

ELTA MUSIC

CONSOLE Cartridge instructions



Cathedral Various reverbs

Program 1 - Shimmer
X - octave up
Y - octave down
Z - Decay

Program 2 - Oct up delay
X - Feedback
Y - Delay
Z - Reverb

Program 3 - Space reverb
X - Filter
Y - Tone
Z - Decay



Magic Pitched delays

Program 1 - Pitch delay
X - Feedback
Y - Delay
Z - Pitch

Program 2 - Reverse Pitch delay
X - Feedback
Y - Delay
Z - Pitch

Program 3 - Bell pitch delay
X - Feedback
Y - Delay
Z - Pitch



Time Classic Mod delays

Program 1 - Delay reverb
X - Feedback
Y - Delay
Z - Reverb

Program 2 - Delay chorus
X - Feedback
Y - Delay
Z - Mod depth

Program 3 - Delay Vibrato
X - Feedback
Y - Delay / vibrato rate
Z - Mod depth



Vibrotrem modulation effects

Program 1 - Tremolo
X - Depth
Y - Rate
Z - Reverb

Program 2 - Vibrato
X - Depth
Y - Rate
Z - Reverb

Program 3 - Chorus
X - Depth
Y - Rate
Z - Reverb



Filter Filter and Wah

Program 1 - Auto Wah
X - Filter amount
Y - Envelope
Z - Reverb

Program 2 - HP/LP filter
X - HP cutoff
Y - LP cutoff
Z - Resonance

Program 3 - Notch filter
X - Cut 1
Y - Cut 2
Z - Resonance



Vibe

Rotary phase mods

Program 1 - Phaser

X - Depth
Y - Rate
Z - Reverb

Program 2 - Flanger

X - Depth
Y - Rate
Z - Reverb

Program 3 - Resonance Flanger

X - Resonance
Y - Rate
Z - Mod Depth



Pitch Shifter

Octave and pitch

Program 1 - SynthTaver

X - Octave down
Y - Octave up
Z - Direct

Program 2 - Octaver

X - Octave down
Y - Octave up
Z - Direct

Program 3 - Pitch Harmonizer

X - Pitch 1
Y - Pitch 2
Z - Voice mix



Infinity

Big Ambient effects

Program 1 - Resonance reverb

X - Pre Delay
Y - Pre Delay mod
Z - Decay

Program 2 - O.D.D. (oscillating dirty delay)

X - Feedback
Y - Delay
Z - Pitch

Program 3 - Resonance Delay

X - Feedback
Y - Delay
Z - Pitch



String Ringer

Audio rate modulation

Program 1 - Synthetic Ring

X - Frequency
Y - Resonance
Z - Sub

Program 2 - Ring Mod

X - Frequency
Y - Rate
Z - Reverb

Program 3 - S&H Ring Mod

X - Pitch Speed
Y - S&H Rate
Z - Freq Ring Mod



Synthex-1

Bass Synth

Program 1 - Vibe Synth

X - Vibrato Rate
Y - Resonance
Z - Sub

Program 2 - Pulse Synth

X - Tremolo Rate
Y - Resonance
Z - Sub

Program 3 - Acid Synth

X - Tone
Y - Color
Z - Sub

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