



# ***WAVE RUNNER***

## Software User Manual

Version 1.0

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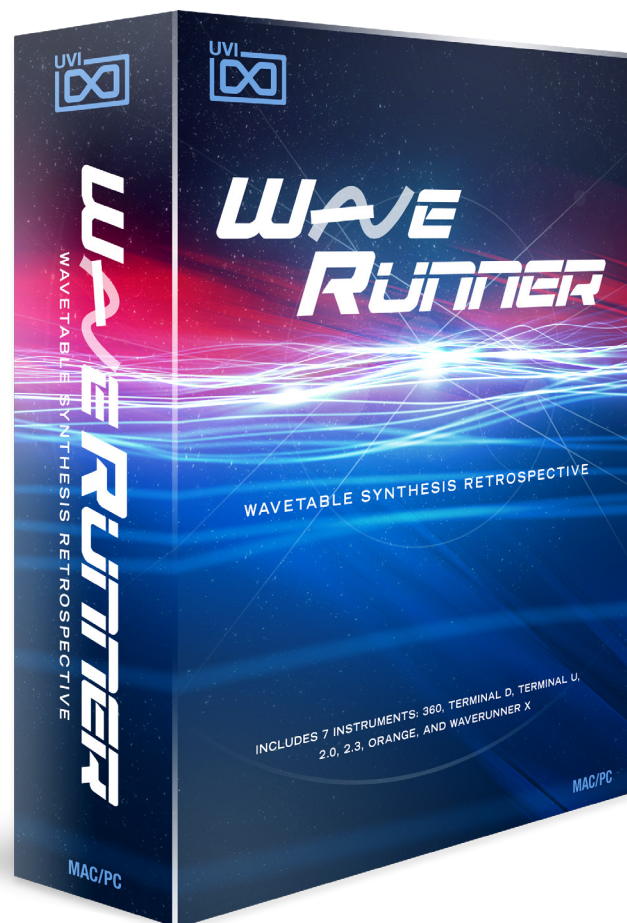
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## Introduction



### WaveRunner

#### Wavetable Synthesis Retrospective

A multitude of synths, drum machines and rare prototypes of esteemed German heritage come together in this massive and unparalleled retrospective. WaveRunner presents you with a wondrous collection of authentic and fascinating sounds from over 30 years of wavetable synthesis. Everything from the raw and strident origins to the wild evolving tones of more modern, full-featured machines. Each system addressed was serviced, meticulously multi-sampled and artfully designed into 7 unique hybrid instruments driven by over 30,000 samples. Both a historical archive of sound and a collection of new and unique instruments with hundreds of presets and limitless sound design potential, WaveRunner is a suite not to be missed.

WaveRunner includes 7 instruments:

#### WAVE RUNNER 360

Based on a very old and quite rare machine, WaveRunner 360 delivers a raw and lo-fi sound. Explore the origins of wavetable synthesis and let loose with ripping vintage timbres.

#### WAVE RUNNER Terminal D

Including sounds from vintage prototype drum modules, synths and modern rack drum synths, Terminal D is an uncompromising drum machine with an impressive range of sounds and easy to use interface.

#### WAVE RUNNER Terminal U

Built on a generous collection of sounds from the entire range, Terminal U is a powerful and dynamic multitrack phrase sequencer capable of generating everything from tight rhythmic chains to wild and evolving passages.

#### WAVE RUNNER 2.0

Based on the original German blue, WaveRunner 2.0 delivers an uncommonly warm and vintage tone from an often overlooked classic known for its amazing analog filter.

#### WAVE RUNNER 2.3

Similar to the 2.0 but with a distinctly different flavor, WaveRunner 2.3 is built on the upgraded German classic and its loquacious programming pal.

#### WAVE RUNNER Orange

Based on the modern flagship wavetable synthesizers famed in the '90's and '00s, WaveRunner Orange delivers the modern sound of wavetable synthesis covering the gamut from lush bells to violent and evolving tones.

#### WAVE RUNNER X

An extraordinary collection of raw waves harvested from the entire range of machines come together in this fresh and powerful dual-layer subtractive synth; capable of deep, modulating ambiances, brutal basses and uncanny leads.

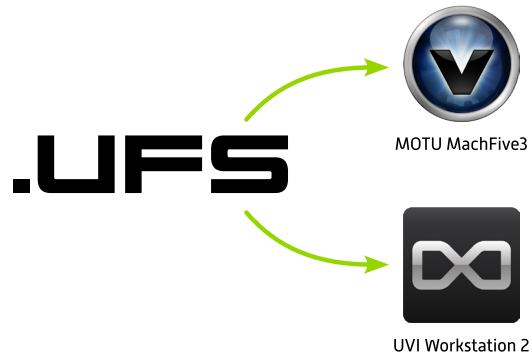
Now lets get started!

## Getting Started

### What's a UFS File?

UFS is UVI's monolithic instrument file format.

All required assets for an instrument including samples, presets, scripts, FX and impulse responses are contained within a single UFS file. This approach allows for an extremely simple workflow with minimal overhead for file management and updating.



### What's an iLok?

An iLok is a small USB key that stores licenses for software and instruments including all UVI instruments, sound libraries and effects. You'll need an iLok key to use this product.



#### Compatibility

- ▶ Stand Alone
- ▶ Audio Units / RTAS
- ▶ VST / MAS / AAX

#### Minimum System Requirements

- ▶ Intel CPU
- ▶ 4 GB of RAM
- ▶ 17 GB of disk space
- ▶ MAC OS X 10.6 or higher
- ▶ 7200rpm HD or SSD recommended
- ▶ UVI Workstation 2 or MOTU MachFive 3
- ▶ iLok

#### Installation

Copy WaveRunner.ufs to this location:  
*/Library/Application Support/UVISoundBanks*

If you'd like to store the library on another hard drive you can use an alias in place of the original file [so long as the original file remains accessible].



#### Compatibility

- ▶ Stand Alone
- ▶ RTAS
- ▶ VST / AAX

#### Minimum System Requirements

- ▶ Core Duo or faster
- ▶ 4 GB of RAM
- ▶ 17 GB of disk space
- ▶ Windows Vista or higher
- ▶ 7200rpm HD or SSD recommended
- ▶ UVI Workstation 2 or MOTU MachFive 3 installed
- ▶ iLok

#### Installation

Copy WaveRunner.ufs to this location:  
*C:\Program Files\UVISoundBanks.*

If you'd like to store the library on another hard drive you can use a shortcut in place of the original file [so long as the original file remains accessible].

## WaveRunner 360 - Edit Page



### 1 Page

- » **Edit/Mod**  
Sets current page to [EDIT] or [MOD]

### 2 Amplitude

- » **ADSR**  
Attack / Decay / Sustain / Release envelope for the Amplitude section
- » **Velocity > Attack**  
Modulates attack amount based on incoming note velocity. Low velocities result in long attacks; high velocities result in short attacks.
- » **Velocity Sensitivity**  
Adjust the Velocity > Amp sensitivity

### 3 Filter

- » **ADSR**  
Attack / Decay / Sustain / Release envelope for the Filter section
- » **Cutoff**  
Filter cutoff frequency
- » **Resonance**  
Adjust the resonance [Q] of the Filter

### » Type

Choose Filter mode; High Pass, Band Pass, or Low Pass

### » Depth

Modifies the amount of ADSR envelope to be applied to the Filter

### » Velocity Sensitivity

Adjust the Velocity > Filter sensitivity

### 4 Pitch

- » **Depth**  
Sets the Portamento depth in Poly Mode
- » **Time**  
Sets the Glide time (in both Mono + Poly)

### 5 Stereo

- » **Mode**  
Off / Alternate Pan / Unison
- » **Color**  
Shifts color based on adjacent samples
- » **Spread**  
Change the stereo width
- » **Detune**  
UNI Mode Only: detunes layers

### 6 Sub Oscillator

- » **Type/Amount**  
Choose Clean or Dirty signal and the amount to be applied

### 7 Drive

- » **Power/Amount**

### 8 Effects

- » **Power/Amount**  
Choose from Phaser, Delay, Reverb and Ensemble (additional controls available in the Effects page of UVIWS and MF)

### 9 Mono / Arp Toggle

- » **Mono**  
Toggle between Mono and Poly voicing
- » **Arp**  
Toggle the Arpeggiator On/Off

### 10 Modwheel

- » **Power/Amount**  
Easily route your controllers Modwheel to control common parameters

## WaveRunner 360 - Mod Page



### LFO

#### 1 ► Sync

Enable/Disable LFO sync to Host Tempo

#### 2 ► Waveforms

Choose LFO waveform; Sine, Triangle, Square or Sample & Hold

#### 3 ► LFO Controls

##### » Speed

Change the LFO Speed

##### » EG Depth

Adjusts the amount of Attack and Decay to be applied to the LFO

##### » Attack

Attack time for the Speed envelope

##### » Decay

Decay time for the Speed envelope

#### 4 ► Mod Routing

Control the amounts of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume and Filter

### Step Modulator

#### 5 ► Steps + Resolution

##### » Steps

Change the amount of steps for the sequencer to play

##### » Resolution

Change the sequencers step length

#### 6 ► Step Sequencer

Interactive editor for programming sequenced modulations; bar height equals mod amount

#### 7 ► Sequencer Controls

##### » Delay

Delay time to activate first step

##### » Rise

Time to activate step with a smooth transition

##### » Smooth

Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect

#### 8 ► Mod Routing

Control the amounts of modulation to be applied to various parameters including; Volume and Filter



## WaveRunner 360 - Preset List

### Presets

#### Bass:

Bubble Bass  
Funky Tuba  
PPgiator B  
Smart Bass  
Stereoide  
Subphonix  
Wheel D Step

#### Bells and More:

Beauty for Baby  
Cosmic Bells  
Gong to Bell  
Guitar Bells  
High Bells  
Hybrid Mallet  
Isabell  
Kenneth Bells  
Rabbit Bells  
Scan Dreams  
So Pretty  
Vibrant Bells  
Wide Bells

#### FX and More:

Cave Rising  
Detuned Pad  
LFO Maniac  
Mono Casper  
Pitchaphonix  
Pro Analog Bubbles  
Son of a Witch  
WR360 Suspension

#### Keys:

Analog Piano  
Beauty Road  
Creamy Keys  
Digital P  
Ensemble Tines  
Fat Full Organ  
Final Keys

Grand 360 Piano

Guitar Keys

Hybrid Keyboard

Jazz Attack

Keynalog

On the Road again

Philinostalgia

Reed Electric

Short Electric Piano

Stratoslog

Wavish Keys

#### Leads:

Analog Miles  
Chroma Zone  
DynamiNation  
Frantic Lead  
PicoSolo  
Scissor Lead  
Scream Organic  
Solophonix  
Space Clarinet  
Syncmulation  
WaveRunner Lead 360

#### Pads:

Almost Choirs  
ElectrOrganic  
Equinox  
Flute Symsations  
Jack Phaso  
Phasync Sphere  
Polymorphing  
RS306 Parawavonic  
Sean Michael Jar  
Slow Gate  
Slow Vintage Brass  
Solinaxx  
Strings Machine  
Vibrations  
Vocaloid  
Wave Browser

Wavescanner

Wheel Interferences

#### Poly and Brass:

Analog Warm Brass  
Fun Table  
Hybrid Machine  
Kenneth Club Stab  
Layer Brass  
Linear Brass  
Little Brassy  
Poly Clav  
Poly Ken  
Smart Poly  
Thrilling  
Wha Wheel Me

#### Raw Factory:

00-Dual Running Waves  
01-Road Bellish  
02-Pure Bell  
03-Indie Scanning  
04-Basic Waves  
05-360 Brass  
06-Digital Orchestra  
07-Composite Brass  
08-Electric Piano  
09-Acoustic Piano Like  
10-Vintage Stack  
11-Harpsichord  
12-Analog Stab  
13-Synth Organ  
14-Uncle Ytonk  
15-Pure Perfect G  
16-Table Wurli  
17-Simple Bells  
18-The Big One  
19-Horror Train  
20-Gospel Brunch  
21-Vox Populi  
22-Sweepery  
23-Strings in a Box

24-Magic Choir

25-Pretty Thin

26-Soft Organ

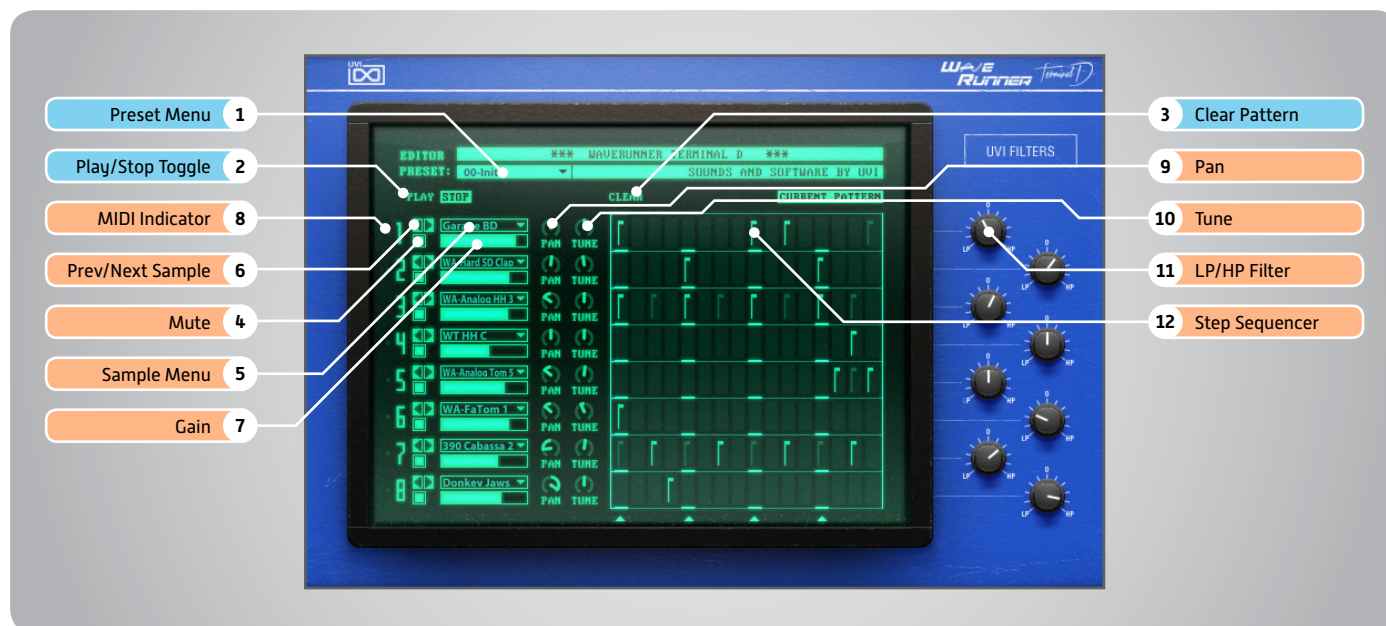
27-Full Organ

28-Medium Organ

29-Marimba Like



## WaveRunner Terminal D



### Global Controls

#### Modulation Controls:

Pitch Bend » 2 Octave Range

ModWheel » BitCrusher

#### Parts:

##### Track Allocation

1 + 2 - Bass / Snare / Clap / Rim

3 + 4 - HiHats / Cymbals

5 + 6 - Toms

7 + 8 - Percussion

##### Track Mapping

1: C1      2: D1

3: F#1    4: A#1

5: F1     6: G1

7: C#1    8: D#1

- 1 **▶ Preset Menu**  
Select from custom Kit + Pattern presets
- 2 **▶ Play / Stop Toggle**  
Controls the pattern sequencer
- 3 **▶ Clear Pattern**  
Clears the pattern sequencer

### Track Controls

- 5 **▶ Mute**  
On/Off button to mute the track
- 5 **▶ Sample Menu**  
Change the tracks sample; choose from a large number of included sounds
- 6 **▶ Prev/Next Sample**  
Loads the previous or next sample from the sound library

- 7 **▶ Gain**  
Set the tracks Gain
- 8 **▶ MIDI Indicator**  
Activates when there is MIDI activity on the tracks corresponding note
- 9 **▶ Pan**  
Set the tracks Pan
- 10 **▶ Tune**  
Set the tracks Pitch
- 11 **▶ LP/HP Filter**  
A combination LP/HP filter; full LP on the left, full HP on the right, center is neutral (no effect)
- 12 **▶ Step Sequencer**  
16-step sequencer; click to change between values of full velocity, half velocity, and no velocity (blank)

## WaveRunner Terminal D - Preset List

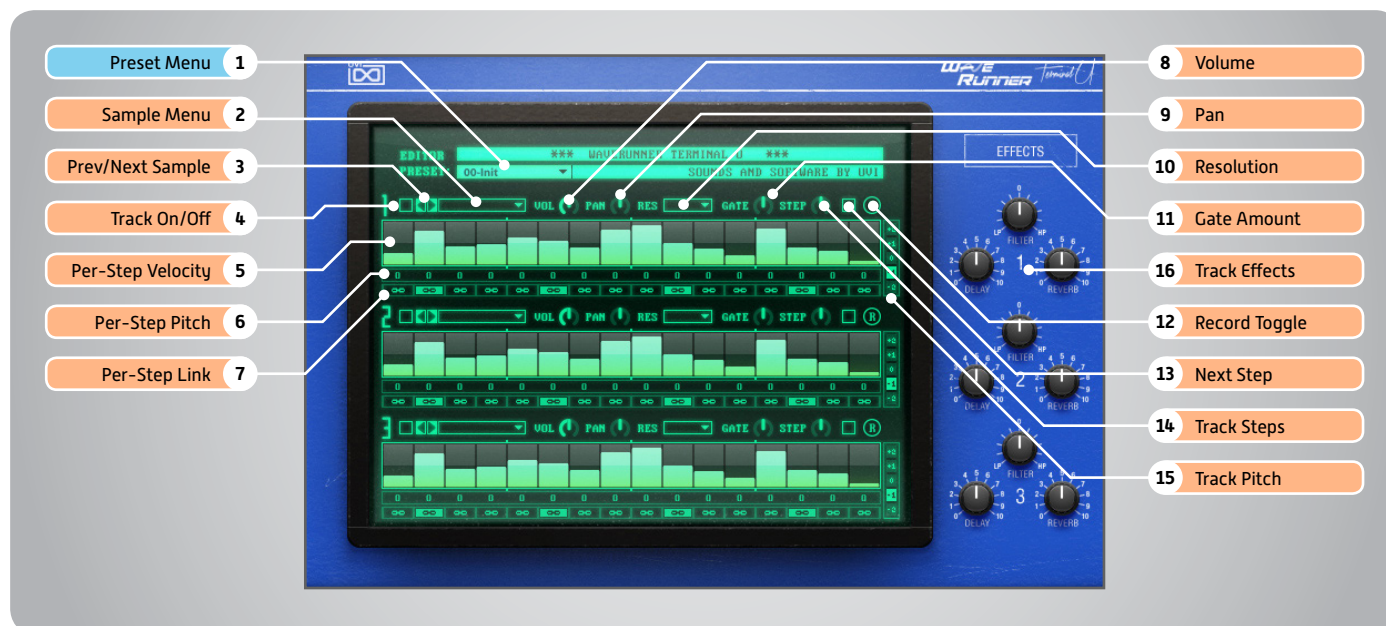
### Presets (Kits+Patterns)

01-German Fiesta	Paste	08-Timberland	12-Video Game	16-Makossa	20-House Beat
02-Hamster Dam	05-So Eighties	09-Extatic	13-Numbering	17-Attitude	21-Laundromatic
03-Tribalistic	06-Industrial	10-Steady Beat	14-Busy Busy	18-Wazza	
04-Copy and	07-One Again	11-New School	15-Drum So Kit	19-Ricota Floor	

### Sounds

<b>BD:</b> 390 BD 1 390 Gated BD 390 Soft BD Cameo BD Cheap BD Garage BD Gated One Gated Two Harsh BD H DU BD Industrial Noisy Real Obese BD Phil Gate Power BD Smash BD Smash Low Steady BD Thin Gated Usai BD 1 Usai BD 2 WA-8Bit BD WA-8Bit Hard BD WA-808 BD WA-808 Long BD WA-909 BD 3 WA-909 BD1 WA-909 BD2 WA-Acou BD WA-Analog 1 WA-Analog 2 WA-BeatBox WA-BrainStorm 1 WA-BrainStorm 2 WA-BrainStorm 3 WA-Cheesy Long WA-Def BD WA-Fat BD WA-Hot BD WA-House High WA-Short BD WA-Steady One WA-Urban BD WA-Zap 1 WA-Zap 2  <b>SD/Clap/Rim:</b> BD SD Clap1 Clap2 Electro SD Flat SD Funky SD Gated Elec Granular SD	HP SD In Your Face Industrial James SD Large SD Long Brushed Long SD Obese SD 1 Obese SD 2 Obese SD 3 Phil is Back Picollo SD Power SD 1 Power SD 2 Rim Shot SD Bender SD Rim Simmons SD Tom Smash Thin Acoustic Tube SD Very Thin WA Acoustic 1 WA Acoustic 2 WA Acoustic 3 WA Acoustic 4 WA-8Bit Low SD WA-8Bit Rim WA-808 Clap 1 WA-808 Clap 2 WA-808 SD 1 WA-808 SD 2 WA-909 Clap 1 WA-909 Clap 2 WA-909 Rim WA-909 SD 1 WA-909 SD 2 WA-909 SD 3 WA-Analog Rim WA-Analog SD 1 WA-Analog SD 2 WA-BB Clap 1 WA-BB Clap 2 WA-BeatBox Low WA-BrainClap 1 WA-BrainClap 2 WA-BrainClap 3 WA-Came SD WA-Clap Analog WA-Clap Clean WA-Clap FX WA-Clap Sharp Long WA-CR78 WA-D SD WA-ElectroFX 1 WA-ElectroFX 2	WA-Fatty WA-FX SD WA-Hard Clap WA-Hard Rim WA-Hard SD Clap WA-Hard SD WA-HipHop Clap WA-HipHop SD WA-HouseAttack WA-Long Analog WA-Phat SD WA-SD Low Res WA-Short Acoustic WA-Simmons SD WA-Ultra Short SD  <b>Cymbals:</b> Crash 1 Crash 2 Gong 1 Gong 2 Gong 3 Gong 4 Gong 5 Ride 1 Ride 2 Ride 3 Ride 4 Spercs Thunder 1 Thunder 2 WA-8Bit Ride WA-808 Ride 1 WA-808 Ride 2 WA-808 Ride 3 WA-909 Crash FX WA-909 Crash WA-Ac China WA-Ac Crash WA-Cheesy 1 WA-Cheesy 2 WA-Cheesy 3 WA-CR78 Crash WA-Fat Crash WA-Fat Splash WA-Future Crash WA-Future Ride WA-FX Crash WA-Hard China WA-Hard Crash WA-Long Crash  <b>Hi Hats:</b> 390 HH 1 390 HH 2 Term HH C	Term HH O WA-8Bit HH WA-808 HH WA-909 HH 1 WA-909 HH 2 WA-909 HH 3 WA-Ac HH 1 WA-Ac HH 2 WA-Ac HH 3 WA-Ac HH 4 WA-Analog HH 1 WA-Analog HH 2 WA-Analog HH 3 WA-Analog HH 0 1 WA-Analog HH 0 2 WA-BBox HH 1 WA-BBox HH 2 WA-BBox HH 3 WA-Brain HH 1 WA-Brain HH 2 WA-Brain HH 3 WA-CR78 HH 1 WA-CR78 HH 2 WA-Fat HH 1 WA-Fat HH 2 WA-Fat HH 3 WA-Future HH 1 WA-Future HH 2 WA-FX HH WA-Hard HH 1 WA-Hard HH 2 WA-Hard HH 3 WA-House HH 1 WA-House HH 2 WA-Rack HH C WA-Rack HH O WA-Urban HH C 1 WA-Urban HH C 2 WA-Urban HH O WT HH C WT HH O  <b>Toms:</b> 390 Tom 1 390 Tom 2 ETom 1 ETom 2 ETom 3 ETommy Noise Tom Rock Tom Simmons 1 Simmons 2 Timpani 1 Timpani 2 Timpani 3	Timpani 4 Tom 1 Tom 2 Tom SD Tom Siren Tom Whistle WA-808 Tom 1 WA-808 Tom 2 WA-909 Tom WA-Ac Tom 1 WA-Ac Tom 2 WA-Acou Tom 1 WA-Acou Tom 2 WA-Analog Tom 1 WA-Analog Tom 2 WA-Analog Tom 3 WA-Analog Tom 4 WA-Analog Tom 5 WA-Analog Tom 6 WA-BeatBox Tom WA-BrainsTom 1 WA-BrainsTom 2 WA-Cheesy Tom 1 WA-Cheesy Tom 2 WA-Cheesy Tom 3 WA-Cheesy Tom 4 WA-CR78 Tom 1 WA-CR78 Tom 2 WA-Demo Tom 1 WA-Demo Tom 2 WA-Demo Tom 3 WA-FaTom 1 WA-FaTom 2 WA-Hard Tom 1 WA-Hard Tom 2 WA-Hard Tom 3 WA-HipHop Tom 1 WA-HipHop Tom 2 WA-HipHop Tom 3 WA-House Tom 1 WA-House Tom 2 WA-House Tom 3	Brazil Drums 1 Brazil Drums 2 Cabasa Cajon 1 Cajon 2 CowBell Donkey Jaws DrumWater 1 DrumWater 2 DrumWater 3 Gong Guiro 1 Guiro 2 Guiro Voice One Again PercDrum 1 PercDrum 2 PercDrum 3 Shaker 1 Shaker 2 Shaker 3 Shaker 4 Shaker 5 Steel 1 Steel 2 Tabla 1 Tabla 2 Tabla 3 Tambourine 1 Tambourine 2 Triangle WA-8Bit Perc 1 WA-8Bit Perc 2 WA-8Bit Perc 3 WA-8Bit Perc 4 WA-8Bit Perc 5 WA-8Bit Perc 6 WA-808 Perc WA-Analog Conga WA-Analog Guiro WA-Analog Perc WA-Analog Riding WA-Analog Stick WA-Analog Tamb WA-Analog Triangle WA-Beast Who Fly WA-Cheesy Tamb WA-CR78 Clav WA-CR78 Conga WA-CR78 Tamb WA-Elec HH WA-Future Clave WA-Future Scratch	WA-Future Zap 1 WA-Future Zap 2 WA-FX Long WA-Perc InHarm WA-Scratchos WA-Space Cowbell WA-Tambelele WaterD 1 WaterD 2 WaterD 3 WoodBlock 1 WoodBlock 2 WoodDrum 1 WoodDrum 2 WoodDrum 3
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## WaveRunner Terminal U



### Global Controls

#### Modulation Controls:

Pitch Bend » 1 Octave Range

ModWheel » BitCrusher

#### 1 ► Preset Menu

Load global patches with preset samples and sequences

### Track Controls

#### 2 ► Sample Menu

Browse and select samples from the included sound library

#### 3 ► Prev / Next Sample

Loads the previous or next sample from the sound library

#### 4 ► Track On/Off

Toggle button to enable / disable the corresponding track

#### 5 ► Per-Step Velocity

Use the multi-step sequencer to program Velocity changes

#### 6 ► Per-Step Pitch

Adjust the Pitch of each step in Semitones

#### 7 ► Link

When active, step inherits Velocity from the previous step

#### 8 ► Volume

Adjust the track Volume

#### 9 ► Pan

Adjust the track Pan

#### 10 ► Resolution

Change the step length

#### 11 ► Gate Amount

Change the step length (knob value ranges from 0 to the Resolution setting)

#### 12 ► Record Toggle

Record a phrase on your MIDI keyboard

#### 13 ► Next Step

Adds a blank step to the phrase at the current step location

#### 14 ► Track Steps

Sets the number of steps to playback

#### 15 ► Track Pitch

Change the pitch of the track in Octaves [-2 to +2]

#### 16 ► Track Effects

Set the desired amount to each of the preset effects, including; LP/HP Combo Filter, Delay, and Reverb (additional controls available on the Effects page of UVIWS or MF)

## WaveRunner Terminal U - Preset List

### Presets (Instruments+Patterns)

Boss Fight	Costa Del Sol	Gnomon	Mana Prism	Shadow Universe	Track n Play
Carpet Bomber	Dramatic Terminal	Ivana Run	Mutation	Sneaker	Trapezoid
Charter	Frozen Ambiance	Jack	Poly Drummer	Star Dancing	Unholy Power
Chordomatic	German Jazz	Loki's Adage	Puzzling	Sunken Palace	Wave Drummer
Clock Tease	Glass Robin	Mainframe	Rister	Touring	

### Sounds

#### Bass:

BS - 5Bass  
BS - Bowed  
BS - Chunk  
BS - Cracked  
BS - EBass 1  
BS - EBass 2  
BS - EBass 3  
BS - EBass 4  
BS - FM Bass  
BS - Harsh  
BS - JarreBass  
BS - Long PWM  
BS - PhatSync  
BS - Planet  
BS - Plucked  
BS - PolyWave  
BS - Powering  
BS - PulseBass  
BS - Reso Bass  
BS - Short Nose

#### Bells:

BL - Glass 1  
BL - Glass 2  
BL - Glass 3  
BL - Glocken 1  
BL - Glocken 2  
BL - Glocken Cello  
BL - LaBelle  
BL - Sixties Bell  
BL - SynthBell  
BL - Tubular 1  
BL - Tubular 2

#### Guitars:

GT - Acoustic 1

GT - Acoustic 2

GT - Acoustic 3

GT - Banjo

GT - Distortion

GT - Electric 1

GT - Electric 2

GT - Electric 3

GT - Electric 4

GT - Palm Muted

#### Keyboards:

KB - Epiano 1  
KB - EPiano 2  
KB - Epiano 3  
KB - Harpsichord 1  
KB - Harpsichord 2  
KB - Harpsichord 3  
KB - Organ 1  
KB - Organ 2  
KB - Organ 3  
KB - Piano 1  
KB - Piano 2

#### Mallets:

ML - eMarimba  
ML - FM ToyPiano  
ML - Marimba  
ML - ToyPiano 1  
ML - ToyPiano 2  
ML - Vibe  
ML - Xylophone

#### Misc:

Misc - Accordion  
Misc - Harmonica 1  
Misc - Harmonica 2  
Misc - Harp

Misc - IndianFlute

Misc - Koto

#### Orchestral:

OR - Brass 1  
OR - Brass 2  
OR - Chimes  
OR - Clarinet  
OR - Flute  
OR - FrenchHorn  
OR - Hit 1  
OR - Oboe Low  
OR - OrcHit 1  
OR - OrcHit 2  
OR - OrcHit 3  
OR - OrcHit 4  
OR - OrcHit 5  
OR - OrcHit 6  
OR - OrcHit 7  
OR - OrcHit 8  
OR - Saxophone  
OR - Strings 1  
OR - Strings 2  
OR - Strings 3  
OR - Trumpet

#### Synth:

ST - Atmosphere  
ST - BrassSynth  
ST - Brassy  
ST - Breathy  
ST - Bubbling  
ST - Calm  
ST - Cruise  
ST - Doop  
ST - Epic  
ST - FM Orchestra

ST - Kromy  
ST - Magneto  
ST - Mode2Mode  
ST - OldLead  
ST - Ping  
ST - Plucky  
ST - PolySweep  
ST - PolyWave  
ST - Pulse Bass  
ST - PWM Sync  
ST - Resonance  
ST - Rich  
ST - Short  
ST - ShortNasal  
ST - sNawBalls  
ST - Strings Abstract  
ST - Sweet Noise  
ST - SyBell  
ST - SynthRing  
ST - Turn  
ST - WaveSweep

#### Voices:

VX - Ahhh  
VX - Choir  
VX - Digital Ah  
VX - Digital Oh  
VX - Evolutive  
VX - Looo  
VX - Me High  
VX - Me Low  
VX - Pee  
VX - Sooo  
VX - Synth Voice

## WaveRunner 2.0/2.3



### 1 ► Amplitude

- » **ADSR**  
Attack / Decay / Sustain / Release envelope for the Amplitude section
- » **Velocity > Attack**  
Modulates attack amount based on incoming note velocity. Low velocities result in long attacks; high velocities result in short attacks.
- » **Velocity Sensitivity**  
Adjust the Velocity > Amp sensitivity

### 2 ► Filter

- » **ADSR**  
Attack / Decay / Sustain / Release envelope for the Filter section
- » **Cutoff**  
Filter cutoff frequency
- » **Resonance**  
Adjust the resonance [Q] of the Filter
- » **Type**  
Choose Filter mode; High Pass, Band Pass, or Low Pass

### » Depth

Modifies the amount of ADSR envelope to be applied to the Filter

### » Velocity Sensitivity

Adjust the Velocity > Filter sensitivity

### 3 ► Pitch

- » **Depth**  
Sets the Portamento depth in Poly Mode
- » **Time**  
Sets the Glide time (in both Mono + Poly)

### 4 ► Stereo

- » **Mode**  
Off / Alternate Pan / Unison
- » **Color**  
Shifts color based on adjacent samples
- » **Spread**  
Change the stereo width
- » **Detune**  
UNI Mode Only: detunes layers

### 5 ► Sub Oscillator

- » **Type/Amount**  
Choose Clean or Dirty signal and the amount to be applied

### 6 ► Effects

- » **Power/Amount**  
Choose from Drive, Phaser, Delay, Reverb and Ensemble (additional controls available in the Effects page of UVIWS and MF)

### 7 ► Arp On/Off

Toggle the Arpeggiator On/Off

### 8 ► Mono Mode

Toggle between Poly/Mono voicing

### 9 ► Modwheel

- » **Power/Amount**  
Easily route your controllers Modwheel to control common parameters

CONTINUED ON NEXT PAGE »»



## WaveRunner 2.0/2.3 (continued)



### Step Modulator

#### 1 ▶ Steps + Resolution

##### » Steps

Change the amount of steps for the sequencer to play

##### » Resolution

Change the sequencers step length

#### 2 ▶ Sequencer

Interactive editor for programming sequenced modulations; bar height equals mod amount

#### 3 ▶ Sequencer Controls

##### » Delay

Delay time to activate first step

##### » Rise

Time to activate step with a smooth transition

##### » Smooth

Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect

#### 4 ▶ Mod Routing

Control the amounts of modulation to be applied to various parameters including; Volume and Filter

### LFO

#### 5 ▶ Sync

Enable/Disable LFO sync to Host Tempo

#### 6 ▶ Waveforms

Choose LFO waveform; Sine, Triangle, Square or Sample & Hold

#### 7 ▶ LFO Controls

##### » Speed

Change the LFO Speed

##### » EG Depth

Adjusts the amount of Attack and Decay to be applied to the LFO

##### » Attack

Attack time for the Speed envelope

##### » Decay

Decay time for the Speed envelope

#### 8 ▶ Mod Routing

Control the amounts of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume and Filter

## WaveRunner 2.0 - Preset List

### Presets

#### Arp - Chord - Step:

Basic Harpeggio  
Eighties Autochord  
Mallet Planet  
Mr Big Stack  
OminousStep  
Space Water  
Tangerine 2020  
Underwater  
Wheel Step Pad

#### Bass:

Bass Line Arp  
Brassy Bass  
Granular Wheel  
Hammond Bass  
One Finger Wave  
Snoop School  
Talking Bass  
Terminal Bass  
Wheel me Up

#### Bell - Mallet:

Analog Ones  
Bell Mundo  
Blue Dream Bells  
Calm Olive  
Clearillon  
Ensemble Bells  
First Digital Mallet  
Flutotron  
Inspiring Bells  
More Bell the Life  
Music Digital Box  
Nasal Bells  
Organic Bell  
Planet Two Zero  
PPVibes  
Pretty Bell  
Pure Wave Bell  
Road Like  
Steady Bells

Steel Synth Drums  
Sweet Bells  
Tubularesk  
VibraXylaphonic  
Xymbalafon

#### Hybrid - Complex:

Abstract Solo Pad  
Analog Harp  
Crush Rising  
Jet Lagging  
Laupering  
Miss Large Stack  
More Gomonos  
Short Stab  
Space Poly  
Space Power Harp  
Stab Chord  
Sweep Stack  
Typical G  
Wave Running  
Wavetable Mod

#### Keyboards:

Acoustic Cheesy  
Beautyboard  
Clawave  
Deep Keys  
Electric Softy  
Electronic Piano  
Ham Big  
Key Bells  
Keys Portamento  
Little Toy Piano  
Loud Low Organ  
My Dyno Wave  
Organ Ensemble  
Organ Whaeel  
PerKeys Sweet  
PhilipGordia  
Piano Electro  
Powering Clavinet

PPorGan  
Reso Keys Phasing  
Round Keys  
Space Chapel  
Spinocchio  
Stack Piano  
Synth Piano Forte  
Ultra Click Organ  
Warm Cheap Piano  
Wavepshichord  
Wheelham  
Zap Organ

#### Leads:

Air M I  
CorsoLO  
Digital Solo Voice  
German Gomono  
Harmonic Alien  
Lead Yanky  
More than Analog  
Nabilead  
Play My Bend  
So Funky  
Soft Brass Lead  
String Solo  
Tablead  
Vibrations

#### Pads:

Abstraction  
Crystal Pad  
Digital Choir  
Expressive  
Harpsypad  
Linear Pad  
Lituania Pad  
Mellow Synth Voices  
Poly Pad  
Spacial Bed  
Steady Pad  
Tyra Dark

Vibrant Ohmage  
Voice Machine

#### Polysynth - Brass:

Brass Attack  
Brassonic Wave  
Conf Horns  
Cordo Brass  
Ensembrass  
Fat Digital Brass  
Mellow Funky  
Natural Vib  
OB Brass  
Original Feeling  
Pluck Filter  
Poly P Synth G  
Poly Phonk  
Record Classic  
Short Env One  
Simple Brassy  
Softy Brassy  
Supa Poly  
Tangerine Horns  
Trumpets  
Very Soft Brass

#### Strings - Choir:

Blue Soloist  
Chorale Robot  
Digital Jarre  
Heavy Mod Strings  
Key Choirs  
Poly Machine  
Portadroid  
Soft Mod Strings  
Soline Art  
Space Voices  
Synth Slow Quartet  
Typical Wave Choir  
VP Like Strings



## WaveRunner 2.3 – Preset List

### Presets

#### Arp:

Bass Back in Days  
Dream Glass Arpeggio  
Giorgio Moscito  
Piano Arpeggio  
Stachords  
Tangy Arpy  
Wheel Arpy

#### Bass:

Big Fifth  
Classic 80 Bass  
Digital Wheel Filter  
Fat Wavetable Bass  
Papy G Attidue  
Thanks Kenneth  
YOU Bass  
Zapp Table

#### Bells and more:

Arti Bells  
Beautyful Yes  
Churchy  
Digital Mallet  
Dirty Vox Bell  
Discrete Bell  
Dyno Bebell  
German Fantasia  
Glassonix  
Mallet Saw  
Poly Bells  
Pure Bell  
Sam Sonic  
Smooth Bells  
Soft Sensation  
Space Christmas  
Superbe  
Trembells  
Wavetable Bell 1  
Wavetable Bell 2

#### Brassy:

Analogic Brass  
Brass Table Sweep  
Brassteel Drums  
Digital Brass  
Hybrid Brass  
Low Brass  
Phat Sax  
Plastic Brass  
SaxoWaves  
Warm Slow Brass

#### Digital Keys:

A Beautiful One  
ExKeylibur  
Keys Sta Twa  
Mellow Coton  
Nasal Keys  
Nivea Keys  
Power Keys  
Pure PG Keys  
Round Midnight  
Soft Tender  
The Last Key  
Wavetable Road

#### Keyboards:

Digital Clav  
Dyno GG  
Full Organ  
Glasscordeon  
Grand Digital  
HarpsynthChord  
Hybrid Organiroad  
Jazz Little One  
Piano Piano G  
Space Harmonium  
Sweet RhodOrgan  
Synth Caroussel  
Tender Waves  
Trash Electric Piano  
Tutti P Organ  
Wursynthzer

#### Leads:

Digi Funky  
Dirty Brass Lead  
Fluty Wavy  
Fusion Lead  
Kosolovo  
Little Trumpet  
One Dollar Sax  
Sad Hollow  
Solo on Fire  
Solo String Detuned  
Whistle Synth

#### Pads:

Aquarium Flute  
Attack Pad  
Baurealis  
Dark Glassed  
Digital Strings  
Evoluwaves  
French Choirs  
Frozen Pad  
Glassamento  
La Chapelle  
Long Island  
Mayhem of Pad  
Mojave Ambiance  
Ominous Digital  
One Pad Again  
Philadelphia  
Poly Pad Step  
Side Dark Pad  
Slow Rising  
Step Dark Voices  
Table Sweep  
Thanks again K  
Typipad  
UVIrtuoso  
Warm Bed  
Wave Rising  
YOU Pad  
Zebra Sweep  
Zenith Ensemble

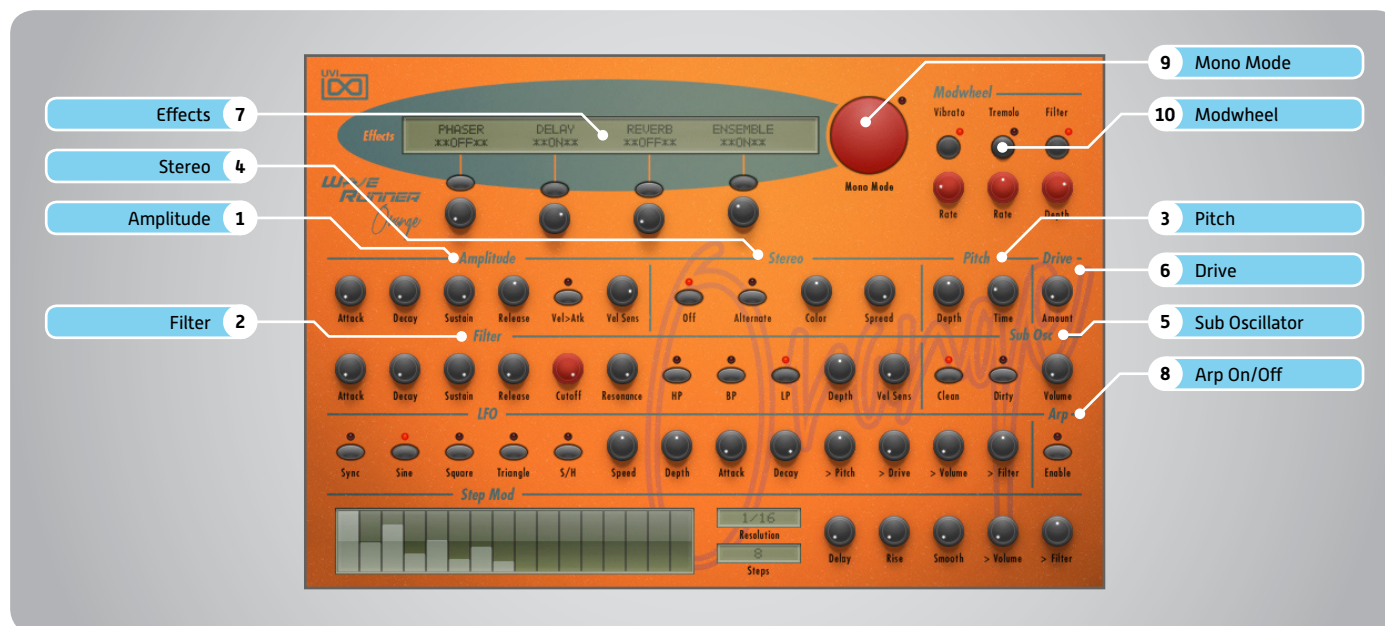
#### Polysynth:

Destructured Choir  
Funky Short  
GuitHarmonix  
Malletmania  
Origine Brass  
Outcasting  
Poly Digit  
Poly Wave  
Soft Guimickal  
Soft Phase  
True Five  
Vintage Poly  
Vox Digital 1  
Vox Digital 2  
Vox Digital 3  
Wave Short Stab  
Wavetable Stack

#### Raw Selection:

Danish Choir  
Falling Waves  
G Full Tines  
Glass Brass  
Kalimbrass  
Kenneth Fantasy  
Little Gospel  
Melancolie  
Metal Road  
My Raw Bell  
PadPG  
PolyPG  
Say Wave Low  
Talking Waves 1  
YOU Tube

## WaveRunner Orange



### 1 ► Amplitude

- » **ADSR**  
Attack / Decay / Sustain / Release envelope for the Amplitude section
- » **Velocity > Attack**  
Modulates attack amount based on incoming note velocity. Low velocities result in long attacks; high velocities result in short attacks.
- » **Velocity Sensitivity**  
Adjust the Velocity > Amp sensitivity

### 2 ► Filter

- » **ADSR**  
Attack / Decay / Sustain / Release envelope for the Filter section
- » **Cutoff**  
Filter cutoff frequency
- » **Resonance**  
Adjust the resonance [Q] of the Filter
- » **Type**  
Choose Filter mode; High Pass, Band Pass, or Low Pass

### » Depth

Modifies the amount of ADSR envelope to be applied to the Filter

### » Velocity Sensitivity

Adjust the Velocity > Filter sensitivity

### 3 ► Pitch

- » **Depth**  
Sets the Portamento depth in Poly Mode
- » **Time**  
Sets the Glide time (in both Mono + Poly)

### 4 ► Stereo

- » **Mode**  
Off / Alternate Pan
- » **Color**  
Shifts color based on adjacent samples
- » **Spread**  
Change the stereo width

### 5 ► Sub Oscillator

- » **Type/Amount**  
Choose Clean or Dirty signal and amount

### 6 ► Drive

Adjust the amount of Drive applied

### 7 ► Effects

- » **Power/Amount**  
Choose from Phaser, Delay, Reverb and Ensemble (additional controls available in the Effects page of UVIWS and MF)

### 8 ► Arp On/Off

Toggle the Arpeggiator On/Off

### 9 ► Mono Mode

Toggle between Poly/Mono voicing

### 10 ► Modwheel

- » **Power/Amount**  
Easily route your controllers Modwheel to control common parameters

CONTINUED ON NEXT PAGE »»

## WaveRunner Orange (continued)



### LFO

#### 1 ► Sync

Enable/Disable LFO sync to Host Tempo

#### 2 ► Waveforms

Choose LFO waveform; Sine, Triangle, Square or Sample & Hold

#### 3 ► LFO Controls

##### » Speed

Change the LFO Speed

##### » EG Depth

Adjusts the amount of Attack and Decay to be applied to the LFO

##### » Attack

Attack time for the Speed envelope

##### » Decay

Decay time for the Speed envelope

#### 4 ► Mod Routing

Control the amounts of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume and Filter

### Step Modulator

#### 5 ► Steps + Resolution

##### » Steps

Change the amount of steps for the sequencer to play

##### » Resolution

Change the sequencers step length

#### 6 ► Step Sequencer

Interactive editor for programming sequenced modulations; bar height equals mod amount

#### 7 ► Sequencer Controls

##### » Delay

Delay time to activate first step

##### » Rise

Time to activate step with a smooth transition

##### » Smooth

Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect

#### 8 ► Mod Routing

Control the amounts of modulation to be applied to various parameters including; Volume and Filter

## WaveRunner Orange - Preset List

### Presets

#### Arp - Chords:

Ascension  
Dead or Bass  
Lucid Dreams  
Multi Usage  
Rasputin  
Rolling Aura  
Step Choirs  
Wheel me Up

#### Bass:

Demeche Pod  
Digital Synsations  
Eighty Four Bass  
Grand Master Bass  
JM Fonk  
Large Bottom  
Levis Bass  
Mini MG Orange  
Numeribass  
Orange Bass  
Pulsation  
SynXtra Bass  
Taurusing  
The Cliche  
Wobble Antic  
XT Sub

#### Bells and More:

Creamy Bells  
Digital Stack 1M5p  
Digital Stack 2  
Heaven  
Mirabel  
Space Vibes  
Transbell  
W Bells

#### FX - Evolving:

Boomerang Thruster  
Bugati Falling  
Cow in Space

#### Formantic

FX Hybrid Bells  
Madeline  
Pac Mono  
Pad Ring Mod  
Particules  
Prismatic Evolver  
Shubaka  
Sleep Late  
Sync Asset  
The Birds  
Wave Trooper

#### Keys:

Analog Harp  
Analog Piano  
Beauty Ham Choir  
ClavXT  
Eighty Four Keys  
Full Bar  
Kitch Keyboard  
Little Harpsichord  
Short Piano pCorn  
Soft Analog Keys  
Tape Keys  
Tutti Space  
Wanna Keys  
Wavetable Keys

#### Leads:

Eighty Four Lead  
Lead Bottom  
Orange Lead  
Seventies  
Short Lead  
Stabasolo  
Sync Lassic  
Tape Bass Lead

#### Pads:

505 Machine  
Analog Strings

#### Choir XT

Classic Sweep  
Hypnotic  
Interferences  
Jean Filter Jarre  
Joy Pad  
Lost in Choir  
Love you Saw  
Macro Choir 1  
Macro Choir 2  
MelloVox  
Omni Science  
OrangeMINOUS  
Pad of the Loom  
Phase All Hasido  
Power of Pad  
Pro Analog  
Prophecy  
Slow Dark Brass  
Step Evo Sweep  
Sun Laboratory  
Sweep HP  
Vox in a Box  
XT Sympony  
Zanzi Pad

#### Polysynth:

Classic Poly  
EDM Chord Stab  
Georges Brass  
Hollow Pluck  
Levis Pop Corn  
Orange Poly  
Pluckmania  
Poly Melody  
Poly Sync  
Poly Tube  
Power Stack  
Raw Waves  
Slow Phasing  
Stab Analog  
Sub Aquatic

#### SynthOrdion

Talk Talk Synth  
The Source  
Zlatanic

## WaveRunner X - Edit Page



### Main Section

#### 1 ► Presets

Select a global preset from the pull-down menu or browse them with the Prev/Next arrows

#### 2 ► Pages

Change the current page by selecting one of the 3 options; Edit, Mod or Arp

#### 3 ► Layer Globals

- » **On/Off Toggle**  
Turn layers A and B on or off
- » **Volume**  
Adjust the Volume of each layer
- » **Pan**  
Adjust the Pan of each layer

#### 4 ► Master Gain

Set the Output Gain for the instrument

### Basic Controls

#### 5 ► Edit

- » **A | B | AB**  
Choose to edit layers A or B separately or simultaneously
- » **Wave Menu**  
Choose the wave category in the first row and the wave in the second

#### 6 ► Pitch

- » **Tune**  
Adjust the pitch in Semitones/Cents
- » **Depth**  
Adjust the Portamento depth
- » **Time**  
Set the Glide time
- » **Octave**  
Adjust the pitch in Octaves
- » **Mono**  
Toggle between Mono and Poly voicing

#### 7 ► Amplifier

- » **No Velocity**  
Sets all incoming notes to max velocity
- » **Velocity > Attack**  
Modulates attack amount based on incoming note velocity. Low velocities result in long attacks; high velocities result in short attacks.
- » **ADSR**  
Attack / Decay / Sustain / Release envelope for the Amplitude section

#### 8 ► Drive

Change the amount of Drive

CONTINUED ON NEXT PAGE »»



## WaveRunner X - Edit Page (continued)



### Basic Controls (continued)

#### 9 ► Stereo

- » **Mode**  
Off / Alternate Pan / Unison
- » **Color**  
Shifts color based on adjacent samples
- » **Spread**  
Change the stereo width
- » **Detune**  
UNI Mode Only: detunes layers

#### 10 ► Filter

- » **Type**  
Choose Filter mode; High Pass, Band Pass, or Low Pass
- » **Cutoff**  
Filter cutoff frequency
- » **Resonance**  
Adjust the resonance [Q] of the Filter
- » **EG Depth**  
Modifies the amount of ADSR envelope to be applied to the Filter
- » **Velocity**  
Adjust the Velocity > Filter sensitivity
- » **ADSR**  
Attack / Decay / Sustain / Release envelope for the Filter section

#### 11 ► Effects

- » **Power/Amount**  
Choose from Phaser, Delay, Reverb and Ensemble (additional controls available in the Effects page of UVIWS and MF)

#### 12 ► Modwheel

- » **Power/Amount**  
Easily route your controllers Modwheel to control common parameters such as Vibrato, Tremolo and Filter Depth

## WaveRunner X - Mod Page



### LFO

#### 1 Sync

Enable/Disable LFO sync to Host Tempo

#### 2 Waveforms

Choose LFO waveform; Sine, Triangle, Square or Sample & Hold

#### 3 LFO Controls

##### » Speed

Change the LFO Speed

##### » EG Depth

Adjusts the amount of Attack and Decay to be applied to the LFO

##### » Attack

Attack time for the Speed envelope

##### » Decay

Decay time for the Speed envelope

#### 4 Mod Routing

Control the amounts of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume and Filter

### Step Modulator

#### 5 Steps + Resolution

##### » Steps

Change the amount of steps for the sequencer to play

##### » Resolution

Change the sequencers step length

#### 6 Step Sequencer

Interactive editor for programming sequenced modulations; bar height equals mod amount

#### 7 Sequencer Controls

##### » Delay

Delay time to activate first step

##### » Rise

Time to activate step with a smooth transition

##### » Smooth

Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect

#### 8 Mod Routing

Control the amounts of modulation to be applied to various parameters including; Volume and Filter



## WaveRunner X - Arp Page



### 1 Step Indicator

LED lights up when step is triggered

### 2 Step Editor

16-step sequencer; affects Velocity

### 3 Link

When active, step inherits Velocity from the previous step

### 4 Mono Mode

When active, Arpeggiator A affects both layer A and layer B (whereas when disabled each Arp modifies it's corresponding layer only)

### 5 Arp On/Off

Toggle the Arpeggiator On/Off

### 6 Resolution

Change the step length

### 7 Arp Mode

Select Up, Down, or Up and Down

### 8 Gate

Change the step length (knob value ranges from zero to the tracks Resolution setting)

### 9 Arp Steps

Sets the Arpeggiators step length

### 10 Octave

Set the pitch range of the Arpeggiator in Octaves

## WaveRunner X - Preset List

### Presets

00-Init

#### Arpeggios:

AR-Calm Down  
AR-Duality  
AR-Electro Reggae  
AR-Little Digital Dream  
AR-Move Your Synth  
AR-Multipop  
AR-Muse Arp Deco  
AR-One Note One Wheel  
AR-Perfect G  
AR-Stellar Wheel  
AR-Wheel Fusion

#### Bell:

BL-Analogic Bell 1  
BL-Analogic Bell 2  
BL-Classic Tangerine  
BL-Digital Bell 1  
BL-Digital Bell 2  
BL-Ensembells  
BL-Fantasy D  
BL-Fragile  
BL-Generic  
BL-Hi Bells  
BL-Morph Wheel  
BL-Moving Cycle  
BL-OSC Bells  
BL-So Pure  
BL-Trendy Bell

#### Brass:

BR-BasiBrass  
BR-Digital Horns  
BR-Funky Simple  
BR-Slow Analog  
BR-Trumpets Rising

#### Bass:

BS-Daft Step  
BS-Gimrillex  
BS-Hendrix Wheel

BS-Meet the Lion  
BS-New Age Layer  
BS-Origantal  
BS-Play One Note  
BS-Repeat On Wheel  
BS-Sub Grain  
BS-Wheel Xperiment  
BS-X Drone  
BS-Xtravangaza Dubstep

#### Chord:

CH-8bit Stew Fly  
CH-Bento Box  
CH-Digital World  
CH-Imaginaire  
CH-Little Monster  
CH-Saw Siscion  
CH-Step and Wheel  
CH-Very Wheel  
CH-Wave Blader  
CH-Wheelvolution

#### FX:

FX-Jarre Tribute  
FX-Mayhem of B  
FX-Zomb Bombs

#### Keyboard:

KB-Analog Clav  
KB-Bell Keys  
KB-CougOrgan  
KB-Dynogital  
KB-FargiGsa  
KB-Majestic Organ  
KB-Mini Wave Keys  
KB-Sati Mood  
KB-Synth Piano  
KB-Synth Road  
KB-X Soft Keys

#### Lead:

LD-Basic One

LD-Dream Poly Solo  
LD-Guitar Air HO  
LD-Harmolead  
LD-Large Margin  
LD-Moscito Bass Lead  
LD-New Age Polysolo  
LD-Scie Musicale  
LD-Screamy Police  
LD-Seventh Dimension  
LD-Slow Solo  
LD-Space Pan Flute  
LD-Ultra Wet  
LD-Very Short One

#### Pad:

PD-Bi Polaroid  
PD-Dark Machine  
PD-Geologic  
PD-Harmo Pad  
PD-Joy Wedding  
PD-Mandela Spirit  
PD-Mix Solage  
PD-Multi Color  
PD-No Doubt  
PD-Play Long  
PD-Port Arp Mentos  
PD-Sweep Final  
PD-Teddys Glide  
PD-Trance Wheel Me  
PD-Trouble Double  
PD-Ultra Dark

#### Polysynth:

PL-Agressive  
PL-Creative Stab  
PL-Morphession  
PL-Pizica Early  
PL-Poly Game  
PL-Softy Plucky  
PL-That Typical  
PL-Xtreme Dorrs

## UVI Workstation: Tips + Tricks

### MIDI Learn



Most UVI Workstation parameters can be automated via a convenient MIDI Learn. MIDI Learn allows you to bind a physical MIDI controller to specific parameters within UVI Workstation.

- Any FX tab parameter, Macro Knob or Slider in UVI instruments can use the MIDI Learn feature
- The MIDI controller type and the MIDI Channel assignment will be saved with the multi or with your song in the host sequencer
- Automation is assigned per-part

To use MIDI Learn:

- Right-click the parameter in UVI Workstation that you want to automate
- After the MIDI Learn dialog appears, Trigger the desired MIDI input controller (knob, fader etc.)

To remove a MIDI controller assignment:

Right-click the desired parameter and press "Delete"

### Unlimited FX



UVI Workstation offers a wide variety of FX, or effect processors, to cover all your audio processing needs. The FX implementation is robust and includes the ability to insert unlimited FX slots in several stages of the signal flow.

- Click the "FX" tab to open the FX page on the Single view
- In Multi view the FX section is always displayed

### Arpeggiator



UVI Workstation comes equipped with a robust arpeggiator. To insert an arpeggiator in a part, you need to display the Single view in the UVI Workstation, then click on the note icon. The arpeggiator can be employed as a pattern gate, arpeggiator, or even an advanced rhythmic processor for your live MIDI performance or sequenced MIDI tracks. Arpeggiators can be inserted in an unlimited number of parts.

### Preset Stacking

Thanks to the simplicity of the UVI Workstation you can stack as many preset as you want by simply assign multiple part on the same MIDI channel.

### Split, Velocity & Key Switch

	LOKEY	HIKEY	LOVEL	HVEL	KEYSWITCH	STREAMING	OUTPUT
A1 <> 089-HB-Sticks 01a.aif	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A2 <> Analog Strings	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A3 <> WerMa-Philli.aif	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A4 <> Synth Bass & Synth	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A5 <> Jazzistic Guitar 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A6 <> Lord Full-light	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A7 <> Inter Keyboard - Disco.aif	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A8 <> Acoustic Toy Medley	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

The Keyswitch settings allow you to load multiple presets into two or more parts and dynamically play and mute them from your MIDI controller using key switching, note range, velocity range or any combination of the three parameters. This powerful feature gives you a great deal of real-time control.

### Scroll Wheel

All knobs can be adjusted with the scroll wheel on your mouse. When you double-click on any knob or slider, you can manually enter or type in the desired value.

# WAVE RUNNER

## Credits and Thanks

### Produced by UVI

### Recording / Editing / Sound Design

Damien Vallet  
Kevin Guilhaumou  
Alain J Etchart  
Nathaniel Reeves  
Kenneth @ Maskinrum Studio

### Software + Scripting

Olivier Tristan  
Remy Muller

### GUI

Nathaniel Reeves

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UVI.NET