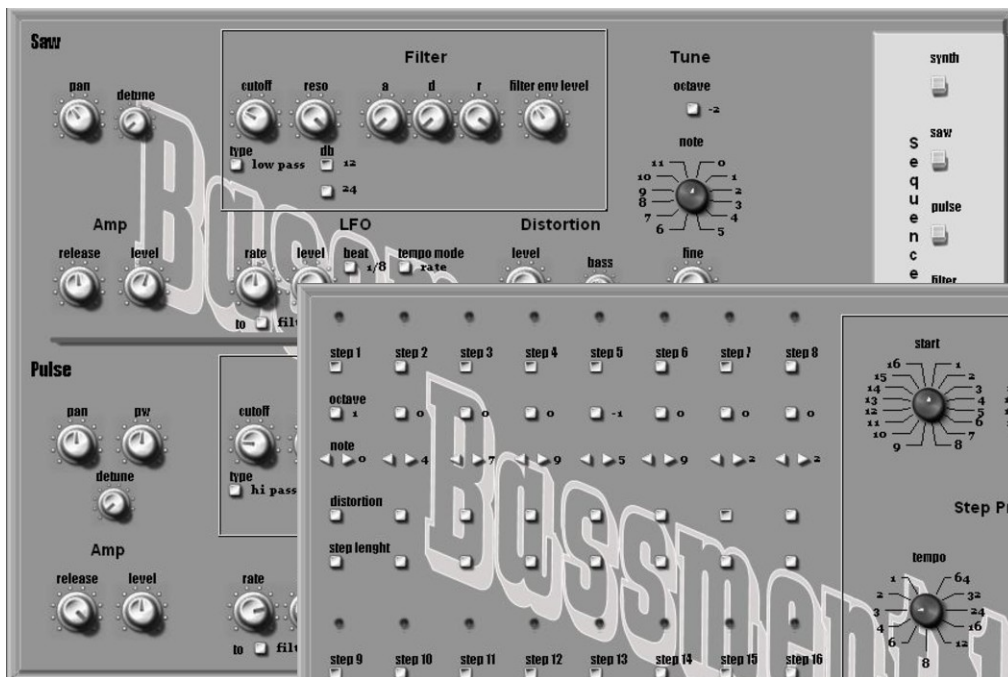


Bassment 1.5



New features since v1.02:

- *key follower* routed to LFOs' rate and level
- *detuner*
- filters: 3 pass; 12-24 db
- LFOs: now routed to pan; rate/BPM tempo selection; waveforms: sine and pulse
- distortion: a new *bass* knob added
- sequencer panels: pitch LFO added to saw and pulse sequencers; *invert pitch/cutoff value* buttons

Bassment 1.5 is a 16 step monophonic bass sequencer created with Synthedit. It consists of four main panels which are accessible through the panel selector:



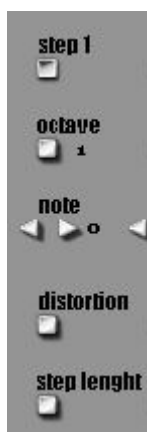
Here follows a short overview of them.

a.,

The core of the *synth panel* are two very basic oscillators, which individually can produce only one waveform: sawtooth (upper part of the panel) and pulse (lower part). Both of these oscillators have their own sound modulation sources: low/high/band pass filter, 3 stages (a, d, r) filter envelope generator, lfo routed to filter cutoff, pan and pulse wide, 1 stage (r) amp envelope generator, etc.

b., c.,

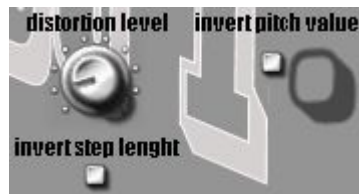
The central parts of Bassment 1.5 are the two pitch sequencer panels (*saw* and *pulse*) which are linked with their equivalent oscillator. The sequencers are 16 steps „long” and all in five switches belong to each steps.



These switches and their functions from above are:

- the *step* button switches on/off the appropriate step („sound” or mute it)
- the next button and the arrow under it alter the pitch by *octave* and by *note*
- the last two switches add more emphasis and rhythmic variety to a sequence: you can „highlight”, put a kind of accent on a step using the *distortion* button and you can lengthen a step with the *step length* switch

These last two buttons have their controllers too, on the same panel: the *distortion level* knob and the *invert step length* button. The last one, when it is activated, inverts the state of the step length switches: the short steps become long and vice versa. The *invert pitch/cutoff value* buttons work in the same way: these switches „turn upside down” the parameters which they are linked with.



There are some general step controllers in the framed section (*Step Prog*) of the sequencer panels: with them you can adjust the *tempo*, define the *starting* and the *ending* points or the *direction* of the sequences or make them return to the starting point when you push a new key on your midi or pc keyboard (*reset*).

d.,

The *filter* sequencer panel is a „light” version of the pitch ones: here you can modulate the filter level of the individual steps (so in this case the „octave” and „note” switches are routed to *filter cutoff* of the synth panel; I left their names as it is only for the sake of convenience.)

I hope you will enjoy this product!

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