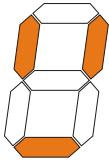


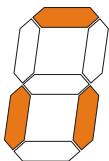
FRAKTAL SYNTH CHEATSHEET

preliminary



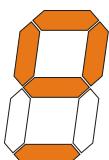
s1: direction **s2:** vibrato **s3:** not used **s4:** not used
FRAKTAL ALGORITHM 1

P1: patch # **P2:** speed **P3:** param 1 **P4:** param 2
P5: param 3 **P6:** param 4 **P7:** param 5 **P8:** not used



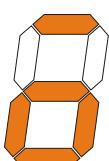
s1: direction **s2:** vibrato **s3:** not used **s4:** not used
FRAKTAL ALGORITHM 2

P1: patch # **P2:** speed **P3:** param 1 **P4:** param 2
P5: param 3 **P6:** param 4 **P7:** param 5 **P8:** not used



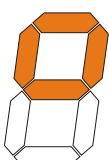
s1: direction **s2:** vibrato **s3:** run/stop **s4:** edit/lock
FM SEQUENCER

P1: Patch **P2:** speed **P3:** step number **P4:** osc a base
P5: amp decay **P6:** fm decay **P7:** osc b pitch **P8:** osc a offset



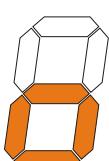
s1: not used **s2:** vibrato **s3:** not used **s4:** not used
WSG

P1: Patch **P2:** speed **P3:** main osc hz **P4:** am osc hz
P5: fm osc hz **P6:** fm depth **P7:** not used **P8:** not used



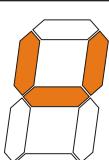
s1: not used **s2:** vibrato **s3:** not used **s4:** not used
XOR

P1: Patch **P2:** speed **P3:** osc a rate **P4:** osc b rate
P5: osc c rate **P6:** not used **P7:** not used **P8:** not used



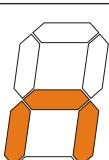
s1: reload **s2:** vibrato **s3:** not used **s4:** not used
PLUCKED STRING

P1: Patch **P2:** not used **P3:** distortion **P4:** string 1
P5: string 2 **P6:** not used **P7:** not used **P8:** not used



s1: fwd/rev env **s2:** vibrato **s3:** not used **s4:** not used
BIRDS

P1: Patch **P2:** speed **P3:** delay **P4:** scale 1
P5: scale 2 **P6:** not used **P7:** not used **P8:** not used



s1: not used **s2:** vibrato **s3:** not used **s4:** not used
TWO TONE DRONE

P1: Patch **P2:** speed **P3:** freq 1 **P4:** freq 2
P5: chorus ptr **P6:** chorus env **P7:** ring env **P8:** vib speed