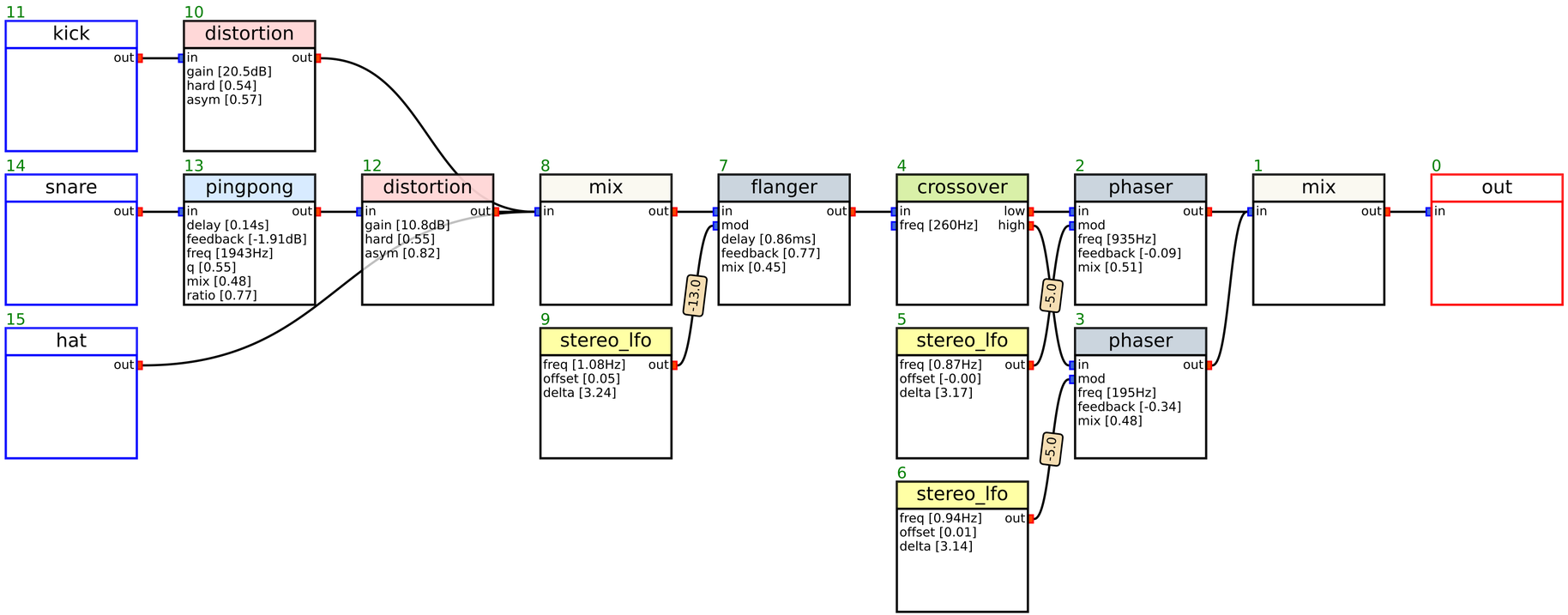
11
kick
out
10
distortion
in
out
gain [20.5dB]
hard [0.54]
asym [0.57]
14
snare
out
13
pingpong
in
out
delay [0.14s]
feedback [-1.91dB]
freq [1943Hz]
q [0.55]
mix [0.48]
ratio [0.77]
12
distortion
in
out
gain [10.8dB]
hard [0.55]
asym [0.82]
15
hat
out
8
mix
in
out
9
stereo_lfo
freq [1.08Hz]
offset [0.05]
delta [3.24]
out
-13.0
7
flanger
in
out
mod
delay [0.86ms]
feedback [0.77]
mix [0.45]
4
crossover
in
low
freq [260Hz]
high
5
stereo_lfo
freq [0.87Hz]
offset [-0.00]
delta [3.17]
out
6
stereo_lfo
freq [0.94Hz]
offset [0.01]
delta [3.14]
out
-5.0
-5.0
2
phaser
in
out
mod
freq [935Hz]
feedback [-0.09]
mix [0.51]
3
phaser
in
out
mod
freq [195Hz]
feedback [-0.34]
mix [0.48]
1
mix
in
out
0
out
in