

Ocean Swift Synthesis - Mash Effect



A quirky multi effect device with unique randomization and mix features.

Controls

Effect Sides A and B

A1 - A4 and B1 - B4: Effect Slots in series. Any Scope effects units can be loaded here. Clicking the switch button to the left of each slot turns the slot on or off.

Effect Router Knob: Allows for changing the order of the effect slots.

Effect Randomize Button: Each hit of the button randomizes the order of the effect slots.

Mix Section

Crossfade Knob: Static crossfade between the sound from sides A and B.

Wave: The waveform of the crossfade LFO.

Depth: Depth of modulation applied by the crossfade LFO to the mix of signals from sides A and B.

Rate: Rate of crossfade LFO modulation when sync is turned off.

Div: Rate of crossfade LFO modulation when sync is turned on. A function of the BPM setting.

Sync: Switches between lfo modulation rate via the rate knob and via the div knob.

Depth: Base timing setting in BPM for the division calculation of the LFO modulation rate when sync is turned on.

Main Controls

Warm: adds a mild saturation effect to the overall output.

Out: Final output volume.

Credits:

Circuit Design: Yaron Eshkar

Gui Design: Fernando Abreu

Web:

<http://www.oceanswift.net>

<https://www.facebook.com/oceanswiftnsynthesis/>