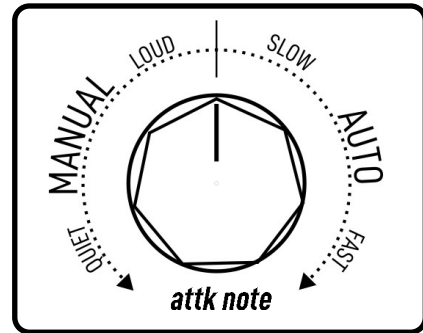


SATELLITE

a faithful recreation of the famed xp-300 space station, between the eight programs on this card, nearly all forty sounds on the original unit can be recreated. An expression pedal should be assigned to the parameter with an asterice to simulate the space station to the greatest affect

1. STRING

perhaps the most well known sound from the original pedal, the string patch painstakingly recreates the ethereal synth like string swell that made the space station famous. the string patch consists of a dual tap delay, with the tap intervals spaced identically to the xp300, lush ambience, and pitch generation. ***ATK*** short for attack, is a multi function knob. see ATK NOTE. **DCY** is decay, or length of trails, **PIT** selects the pitch interval (4th, 5th, Octave) and **PMIX** sets the level of the pitch signal.



2. TAPE

tape stop delay. **LEN** sets the delay size. ***STOP*** is the tape stop control that will slow down the audio from normal speed to a halt. **DIR** sets the direction of the tape stop effect from forward, forward/reverse, reverse. **FBK** sets the amount of feedback and trails.

6. S+H LP

the sample and hold modes on the space station are not quite the same as your standard sample and hold filter effect. there some interesting ambient effects that are added onto the effect to really achieve the sound of the original. **SPD** sets the speed of the sample and hold LFO, **DPTH** sets the dept of the frequency sweep. **RES** or resonance of the filter can clip, oscillate, and get out of control if set very high. **SPCE** sets the amount of the aforementioned ambient effects that are incorporated with the filter effect.

3. WARP

warp covers all the envelope controlled pitch jumping. the pitch will glide seamlessly from its start position to its end position. **SEN** sets the sensitivity of the envelope control. **START** and **END** set the start and stop position. From tape stop, and then quantized to octaves. ***PORT*** sets the speed at which the pitch glides from its start to end position. counter clockwise is very slow, and turning it clockwise will increase the speed.

4. PIXEL

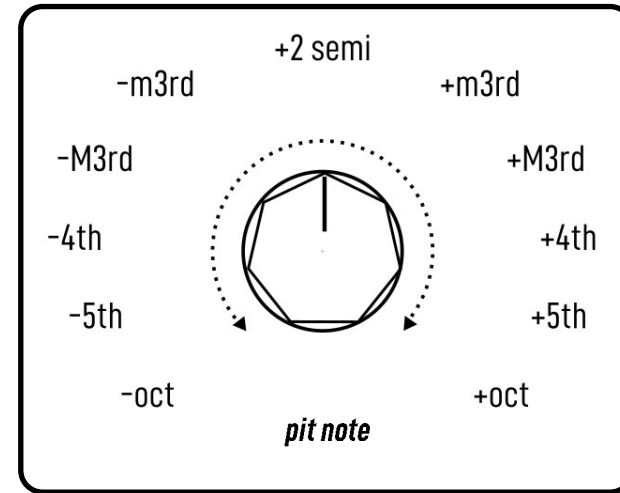
This is a sample rate reduction effect with a few bells and whistles. **SPD** is the speed of the lfo that sweeps the sample rate. to turn this off, turn it fully CCW, and the **DEPTH** control is now a manual sample rate control as opposed to you standard LFO depth. Either speed or depth have the option for control on the original unit, so you can select which should be controlled by the expression pedal. on the original unit, the pixel modes also have 'space' versions, which include a delay. The **DEL** and **FBK** on this patch will allow the user to achieve those tones. **DEL** controls the delay time, and **FBK** controls the level and intensity of the delay.

5. RNGMOD

similar to the PIXEL modes, the ring mod patch uses a ring modulator, with a triangle wave carrier signal. most ring mods use sine waves, but the triangle wave carrier is key to achieving the xp-300 ring mod tone. all controls are identical to the PIXEL mode, asides from **DEPTH**, which controls the ring mod frequency.

7. RESON

this patch covers the resonator modes on the space station. Made of two short delay lines with high feedback, resonating at musical intervals, this patch can yield sitar like tones, tonal drones, and many sounds in between. ***BLND*** fades between the two intervals, the root note (CCW) and the secondary interval (CW). **INT** sets the interval of the secondary pitch, quantized in selected octaves and fifths. **ROOT** sets the pitch of the primary note and is unquantized.



8. ARP

the arp mode on this card recreates all the pitch shifting delay sounds found on the space station. **TIME** sets the time and the speed of arpeggiation. **FBK** sets the feedback and amount of regeneration. the pitch interval is set by the **PIT** knob. finally, the ***INPT*** knob controls the volume of the signal going into the delay line. attach this control to an expression pedal to get swelling arpeggiation.