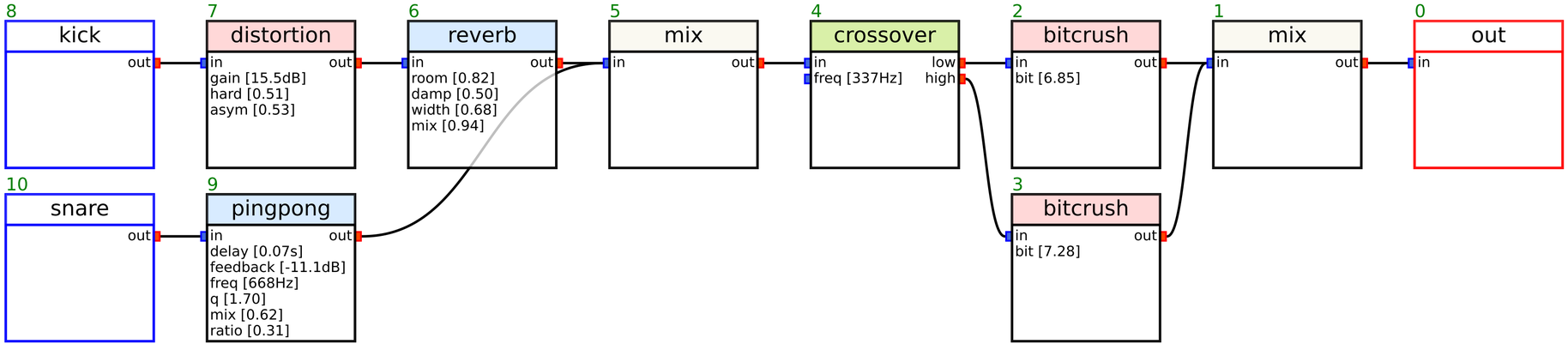
8
kick
out
7
distortion
in
out
gain [15.5dB]
hard [0.51]
asym [0.53]
6
reverb
in
out
room [0.82]
damp [0.50]
width [0.68]
mix [0.94]
5
mix
in
out
4
crossover
in
low
freq [337Hz]
high
2
bitcrush
in
out
bit [6.85]
1
mix
in
out
0
out
in
10
snare
out
9
pingpong
in
out
delay [0.07s]
feedback [-11.1dB]
freq [668Hz]
q [1.70]
mix [0.62]
ratio [0.31]
3
bitcrush
in
out
bit [7.28]