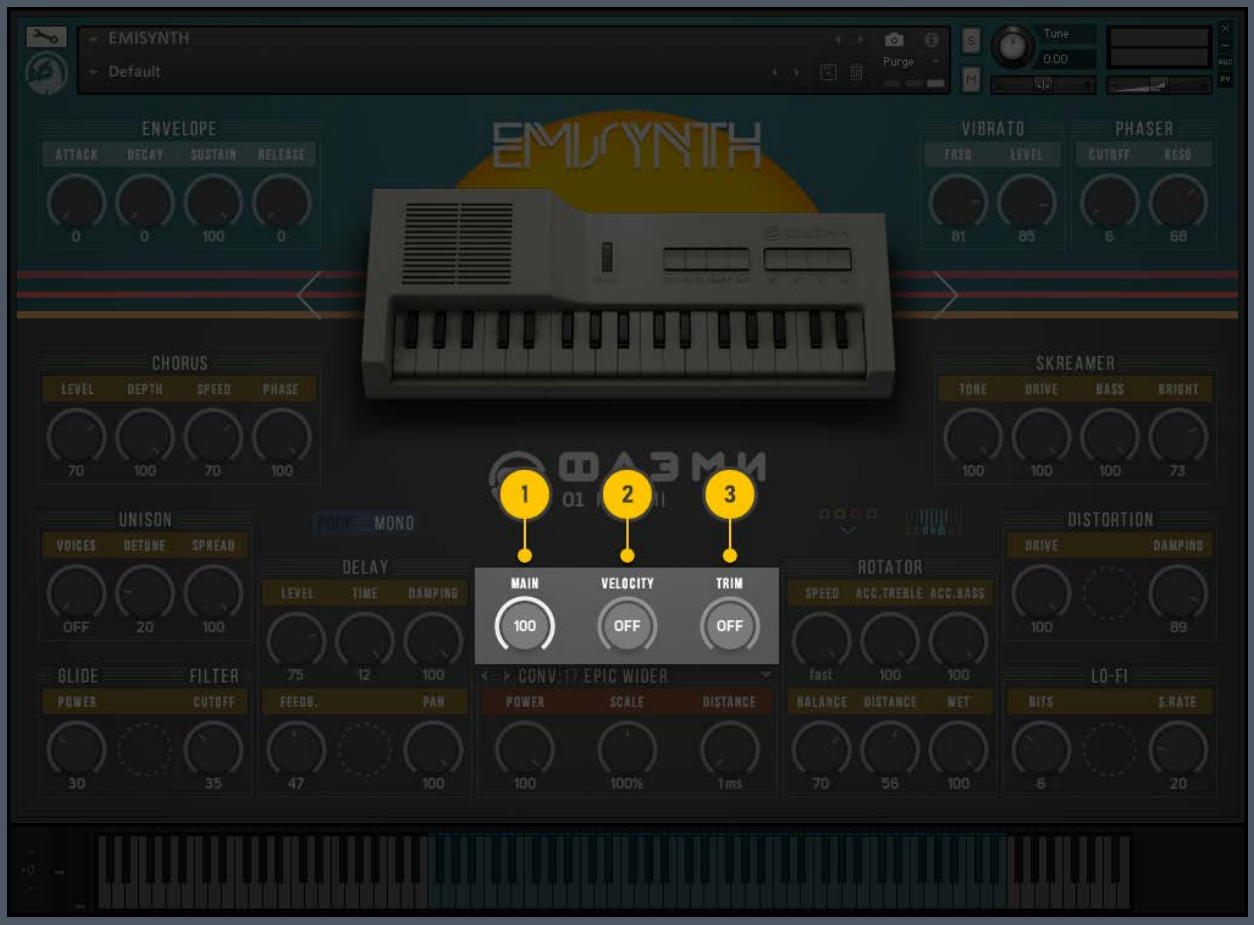
RANGE MODE



All the synths in this collection are in limited range by design, which means only a small range of playable notes is available to you. This switch extends the range up to 88 keys and vice versa.

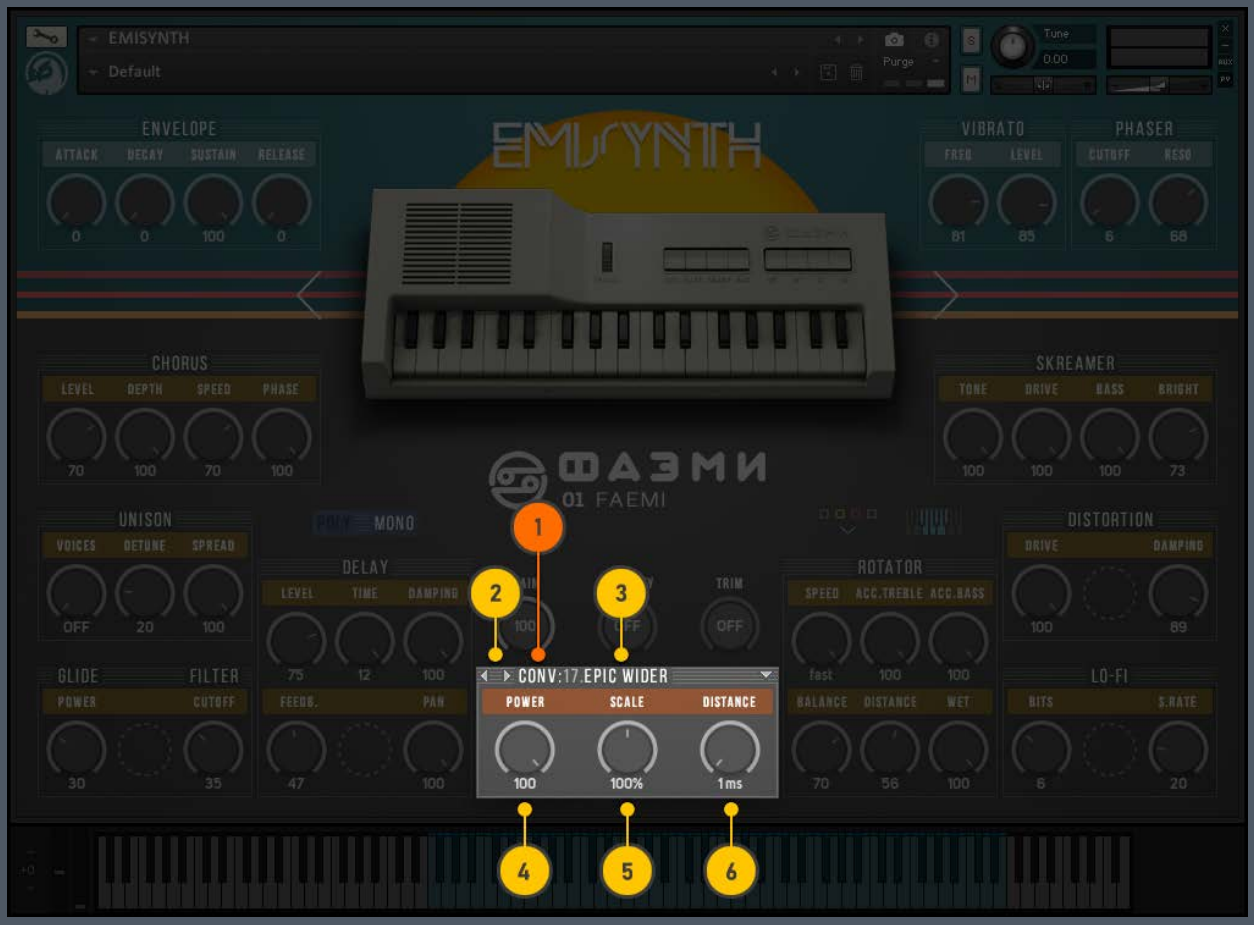
1. **DEFAULT:**
   In this mode only the original amount of notes is available to you.
2. **EXTRA RANGE:**
   In this mode the key's are extended to a whole range of 88 keys.

ANATOMY



1. **MAIN:**
   Controls main samples volume for each synth.
2. **VELOCITY:**
   This is a value between Off-100 that responds to how hard (technically, fast) a key has been hit. Set to "Off" if you want to disable it.
3. **TRIM:**
   Controls sample start offset. Some synths have artifacts that usually appear in the beginning of a note, so if you want - you can trim the start of the sample to cut these artifacts.

CONVOLUTION



1. **CONVOLUTION On / Off:**
   Convolution re-verb is a process used for digitally simulating the reverberation of a physical or virtual space through the use of software algorithm that creates a simulation of an audio environment.
2. **PREVIOUS / NEXT:**
   Selects the previous or next Convolution in the list.
3. **CONVOLUTION NAME AND NUMBER:**
   Selects the Convolution by name.
4. **POWER:**
   Controls the amount of Convolution reverberation.
5. **SCALE:**
   Changes the scale of virtual room based on IR sample.
6. **DISTANCE:**
   Controls the amount of the output signal that being fed back into the input of the delay line, thereby creating a series of echo's that gradually fade into silence.

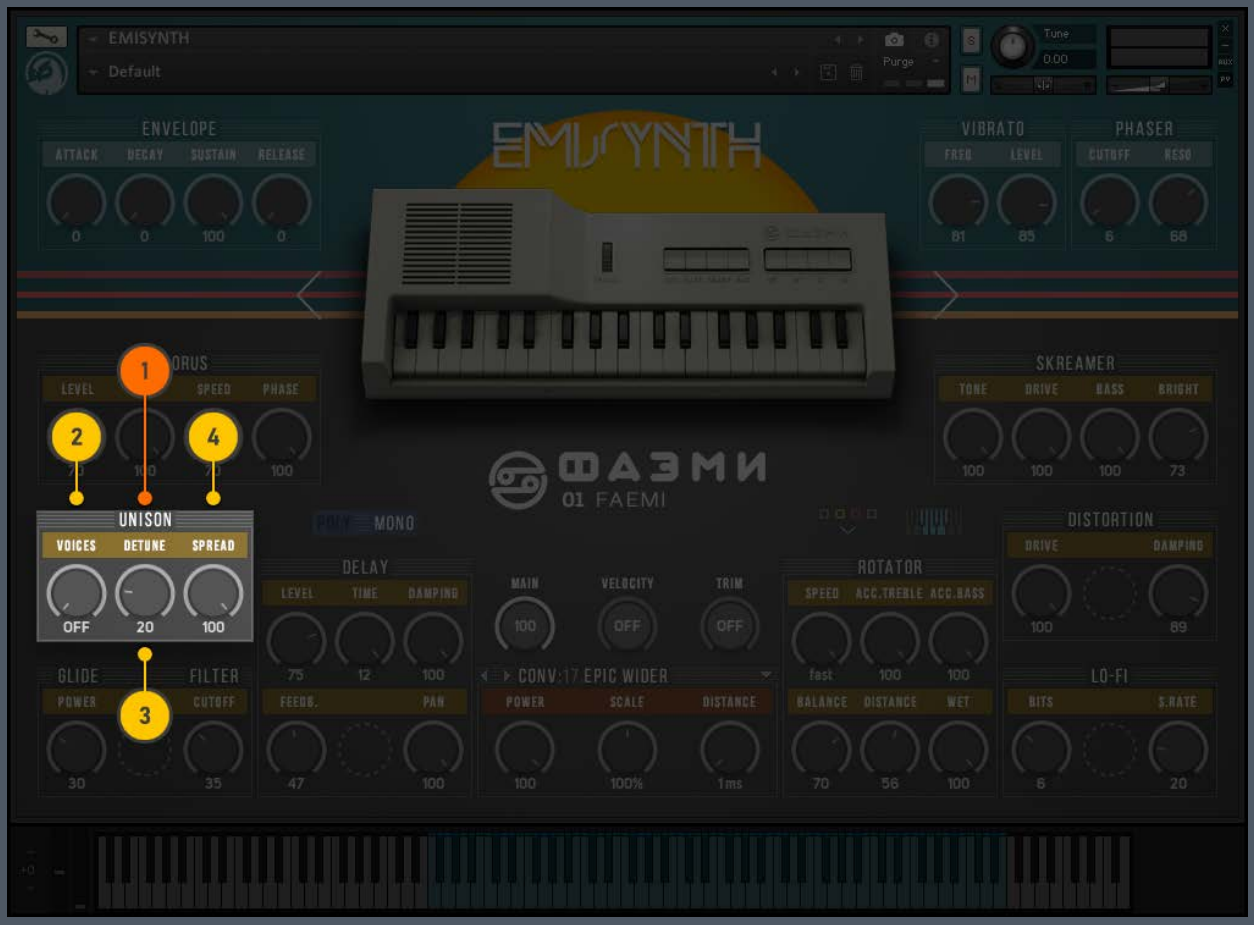
ENVELOPE

1. **ENVELOPE:**
   ADSR envelopes can create a large number of different modulation shapes, which are well-suited to simulate the natural dynamic behaviors of acoustic instruments. Can't be turned off via this label.
2. **ATTACK:**
   The initial time it will take the envelope to reach its maximum level after it has been triggered.
3. **DECAY:**
   The time it will take the envelope to fall from its maximum level to the level set by the Sustain control.
4. **SUSTAIN:**
   After it has completed its attack, hold, and decay phases, the envelope will stay at this level as long as the key is being held.
5. **RELEASE:**
   The time it will take the envelope to fall from its sustain level back to zero after the key has been released.

CHORUS

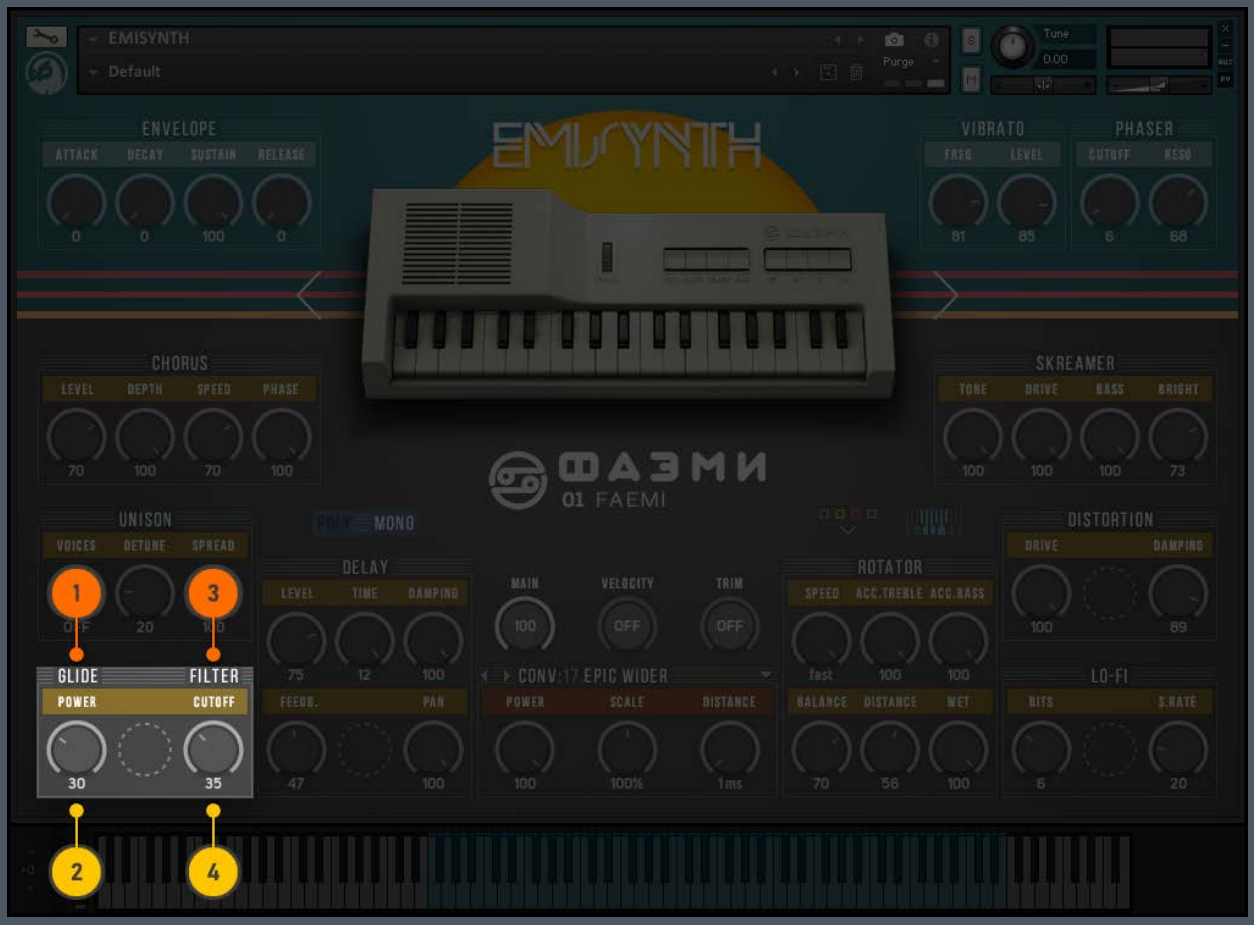
1. **CHORUS On / Off:**
   The Chorus module thickens the audio signal by splitting it up and detuning one version in relation to the original.
2. **LEVEL:**
   Sets the amount of Chorus applied to a signal.
3. **DEPTH:**
   Sets the amount of LFO modulation applied to a signal. Higher amounts result in a stronger chorusing effect.
4. **SPEED:**
   Sets the speed of the LFO modulating the signal.
5. PHASE:
   Adjusts the phase difference between the two LFOs that drive the left and right stereo channels.

UNISON



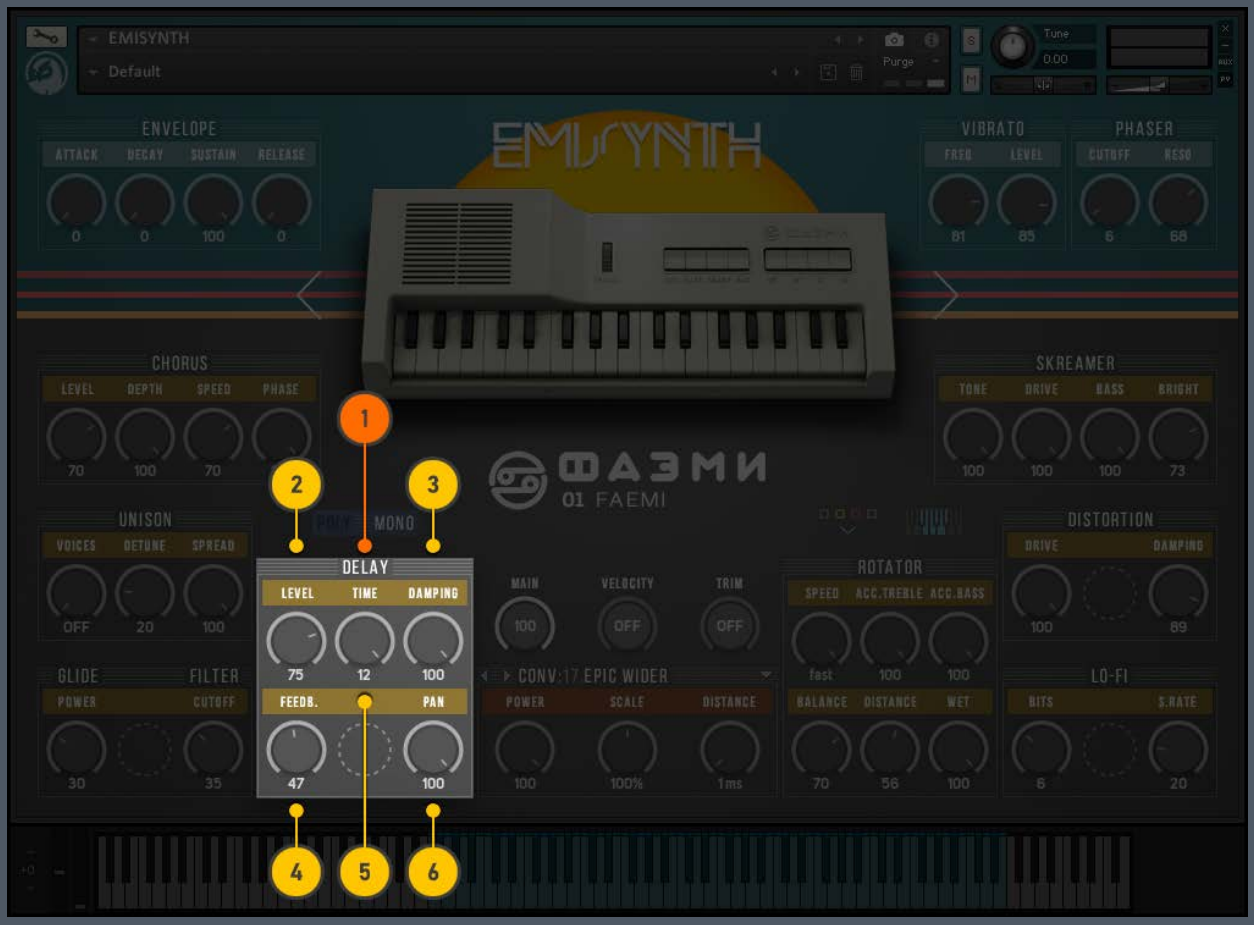
1. **UNISON:**
   Adds the number of voices played when pressing a key. To disable set Voices knob "Off or 1", this label is not working as a switch.
2. **VOICES:**
   Adjusts the number of voices played when pressing a key.
3. **DETUNE:**
   Adjusts the detuning between voices.
4. **SPREAD:**
   Adjusts the panorama spreading between voices.

GLIDE AND FILTER



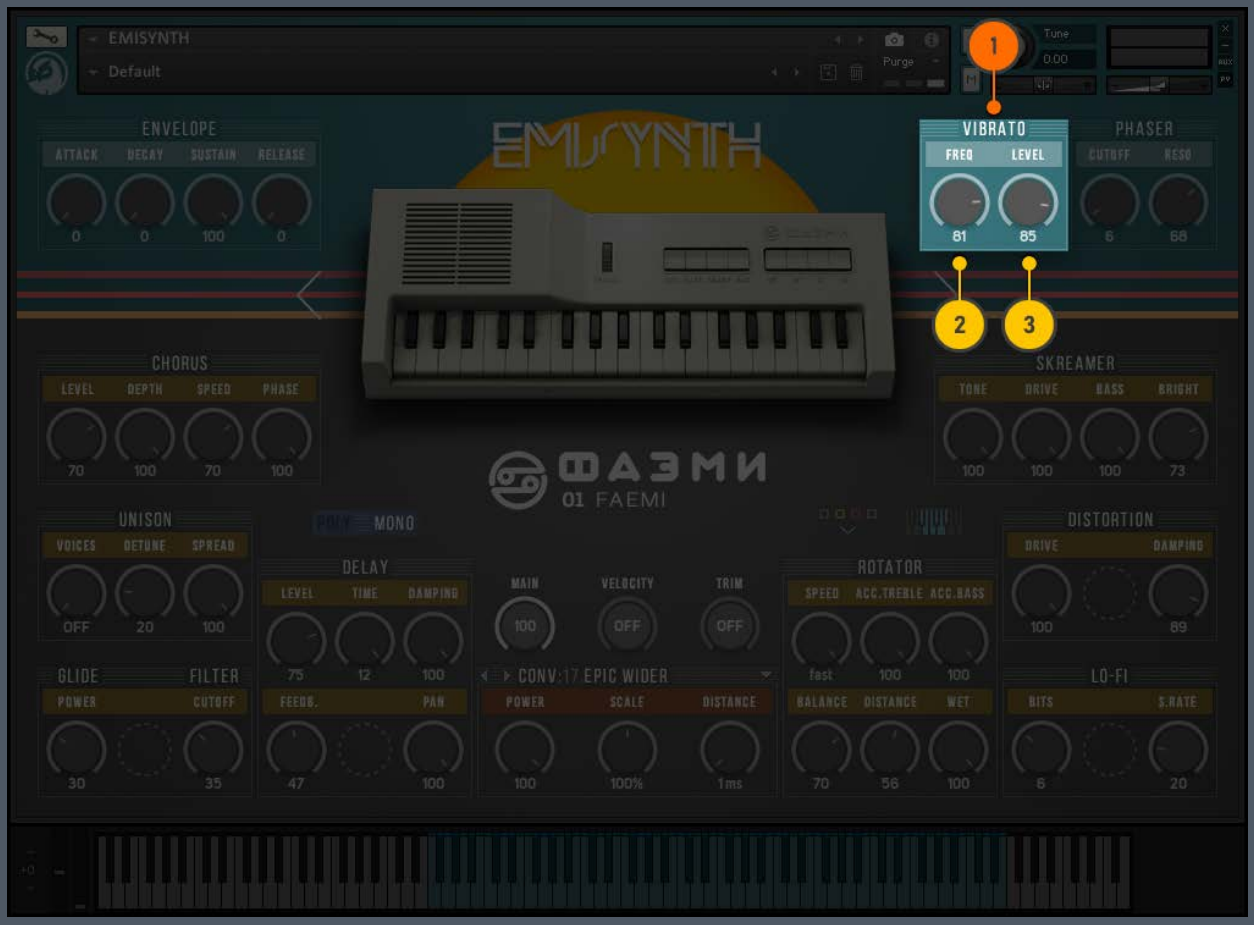
1. **GLIDE On / Off:**
   When "Glide" is selected, gliding will occur only between legato played notes.
2. **POWER:**
   Sets the glide time between notes when Glide is enabled.
3. **FILTER On / Off:**
   Filter Cutoff On/Off. A filter is a signal processor which changes the frequency content of a signal that passes through it.
4. **CUTOFF:**
   Adjusts the cutoff frequencies of the 3 filter bands in unison.

DELAY



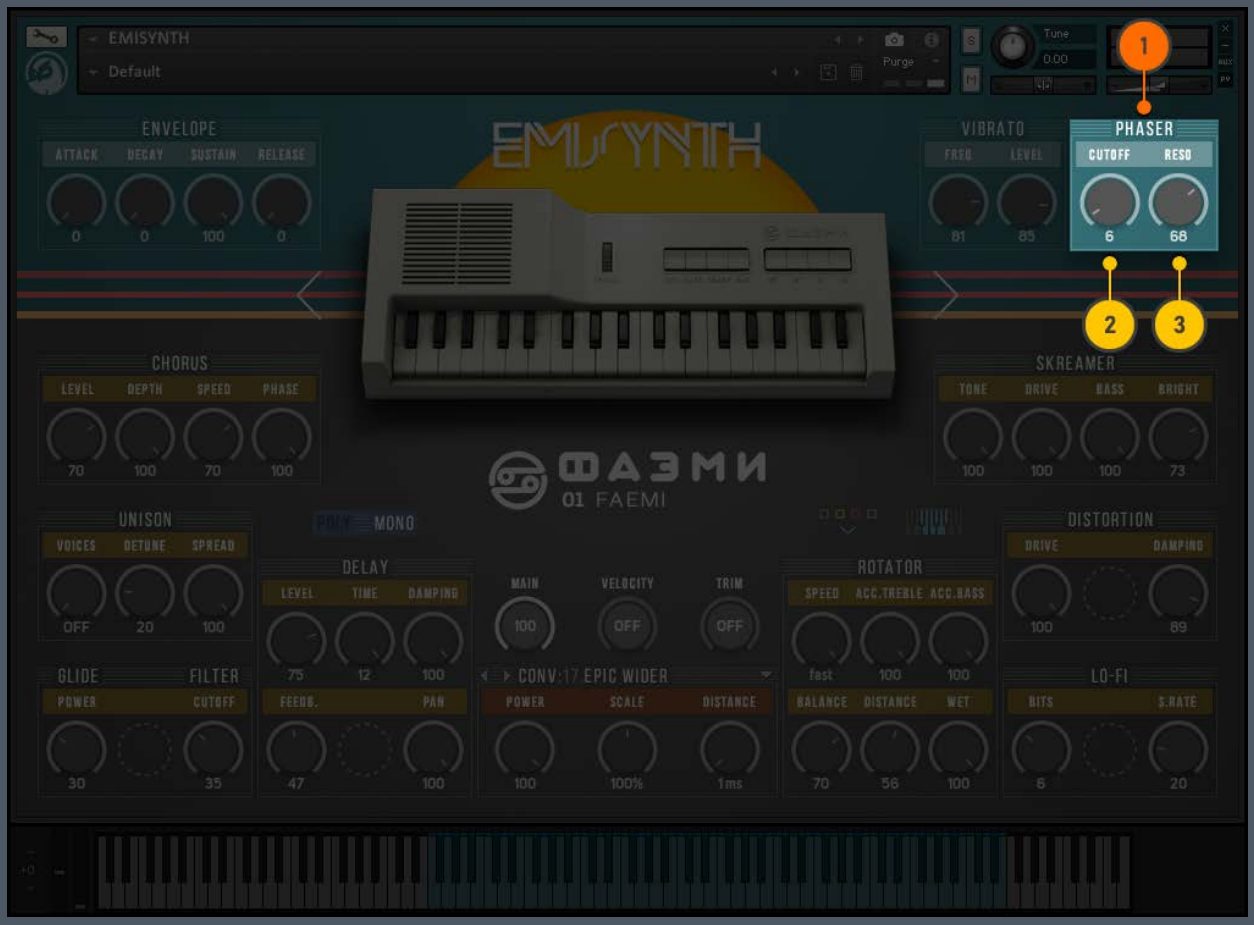
1. **DELAY On / Off:**
   This module offers a delay line that provides an adjustable feedback level, a low-pass filter, and a pan control for ping-pong echo effects.
2. **LEVEL:**
   Adjusts the respective levels of the original and processed signals.
3. **TIME:**
   The delay time in milliseconds.
4. **DAMPING:**
   Attenuates high frequencies in the delayed signal.
5. **FEEDBACK:**
   Controls the amount of the output signal that being fed back into the input of the delay line, thereby creating a series of echo's that gradually fade into silence.
6. **PAN:**
   Setting a value higher than 0 creates a panning effect, which alternates echo's between the left and the right side of the stereo panorama this is affectionally called a ping-pong delay.

VIBRATO



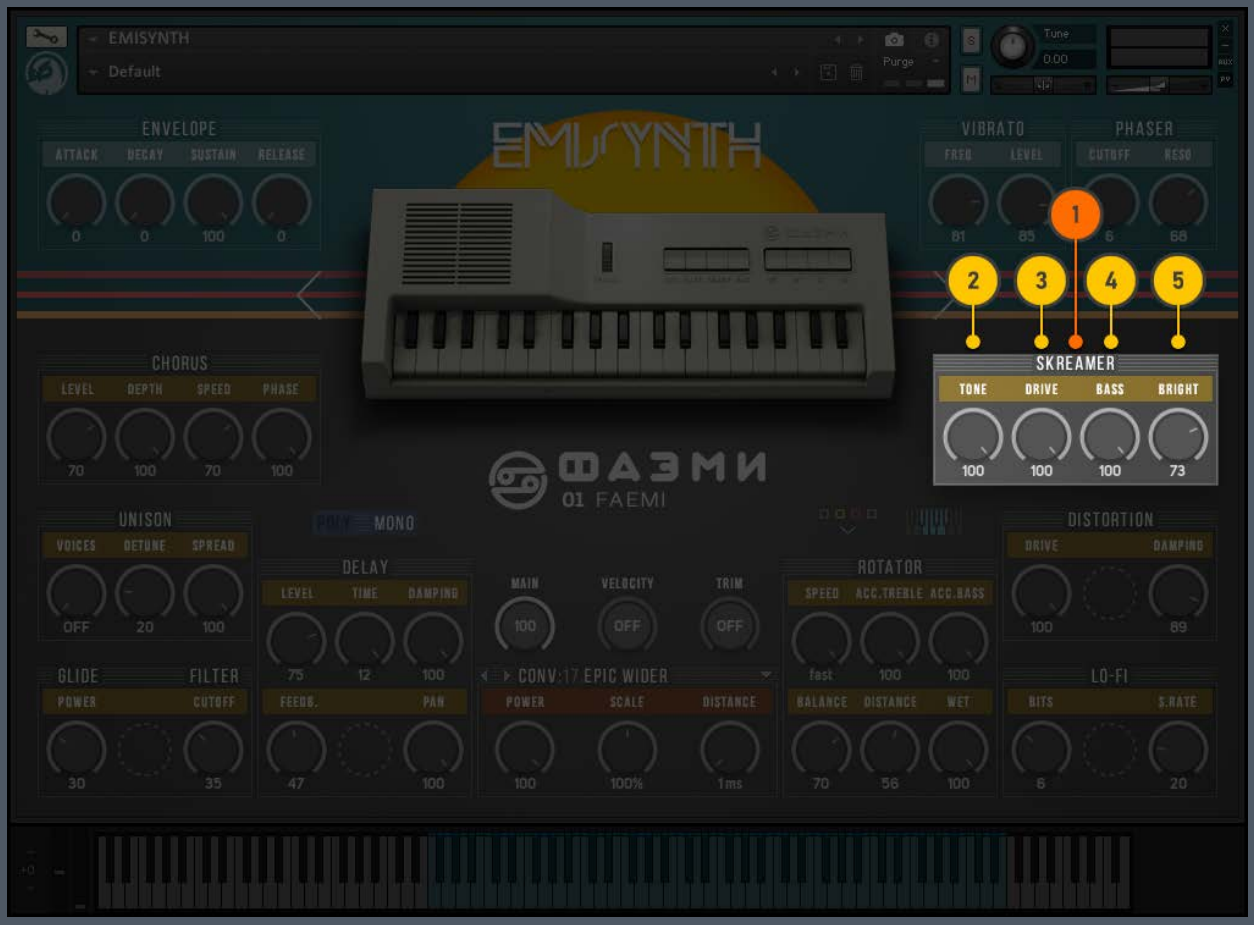
1. **VIBRATO On / Off:**
   Vibrato is a musical effect consisting of a regular, pulsating change of pitch.
2. **FREQUENCY:**
   Adjusts the frequency of this LFO's output signal in Hz (cycles per second). Values range from 0.01 Hz (one cycle in 100 seconds) to around 210 Hz.
3. **SINE LEVEL:**
   Adjusts the amount of the sine waveform to be included in the Vibrato waveform LFO

PHASER



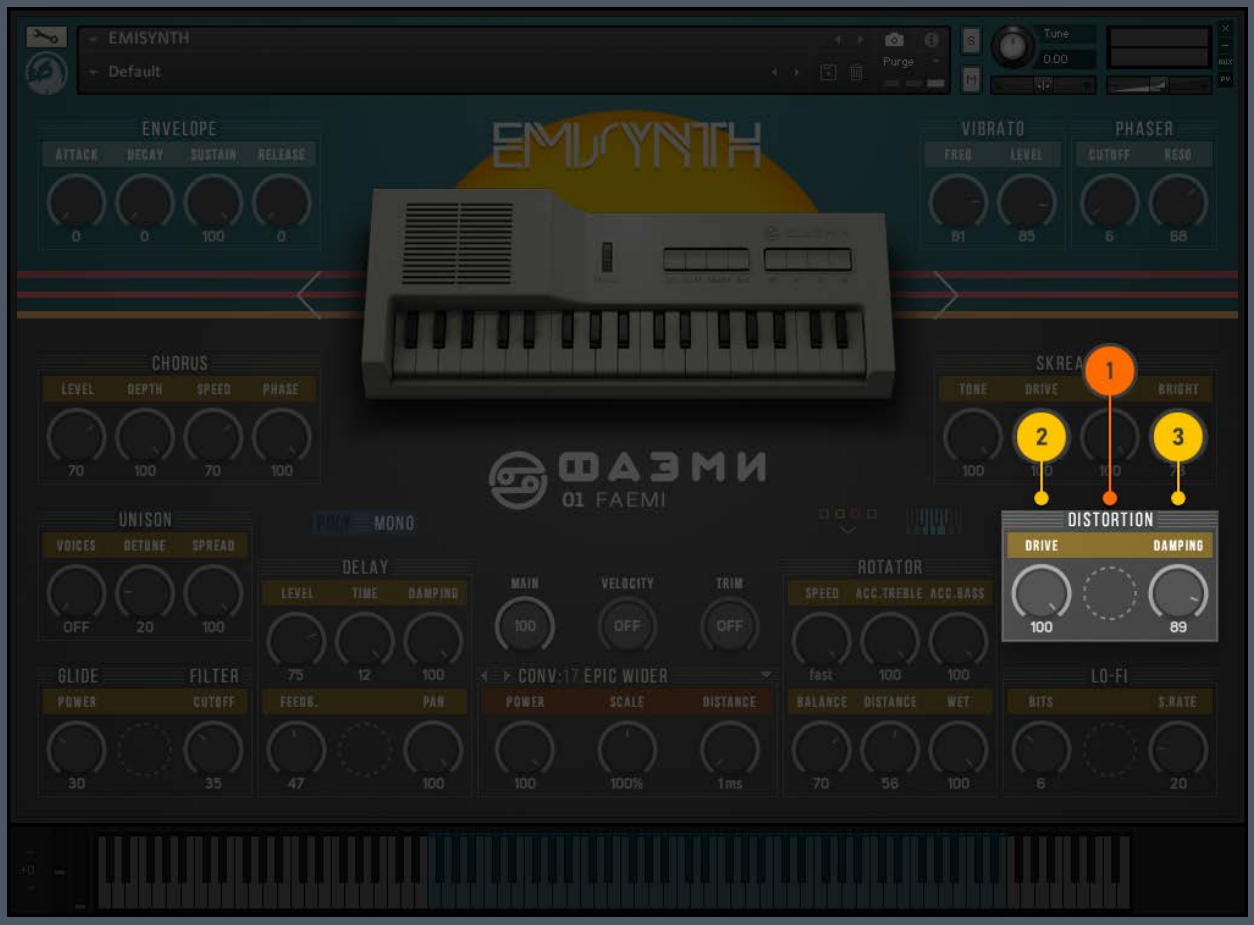
1. **PHASER On / Off:**
   This module creates a distinct comb filter effect by using an all-pass filter design that radically alters the phase relations in your signal. Phaser effect module is recommended for creating the classic effect of the same name that can be found in countless effects processors and guitar stomp boxes.
2. **CUTOFF:**
   Adjusts the center working frequency of the phaser's comb filter effect. Changing this parameter will alter the tonality of your sound in a distinct and not always easily predictable way.
3. **RESONANCE:**
   Adjusts depth and narrowness of the notches that the phaser imposes on the frequency spectrum, and thereby the intensity of the effect.

SKREAMER



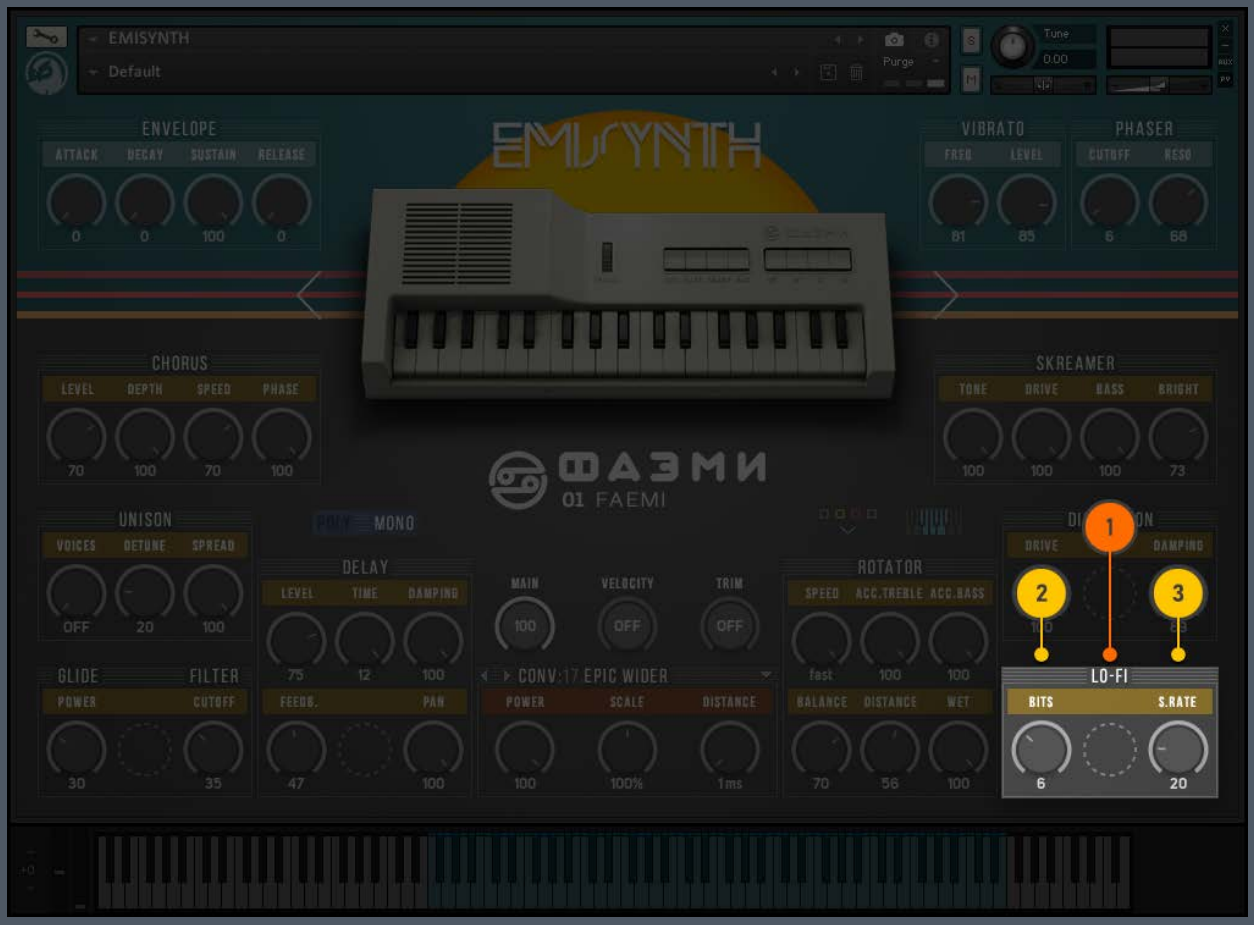
1. SKREAMER On / Off:
   This module offers an alternate overdrive algorithm that sounds warmer and smoother than the Distortion effect.
2. TONE:
   Controls the brightness of the sound. Turning this knob clockwise will result in a more pronounced top-end, which works great on bright, screaming leads and biting rhythms. Turning it counter-clockwise results in a mellower, darker sound.
3. DRIVE:
   Adjusts the amount of distortion.
4. BASS:
   Adjusts the low frequency gain.
5. BRIGHT:
   Adjusts the high frequency gain.

DISTORTION



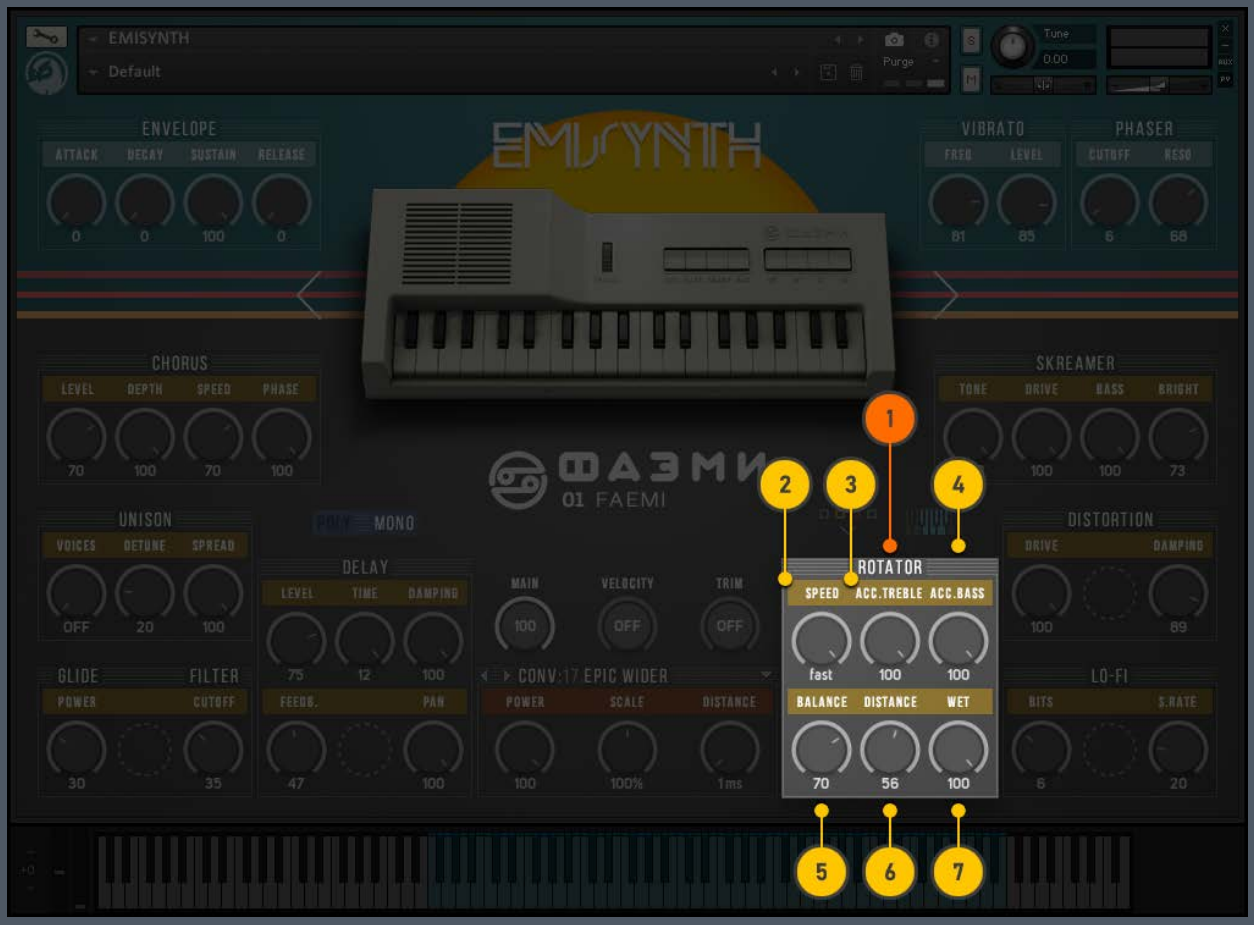
1. **DISTORTION On / Off:**
   This module causes distortion by clipping or rounding off high sample values. It thereby simulates the behavior of overloaded transistor or tube circuits, adding artificial harmonics to a sound.
2. **DRIVE:**
   Adjusts the amount of distortion.
3. **DAMPING:**
   Turning this knob clockwise attenuates high frequencies in the output signal, thereby counteracting the brightness caused by the artificial harmonics.

LO-FI



1. **LO-FI On / Off:**
   This module adds various digital artifacts, like quantization noise or aliasing, to a clean signal. Its great for roughing up sounds that would otherwise be too plain and featureless.
2. **BITS:**
   Re-quantizes the signal to an adjustable bit depth. Fractional bit levels [such as 12.4 bits] are possible and can add considerable 'grit'. Audio CDs have a quantization depth of 16 bits, old samplers frequently used 8 or 12 bits, and 4 bits evoke memories of countless irritating children's toys.
3. **SAMPLE RATE:**
   Re-samples the signal to an adjustable sample rate. The re-sampling is done without any kind of [usually mandatory] low-pass filtering, which causes all kinds of wonderful aliasing artifacts. The sample rate goes all the way down to 50 Hz, which will not leave much of the original signal.

ROTATOR



1. **ROTATOR On/Off:**
   The Rotator effect realistically simulates the sound of rotating speaker cabinets.
2. **ROTATOR SPEED:**
   Although this parameter appears as a knob in order to facilitate automating, it really only has 2 positions - Slow and Fast.
3. **ACCELERATION TREBLE:**
   Adjusts how quickly the rotors of the treble or bass parts of the cabinets will react to speed changes.
4. **ACCELERATION BASS:**
   Adjusts how quickly the rotors of the bass parts of the cabinets will react to speed changes.
5. **ROTATOR BALANCE:**
   Controls the relative levels of the cabinet's treble and bass parts.
6. **ROTATOR DISTANCE:**
   Controls the simulated distance between the cabinet and the pickup microphones.
7. **ROTATOR WET:**
   Controls the effects strength. Turn fully clockwise to hear the rotating speakers only.

4. CREDITS

Produced by Strix Instruments, LLC

Concept and idea, UX/UI by Volodymyr Savin

Scripting by Volodymyr Savin

Recorded by Ihor Kaniuk and Volodymyr Savin, mixed by Volodymyr Savin

3D modeling and texturing by Bohdan Vlasiuk

Synths history and description by Ruslana Chechulina