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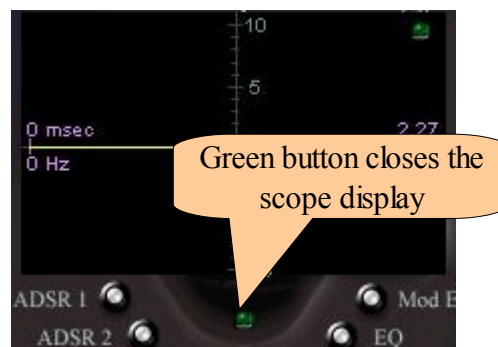
Introduction

ProjectX1 is a hybrid bass synth utilizing subtractive, fm, phase distortion and unison synthesis, but please note that the unison part has not been implemented in the usual fashion. It's an add-on unison oscillator where you can still choose the number of voices it uses and with detune and waveform options also.

Things To Note

- At the moment if you wish to use multiple instances of projectx1 in a single project you will need to copy the projectx1 .dll, this is **only** for users running a "multiple core cpu" - intel core duo etc..
- The volume knob will also change the tone of the sound, quite drastically in some presets and not so much in others

	The button below info opens the credits window, the button below Ext closes it (sometimes may need to click twice).
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LFO

- The LFO is host synced and cannot run in free mode.

ADSR

- ADSR 1 is used directly for the phase distortion osc, and adsr 2 is used for the unison osc. But both can also be used as modulation sources in the mod matrix. The Mod EG is just a spare envelope generator to be used as a mod source in the mod matrix.

Peak Follower



Peak follow has always traditionally been used in compressors and is also a very essential part of a vocoder, I've implemented peak follow in projectx1 just to give a bit more grit to the sound.

The effect is quite subtle, but with the decay and attack controls pulled close to the bottom you will hear the effect of the peak follow closely following the waveform.

Waveshaper



This is an asymmetrical (try saying that after half a dozen beers) waveshaper; the signal is split into 2 parts – negative and positive. This allows for quite a lot of tonal variation and different settings for – and + parts.



Both buttons are self-explanatory so I won't bore you.

Pick bass 2

If you type in any preset names, after you've finished typing the name, do not press enter. Just click outside of the box anywhere on the GUI for your preset name to take effect.

Global



Mode: The synth operates in mono or stereo.

Global Tune: This is a feature I've found lacking on some other synths but is a good time saver.

The blue LED at the top shows midi activity.

Osc Mode: This selects between phase distortion only and phase distortion + FM mode, when in pd+fm mode the Osc Mix will control the balance between the 2 oscillators.

Go To Next Page For Midi CC's

Midi CC's

stereo/mno mode - n/a	ADSR 1	EQ
retrigger - 1	attack - 27	bandwidth - 80
pan left n/a	decay - 28	gain/atten - 81
pan right n/a	key trk - 29	frequency - 82
master 4	amount - 30	
glide - 5	sustain - 64	mod m 1 vol - 83
veloc pd/fm - 6	release - 65	mod m2 vol - 84
osc mode - 7		wshaper mix - 86
osc mix - 8	ADSR 2	
pd fine ptch - 9	attack - 66	Amp Head
pd soft colour- 10	decay - 67	gain - 87
clipfactor - 11	key trk - 68	clip - 88
pd volume - 12	amount - 69	mix - 89
fm fine pitch- 13	sustain - 70	speed - 90
fm c sync - 14	release - 71	cap - 91
ptch mod - 15		bias - 92
fm volume - 16	Filter 1	shape - 93
uni pwr - 17	cutoff - 72	
uni veloc - 18	res - 73	Bit Crusher
filter - 19		bits - 94
pm lvl - 20	Mod EG	sr - 95
clip - 21	attack - 74	mix - 96
uni level - 22	decay - 75	
input lvl - 23	key trk - 76	
pf decay - 24	amount - 77	
pf attck - 25	sustain - 78	
pf mix - 26	release - 79	

Credits

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