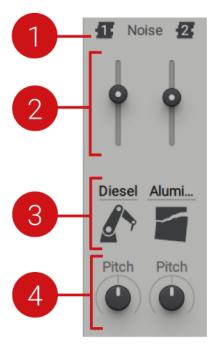


1. NOISE

The Noise section provides two noise sources each offering the ability to add textures and atmospheric content to your sound beyond the typical white and pink noise offered on most synthesizers. A wide range of categories is provided, each containing a large number of individual sounds. Besides the standard noise sounds, there are plenty of different recordings from machines, animals, and environments.

Each Noise source can be routed separately within the routing section providing a great deal of flexibility when it comes to placement of the noise sources. Further sound design opportunities become available when the Pitch and Level parameters of each noise source are modulated.

The Noise section contains the following parameters and controls.



- (1) **Bypass switch**: Bypasses the noise source.
- (2) Level slider: Adjusts the output volume of the noise source.
- (3) **Noise menu**: Opens a menu with available noises. The categories are presented on the left and the individual noises on the right.
- (4) **Pitch knob**: Determines the base pitch/frequency for the noise source. At center position, the Noise samples playback at their original pitch. Use the Pitch control to speed up or slow down the playback.

2. AMPLIFIER

The **Amp** (Amplifier) is the final module in the signal path of the voice. It controls the level and panning before the signal enters the Stereo Effects section.

The Amp Envelope (**E1**) is hard-wired to control the Amp level. The additional **Level** control can be used to adjust the signal level going into the Stereo Effects, while the **Pan** control enables the distribution of the sound to the left or right stereo channel and can also be modulated for creative panning effects.

The additional **FB** control adjusts the amount of feedback through the voice's feedback loop. The feedback loop can be freely connected in the Polyphonic Area of the Routing page. For more information about the feedback loop, please download the the MASSIVE X Routing Manual.

The Amp section contains the following parameters and controls:



Level: Adjusts the output level of the amplifier. Double-click to reset to the default value.

Pan: Distributes the sound to the left or right stereo channel. Double-click to reset to the default value.

FB (**Feedback**) **level**: Adjusts the level, or volume of the feedback loop. This way you can control the chaotic behavior and distortion produced by the feedback.

High-pass filter: Enables a high-pass filter that cuts low frequency content in the feedback loop. When activated, you can avoid overloading the feedback loop with excessive bass.