



Ambius Prime is a unique and powerful compendium of our Ambius atmospheric synthesis series, offering a vast selection of hand-crafted sound-designed pads, ambiances, leads, pulses and acoustic textures. Each sound has been carefully sculpted from organic source recordings by our creative team. We've captured a wide spectrum of instruments, voices, environments and objects to create thousands of distinctly compelling and nuanced sonic flavors. And with our sophisticated Ouroboros modulation engine, you can weave them together into stunningly dynamic, flexible and inspiring patches for any situation.

The main user interface panel is built around an assignable XY Pad, quick modulator and filter routing menus and arpeggiator system to expand the already endless creative potential. Each Layer in the Ambius Prime engine has fully independent sound-shaping options including Attack, Release, Offset, Pitch and Pan. Each Layer also has an independent filter that can be set to any of 39 built-in filter types. Each Layer can also be modulated independently using a variety of sources such as LFO, ADSR and Velocity with 5 selectable targets: Volume, Pitch, Pan, Filter Frequency and Filter Resonance.

The central XY Pad can be used in a variety of ways but defaults as a way to morph between the 4 layers. Each axis can be customized to affect a different parameter and can be used to control the filters or a select amount of the FX options. Rhythmic motion can also be added to the XY Pad, automatically adjusting each axis in a tempo-syncable way.

You can set up dynamic patterns with our integrated ARP arpeggiator system, featuring a suite of options like rhythm, direction, swing and randomization. The easy Glide feature is also included, instantly turning the instrument into a monophonic legato/portamento instrument with adjustable pitch bend speed control.

Dive in and tweak and automate every parameter with total control over every detail, or just hit the Random button to instantly generate an infinite variety of new sound, parameter and dynamic modulator combinations. The Macro knobs to the left and right of the main window are used to adjust volume LFO depth and speed parameters with a single control if Volume LFO routing is enabled.

Ambius Prime ships with 100 Factory Presets across the 3 instruments, each one expertly crafted. These can be easily perused using the Preset Browser. Users can also save off any customizations they have made using the browser, as well as import other user presets. Also note that the assigned parameters the Macro knobs control may also vary between some Factory Presets.

Finally, don't forget to fire up the FX rack panel and load your patch up with your choice of dozens of DSP effects with modular signal routing, including convolution reverb with over 100 of our custom real-world and special FX spaces to perfect your sound.

This library includes all of the source wav content from Ambius 1: Transmissions and Ambius 2 Systematik, as well as the exclusive new Ambius 3: Expanse, a huge selection of over a thousand brand new sound sources that are only available here in Ambius Prime. It's the perfect atmospheric texture farm for film and game composers and sound designers, and an extraordinarily powerful synthesis engine for electronic music producers and synth junkies.

Ambius Prime has been built for the free Kontakt Player (VST, AU, AAX) and Komplete Kontrol, including full support for all Native Instruments S-Series keyboards. It requires either the free Kontakt Player or the full retail version of Kontakt, versions 5.6.8 or later.

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AMBIUS PRIME

Atmospheric morphing and manipulation toolbox

- 3 powerful Kontakt Player .nki instrument category bank presets
- 3,107 Samples
- 9.1 GB Installed with Lossless NCW compression (11.9 GB source wavs)
- Thousands of unique sound sources, each one a unique and fully-playable ambient synth patch by itself.
- 100 Factory Presets
- 4-Layer Morphing Engine with XY Pad mixer
- Extensive Dynamic Modulation Capabilities
- Legato Glide Mode
- Powerful Arpeggiator
- Custom Preset Export and Import, with instant intelligent random preset generator
- Modular Rack Multi-FX, including convolution reverb with dozens of Room, Hall and Special Effect Acoustic Environments

Note: Native Instruments Kontakt Player or Kontakt (full version) required, version **5.6.8** or later. Windows 7 (or later) or OSX 10.9 (or later) is required. Complete Kontrol required for NKS features. S-Series Keyboard required for Light-Guide features.



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System Requirements

This library requires Native Instruments **Kontakt Player version 5.5.2 or later**, or the full retail version of **Kontakt version 5.6.8 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or Apple OSX 10.10 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have *at least* 3GB of system ram, a multi-core cpu and an 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Libraries window, Files Browser or Quick Load Window in Kontakt. You can load Kontakt as a virtual instrument plugin inside your host sequencer or as a stand-alone application.

Control Parameter Automation

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select the “Learn MIDI CC# Automation” button that appears. Then move your desired midi hardware control to link it.

To assign the control to a host automation ID, use the “Auto” automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to lock it to.



Library Activation

1. If you don't already have Kontakt 5 or the Kontakt Player installed, download the Free Kontakt Player (WIN / OSX) from the Native Instruments website. You need Kontakt or Kontakt Player version 5.6.8 or later to use this library:

<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5-player/>

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we sent you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it. Copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

4. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

5. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

6. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quickload or Database browser windows in Kontakt, or through the main File load/save menu.

7. Please allow any current preset to finish loading completely before loading a new one.

Trouble-shooting

If you have trouble activating and registering the library, make sure that you have full unrestricted Administrator account permissions to change your system registry. Also check to make sure that your security software is not preventing Kontakt or Native Access from freely accessing the internet and your registry. You may also need to manually set a full exception and/or special access permissions in your security suite or operating system for Kontakt and the NI Native Access.



MAIN PANEL CONTROLS



BANK DROPDOWN MENU

This dropdown menu is used to select the current sample bank for the respective Layer. The list varies depending on the preset, but all nki presets feature this menu.

SOUND DROPDOWN MENU

This dropdown menu is used to select the current active sound that will play for the given Layer. The list varies depending on the preset and Bank.

VOLUME

This knob controls the dynamic volume of the corresponding Layer.

ATTACK

This knob controls the initial note attack time of the corresponding Layer. Low values are quick, but higher values can be used to sweep up in volume over a longer period of time.

OFFSET

This knob controls the sample start offset of the corresponding Layer. Turning the knob up causes the sample playback to start further and further into the sample.

RELEASE

This knob controls the release fade time of the corresponding Layer. This controls the amount of time it takes for the sound to reach silence once a note is released.

PITCH

This option adjusts the pitch, in semitones, of the corresponding Layer.

PAN

This knob adjusts the stereo panorama of the corresponding Layer.

XY PAD

The XY Pad can have different functions, but defaults to morphing between the 4 Layers.

ARP BUTTON & TOGGLE

This button shows the Arpeggiator options. The inset button can be used to quickly toggle the Arp On/Off.

GLIDE

Shows the Glide options.

MACRO KNOBS

The Macro knobs to the left and right of the center window can be used change a wide variety of parameters with a single control.

QUICK FILTER

This button shows the Filter options for the corresponding Layer.

QUICK MOD

This button shows the modulation routing options for the corresponding Layer.

XY PAD OPTIONS

This button opens the XY Pad options.

PRESET MENU

This options displays the currently loaded preset and can be clicked to open the full Preset Browser. The left and right arrows can be used to quickly go to the previous or next preset in the category.

RANDOM

This button randomizes a variety of parameters and can be used to quickly create and experiment with new sounds.

SHOW MOD

This button shows the Modulation page for deep customization and tweaking.



XY PAD OPTIONS



PAD X TARGET

This dropdown menu sets the parameter that the X axis of the XY Pad will control.

PAD Y TARGET

This dropdown menu sets the parameter that the Y axis of the XY Pad will control.

X MOTION

Turning this on will enable motion for the X axis. This makes the XY Pad automatically move along the X axis at a speed controlled by the Speed knob and is synced to the host tempo.

Y MOTION

Turning this on will enable motion for the Y axis. This makes the XY Pad automatically move along the Y axis at a speed controlled by the Speed knob and is synced to the host tempo.

ARPEGIATOR OPTIONS (“ARP”)

GRAPH

This table allows for the velocity of each step in the arp sequence to be manually entered. The number of steps in the sequence is controlled by the **Steps** option. To use the graph, the **Graph** button must be enabled. The **Clear** button is used to quickly clear the entire velocity graph.

MODE

This dropdown controls the direction of the arpeggiation.

TIME

This dropdown controls the rhythmic length of each step in the arp sequence.

NORMAL/HOLD/HOLD+.

This option adjusts how the arpeggiator behaves. **Normal** stops playback when released. **Hold** and **Hold +** keeps playing even after notes are released and **Hold +** allows users to add or remove notes from the sequence as it plays.

SWING / RAND / DUR

These knobs allow even more customization for the Arpeggiator. **Swing** adds or removes swing to each beat. **Rand** adds humanization to both the rhythm and the velocity of each step. **Dur** controls the duration of each step as a percentage of the length set by the Time dropdown.



GLIDE OPTIONS



GLIDE

When turned up, this knob turns on monophonic legato mode. This causes all played notes to legato with a synth pitch bend between notes, the length of which is also controlled by the position of the **Glide** knob. The farther to the right you turn this knob, the slower the pitch transition from your previous note to your next note.

QUICK FILTER



FILTER TOGGLE

This button turns the Filter for the corresponding Layer On/Off.

FILTER TYPE DROPDOWN

This dropdown menu sets the type of filter for the corresponding Layer.

CUTOFF/TALK

This knob controls the cutoff frequency or talk amount (for formant filters) of the current filter.

RESO/SHARP

This knob controls the filter resonance or sharp amount (for formant filters) of the current filter. Some filter types do not have resonance or sharp options in which case this knob will not function.

GAIN/SIZE

This knob controls the filter gain or size amount (for formant filters) of the current filter. Some filter types do not have gain or size options in which case this knob will not function.

QUICK MOD

The Quick Mod option opens a modulation matrix for the corresponding Layer. This allows for modulation options to be quickly adjusted from the front page.

SOURCE DROPDOWN

This dropdown sets modulation source that will effect the corresponding modulation target. For example, setting the dropdown next to Pitch to ADSR will enable modulation of the Layer's pitch by an ADSR envelope. Not all sources are available for all targets.

QUICK JUMP BUTTONS

These buttons next to the Source dropdowns act as shortcut buttons to the correct options on the Mod Panel page. For example, If the Pitch dropdown is set to ADSR and the button next to it is pressed, the GUI will jump to the correct options on the Mod Panel for further customization.



MODULATION CONTROLS

“MOD PANEL”



MODULATION PANEL

This page is separated into two sections. The top controls all modulation and Filter options for the Layers on the Main Panel while the bottom section contains a selection of four FX that effects all layers, the parameters of which can be controlled by the XY Pad on the Main Panel.

LAYER SELECT

This section sets the active layer for modulation editing. For example, to edit the modulation parameters of Layer 3, on the Main Panel, make sure Layer 3 is activated here.

MODULATION TARGET

This section sets the target that will be modulated. The options are: Volume, Pan, Pitch, Filter Frequency and Filter Resonance. Be aware the Filter for the corresponding layer must be enabled for the filter targets to have any effect.

MODULATION SOURCE

This dropdown selects the source that will modulated the target. Choices include LFO, Table, ADSR, Key Position and Velocity. Not all sources are available for all targets.

SOURCE OPTIONS

This area displays the options for the selected modulation source. The controls here vary depending on the selected source.

FILTER ON/OFF

This button toggle the Filter for the active Layer on/off. This can be also be controlled via the Quick Filter options on the Main Panel.

FILTER TYPE

This dropdown chooses the Filter type for the active Layer. This can be also be controlled via the Quick Filter options on the Main Panel.

FILTER CUTOFF/TALK

This knob controls the cutoff frequency or talk amount of the filter for the active Layer. This can be also be controlled via the Quick Filter options on the Main Panel.

FILTER RESO/SHARP

This knob controls the resonance or sharp amount of the filter for the active Layer. This can be also be controlled via the Quick Filter options on the Main Panel.

FILTER GAIN/SIZE

This knob controls the gain or size amount of the filter for the active Layer. This can be also be controlled via the Quick Filter options on the Main Panel.

DELAY

This module controls the Delay effect for all Layers. Parameters of this can also be adjusted via the XY Pad when the XY Pad options are set accordingly.

DISTORT

This module controls the Distortion effect for all Layers. Parameters of this can also be adjusted via the XY Pad when the XY Pad options are set accordingly.

EQ

This module controls a 3-band EQ for all Layers. Parameters of this can also be adjusted via the XY Pad when the XY Pad options are set accordingly.

REVERB

This module controls a convolution reverb effect for all Layers. Parameters of this can also be adjusted via the XY Pad when the XY Pad options are set accordingly.



MODULATION SOURCE OPTIONS

LFO

TYPE

This dropdown sets the type of LFO between Sine, Rectangle, Triangle, Sawtooth, Random and Multi.

RATE

This knob controls the rate/speed of the LFO. When not synced the speed is in Hz, while when synced the speed is in note lengths based on host tempo.

RATE SYNC

The Sync (lock) button by the Rate label syncs the LFO speed to host tempo.

FADE IN

This knob sets the fade in time of the LFO in milliseconds.

INTENSITY

This knob controls the intensity (or depth) of the LFO as it effects the modulation target.

PULSEWIDTH

Only available with Rectangle and Multi LFO types. This knob controls the pulse width of the LFO.

SINE



Only available with Multi LFO type. This knob controls the amount of sine shape of the LFO.

RECT

Only available with Multi LFO type. This knob controls the amount of rectangle shape of the LFO.

TRI

Only available with Multi LFO type. This knob controls the amount of triangle shape of the LFO.

SAW

Only available with Multi LFO type. This knob controls the amount of sawtooth shape of the LFO.

RANDOM

Only available with Multi LFO type. This knob controls the amount of randomization of the LFO.

TABLE

RHYTHM

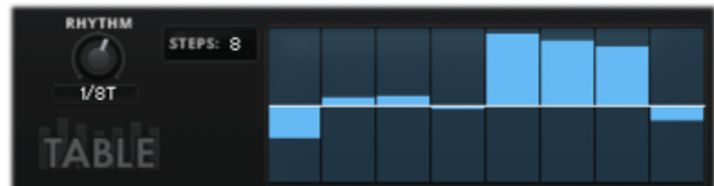
This knob sets the duration of each step in the table.

STEPS

This option sets the number of steps in the table.

TABLE GRAPH

This table allows the values to be set for each step in the sequence. The range of values for each step varies depending on the Modulation target.



MODULATION SOURCE OPTIONS

ADSR

ATTACK

This knob sets the speed of the attack, which is the time the modulation will take to reach full intensity.

ATTACK SYNC

This Sync (lock) button next to the Attack label sets the Attack value to rhythmic durations synced to host tempo.

CURVE

This knob sets the curve of the attack parameter.

HOLD

This knob sets the hold duration, which is the time the modulation stays at full intensity before enter the decay phase.

HOLD SYNC

This Sync (lock) button next to the Hold label sets the Hold value to rhythmic durations synced to host tempo.

DECAY

This knob sets the decay duration, which is the time it takes for the modulation signal to return to zero after the hold phase.

DECAY SYNC

This Sync (lock) button next to the Decay label sets the Decay value to rhythmic durations synced to host tempo.



SUSTAIN

This knob controls the level of the sustaining portion of the envelope, separate from the hold phase.

RELEASE

This knob sets the release duration, which is the time it takes for the modulation signal to return to zero after a key is released.

RELEASE SYNC

This Sync (lock) button next to the Release label sets the Release value to rhythmic durations synced to host tempo.

INTENSITY

This knob sets the overall intensity of the ADSR source on the modulation target.

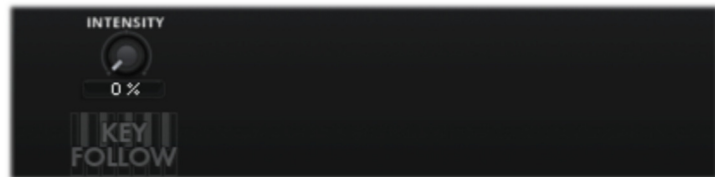
INVERT

This button inverts modulation signal. For example, the pitch will move towards the root pitch or away from it, depending on the Invert button state.

KEY FOLLOW

INTENSITY

This knob controls the amount that the Key Follow source effects the modulation target.



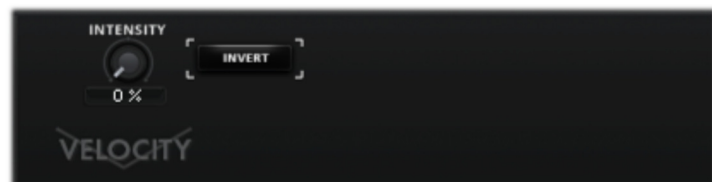
VELOCITY

INTENSITY

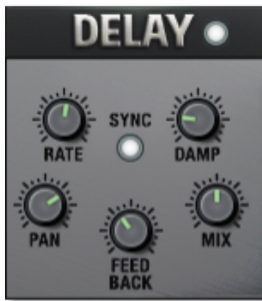
This knob sets the overall intensity of the Velocity source on the modulation target.

INVERT

This button inverts modulation signal. For example, the volume will increase as velocity increases when Invert is set to off, but decrease as velocity increase when Invert is on.



MOD EFFECTS



DELAY

TOGGLE - This button toggles the Delay effect on/off.

RATE - This knob controls the rate of the delay effect, either free of synced, depending on the Sync option.

SYNC - Syncs the delay effect to host tempo.

DAMP - This knob controls the high frequency roll-off.

PAN - This knob controls the left-right ping pong effect.

FEEDBACK - This knob controls delay loop feedback

MIX - This adjusts the wet/dry output mix.

DISTORT

TOGGLE - Toggles the effect on and off.

DRIVE - This knob controls the amount of gain added.

TONE - This sets the overall signal tone.

BASS - Controls the low frequency gain.

BRIGHT - Controls the high frequency gain.

CLEAN - This sets the amount of clean signal pass-through.

OUTPUT - This sets the overall output volume.



EQ

TOGGLE - This button toggles the EQ effect on/off.

Low, Mid and Hi Frequency Gain - Use these sliders to adjust the level of the low, mid and high EQ bands.

Low, Mid and Hi Frequency - These knobs control the center frequency of the low, mid and high frequency EQ bands.

REVERB

TOGGLE - Toggles the effect on and off.

TYPE MENU - This menu selects the environment category.

IMPULSE MENU - This menu selects the impulse response.

DRY - This knob controls the level of the dry signal that is mixed in.

WET - This knob controls the level of the wet signal that is mixed in

SIZE - This knob controls the reflection decay time.

LOPASS - This knob controls high frequency roll-off.

HIPASS - This knob controls low frequency cut-off

DELAY - This knob adjusts the amount of pre-delay time of the reverb.



PRESET MENU

The Preset Menu gives users access to all of the Factory presets shipped with Ambius Prime.



SELECT PRESET

This option displays which preset is loaded. It can also be clicked to open and close the full preset browser. The left and right arrows on the sides of this display can be used to go to the next or previous preset in the given category.

PRESET BROWSER

This browser displays all the available presets for the loaded NKI. The folders represent different categories of presets. Double-clicking a .nka preset will load it.

IMPORT

This button opens a file browser that allows users to load a .nka preset from their hard drive.

EXPORT

This button opens a file browser and allows users to save off a .nka preset to their hard drive. This preset will save all customized changes and can be loaded later.

DSP EFFECTS RACK

The FX Rack tab gives you direct access to most of Kontakt's built-in effects. This panel is accessible in all presets by clicking on the FX Rack tab at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. To change the effect loaded into any specific rack module, click on the down arrow menu in its top left corner.



EQ

Power Button - Toggles the effect on and off.

Low, Mid and Hi Frequency Gain - Use these sliders to adjust the level of the low, mid and high EQ bands.

Low, Mid and Hi Frequency - These knobs control the center frequency of the low, mid and high frequency EQ bands.



CHORUS

Power Button - Toggles the effect on and off.

Sync - This button synchronizes the rate to your BPM.

Rate - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

Phase - This knob controls the phase.



Depth - This knob controls the depth of the chorus sweep.

Mix - This adjusts the wet/dry output mix.

TAPE SATURATOR

Power Button - Toggles the effect on and off.

Gain - This knob controls the amount of gain added.

Warm - This knob allows you to add tonal warmth

Rolloff - This knob controls the high frequency attenuation.



Volume - This knob controls the overall output level.



DSP EFFECTS RACK (continued...)

JUMP

Power Button - Toggles the effect on and off.

Boost - This boosts the incoming signal strength.

Drive - This knob controls the amount of gain added.

Tone - This shapes tone brightness.



Low, Mid & High - These knobs control the low, mid and high frequency gain

Volume - This sets the overall output volume.

DISTORTION

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Damping - This shapes tone brightness.

Volume - This sets the overall output volume.



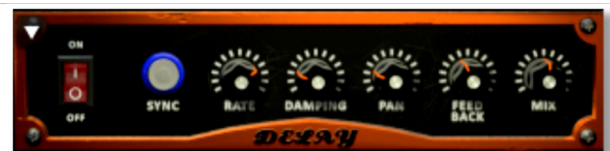
DELAY

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - This controls the echo rate. In synch mode, it changes time signature by note divisions.

Damping - This knob controls high frequency roll-off



Pan - This knob controls the left-right ping pong effect.

Feedback - This knob controls delay loop feedback

Mix - This adjusts the wet/dry output mix.

REVERB

Power Button - Toggles the effect on and off.

Type menu - This menu selects the environment category.

Impulse Menu - This menu selects the impulse response.

Size - This knob controls the reflection decay time.



Lopass - This knob controls high frequency roll-off.

Hipass - This knob controls low frequency cut-off

Mix - This adjusts the wet/dry output mix.

AMP

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Bass, Mid & Treble - These knobs control the low, mid and high frequency gain

Volume - This sets the overall output volume.



DSP EFFECTS RACK (continued...)

TRANSIENT MASTER

Power Button - Toggles the effect on and off.

Attack - This knob controls the amount of signal boost or cut for the note attack transient.

Sustain - This knob controls the sustain volume following a transient, shaping the fullness of the sound.



Gain - This knob controls the amount of gain added to the output signal.

CABINET

Power Button - Toggles the effect on and off.

Size - Use this knob to adjust the simulated size of the speaker cabinet.

Air - Use this knob to adjust the simulated distance between the speaker and the microphone.



Treble & Bass - Use these knobs to adjust the level of the low and high EQ bands.

Output - This sets the overall output volume.

FILTER

Power Button - Toggles the effect on and off.

Type - This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk - This controls the filter cutoff and/or peak frequency.



Resonance/Sharpness - This controls the amount of resonance added at the cutoff or peak node.

Gain/Size - This controls signal pass-through level.

FLANGER

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - Controls mod rate, in milliseconds or note divisions.

Feedback - This adjusts the amount of feedback.



Phase - This knob controls the phase.

Depth - This knob controls the depth of the sweep.

COMPRESSOR

Power Button - Toggles the effect on and off.

Threshold - This adjusts the signal threshold needed before compression is applied.

Ratio - This controls the ratio of gain added or removed based on the incoming signal level above the threshold.

Attack - This controls the compressor attack speed once signal exceeds the threshold



Release - This knob controls the release speed once signal drops below the threshold.

Makeup - This adjusts the wet/dry output mix.



DSP EFFECTS RACK (continued...)

APOCALYPSE MICRO FI

Power Button - Toggles the effect on and off.

Bits - This sets the amount of bit depth reduction.

Sample Rate - This sets the sample rate reduction.

Noise - This knob adds noise to the signal.



Noise - This knob adjusts tone brightness and apparent fidelity.

Output - This sets the overall output volume.

PHASER

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - Controls mod rate, in milliseconds or note divisions.

Feedback - This adjusts the amount of feedback.



Phase - This knob controls the phase.

Depth - This knob controls the depth of the sweep.

ROTATOR

Power Button - Toggles the effect on and off.

Speed - This button toggles between fast & slow speaker cabinet rotation speeds.

Size - Use this knob to adjust the simulated size of the speaker cabinet.



Air - Use this knob to adjust the simulated distance between the speaker and the microphone.

Output - This sets the overall output volume.

SKREAMER

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Tone - This sets the overall signal tone.

Bass & Bright - These control low & high frequency gain



Clean - This sets the amount of clean signal pass-through.

Output - This sets the overall output volume.

STEREO MODEL

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

Phase - This knob controls the phase.



Depth - This knob controls the depth of the chorus sweep.

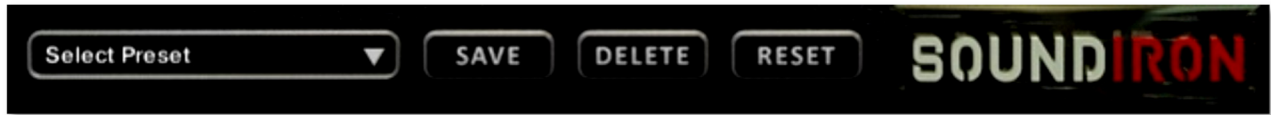
Mix - This adjusts the wet/dry output mix.

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SAVING & LOADING PRESETS



Select Preset - This menu lets you select from any of the factory presets or any presets you've created.

Save - Once you've customized your FX chain, you can save it for later use in this rack by pressing the Save button.

Delete - Use this button to delete the currently selected custom preset. Factory presets can't be deleted.

Reset - This unloads all effects and resets the entire FX rack to its default state.

SOUNDIRON

SOFTWARE LICENSING AGREEMENT

LICENSE AGREEMENT

By installing this product, you the Customer accept the following product terms.

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Thanks from the whole Soundiron team!

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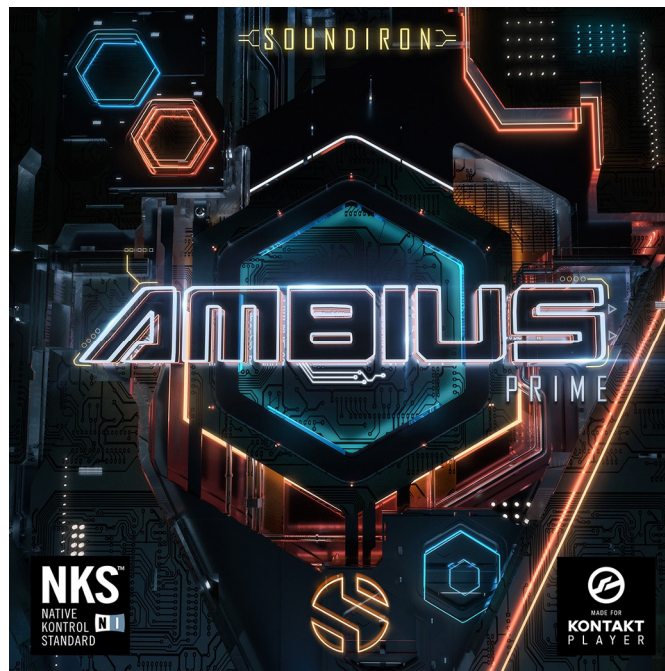
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