

SAW



Is a distortion tool designed for Dynamic.
 The wave is not overdriven it is cutted.
 Where Threshold determines the value and Angle the angle to cut.
 The Modes are for rising and rising and falling signal.
 Additional Saw has a very analog sounding Noise generator.

The GUI elements in detail:



ON / OFF switch for Level compensation.

Level display of the Audio input In

Amplifierpoti -60dB to +12dB neutral position = 0dB
 The Led ring shows the peak of the signal peakholdtime=750ms

Actual amplification in dB

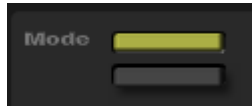


Wet / Dry Fader

Level display of the Audio output Out

Amplifierpoti -60dB to +12dB neutral position = 0dB
 The Led ring shows the peak of the signal peakholdtime=750ms

Actual amplification in dB



Rising signal
Rising and falling signal is cutted



The poti defines the Threshold to begin. The wave gets not cut if the Threshold is not reached.
The Led ring shows the potivalue

Threshold in dB



The poti defines the angle to cut.
The Led ring shows the potivalue

Value from 0 = horizontal to 100 = vertical



On / OFF switch for the noise generator

Amplifierpoti -72dB to 0dB neutral position = -24dB
The Led ring shows the peak of the signal peakholdtime=750ms

Actual amplification in dB



The poti controls the intensity of the spikes.
The Led ring shows the potivalue

Value between 1 = soft and 100 = hard



On / OFF Switch for the LowPassFilter

Poti for the cutoff frequency
The Led ring shows the potivalue

Actual cutoff Frequenz



Channel: Is Saw loaded as effect in an Insert Slot, this display shows the channel name.
Usual Presets, Bypass, On Top und Close Panel buttons

Good vibes

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G.O.S.T

ortmann-schittler@aon.at