

INPUT 1 / E.F.

LEVEL THRESH DECAY TO GATE EF LEVEL

INPUT 2 **NOISE**

MIC DIRECT LINE INVERT NOISE TONE LEVEL

OSCILLATOR 1 **OSCILLATOR 2**

TUNE SYNC OSC2 → OSC1 OSC1 SHAPE OSC2 SHAPE PWM + SINE PWM → SAW

OCTAVE SHAPE OCTAVE SHAPE OCTAVE LEVEL LEVEL

OSCILLATOR 3

TUNE SHAPE KEY FOL LEVEL LEVEL

FILTER

HPF LPF LPF RESONANCE LEVEL

AUDIO **CV**

SYNTRX II

OUTPUT CH 1 **OUTPUT CH 2**

LEVEL PAN LEVEL PAN

RINGMODULATOR **OUTPUT FILTER**

SOURCE B LEVEL CHANNEL 1 CHANNEL 2

RANDOM

S&H RATE GATE S&H LEVEL

EFFECTS

TIME FEEDBACK DELAY LEVEL

REVERB

	SIGNAL INPUTS										CONTROL INPUTS					
	Ch1 Output	Scope	Ch2 Output	Envelope Signal	Ringmod A	Effects	Filter	Oscillator frequency	Oscillator Shape	Decay	S&H Input	Filter Frequency	Output ch. level	1	2	
Oscillator 1																
Oscillator 2																
Oscillator 3 + S&H																
Noise																
Input 1																
Env. Follower																
Input 2																
Filter																
Trapezoid																
Env. signal																
Ring mod																
Effects																
Joystick																

RECALL SAVE SHIFT PATCH

SYNTRX II

TRAPEZOID

ATTACK ON DECAY OFF TRAPEZOID SIGNAL

LEVEL LEVEL

REC/CLEAR