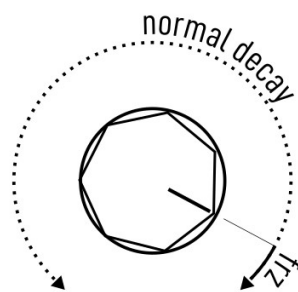


# REVERSE

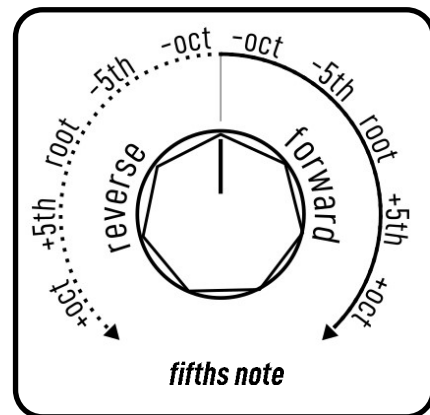
before we start!



**frz note** : most modes have a knob labeled **FRZ** short for freeze. this knob controls the amount of non additive feedback. when turned fully CW, the signal is frozen, meaning incoming audio is muted and the sound in the delay line is repeated infinitely.

## 3. FIFTHS

same as program 2, but with the **PIT** knob quantized to fifths. see FIFTHS note below.



## 4. DUAL

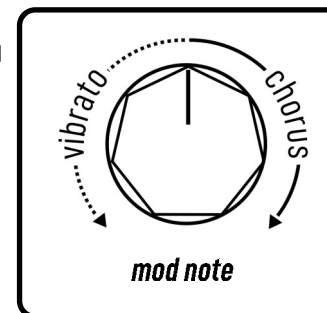
two pitch shifted reverse delays for crystal-line like textures. **BAL** sets the balance or mix between the two delays. CCW you will hear **P-1** and CW you will hear **P-2**. **P-1** and **P-2** set the pitch of the respective delay line, from an octave down to an octave up. **FBK** is an additive feedback loop for aggressive decay.

## 5. ENHOLD

this mode removes the **FRZ** knob and replaces it with **SENS**, or sensitivity. the sensitivity is used to adjust the level of the instrument going into an envelope detector. when you trigger the envelope detector with your playing dynamics, the signal within the delay line is frozen and infinitely repeated. **PIT** is quantized as it is in program 2, see OCT note. **HARM** will add ascending / additive feedback signal into the delay line when the envelope is active.

## 6. MODULA

a reverse delay with sinusoidal modulation on the repeats. **MDPT** sets the depth and type of modulation. see the MOD note. **MSPD** sets the speed of the modulation.

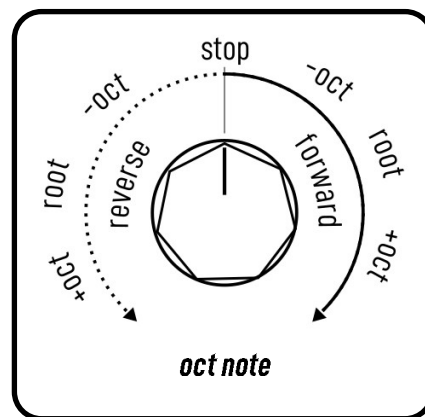


## 1. REVRSE

standard reverse delay with some fun additions. **PIT** sets the pitch and playback speed of the reverse delay. CCW is full tape stop, noon is no pitch shifting or regular speed, and fully CW is double speed or octave up. turning up **SHUF**, or shuffle, will randomly shuffle the delay between going forwards and backwards. Turn fully CCW for no directional shuffling.

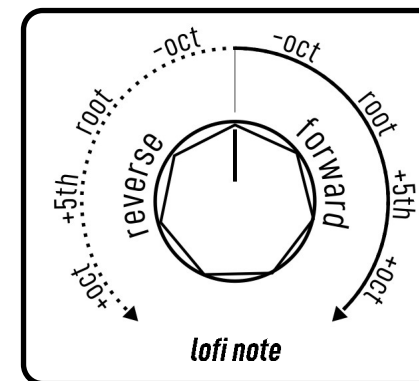
## 2. OCTAVE

delay with playback speed and direction quantized into octaves. **PIT** determines the playback pitch/speed and direction. see the OCT note for details. from (-oct) reverse to (-oct) forward is a smooth unquantized tape stop effect.



## 7. LOFI

reverse delay with lofi style wow + flutter and noisy modulation on the tails. the **PIT** knob is quantized as shown in the lofi note. **LOFI** determines the amount of degradation occurring.



## 8. ARP

arpeggiating reverse delay. this patch has three reverse delay lines: one at an octave down, one at root, and one at an octave up. only one of these lines is heard at a time. their playback is randomly selected at a rate determined by the **SPD** knob. the **FADE** knob sets the amount of smooth crossfading that is occurring. with this knob set CCW the arpeggiator slowly blends between each delay line, creating a dreamy texture. Turning it CW will make the blend sharper and more aggressive.

*Tap tempo note:*

tap tempo is available in almost all modes, excluding DUAL and ARP. It should be noted that tap tempo will only be in time if you have the PIT knob set to ROOT. because the other settings speed up or slow down the playback, tap tempo will tap in a multiplier. for example if you have the pit knob set to an octave up, the tap tempo speed you tap in will be at half speed of what you hear, since oct+ means double time playback.