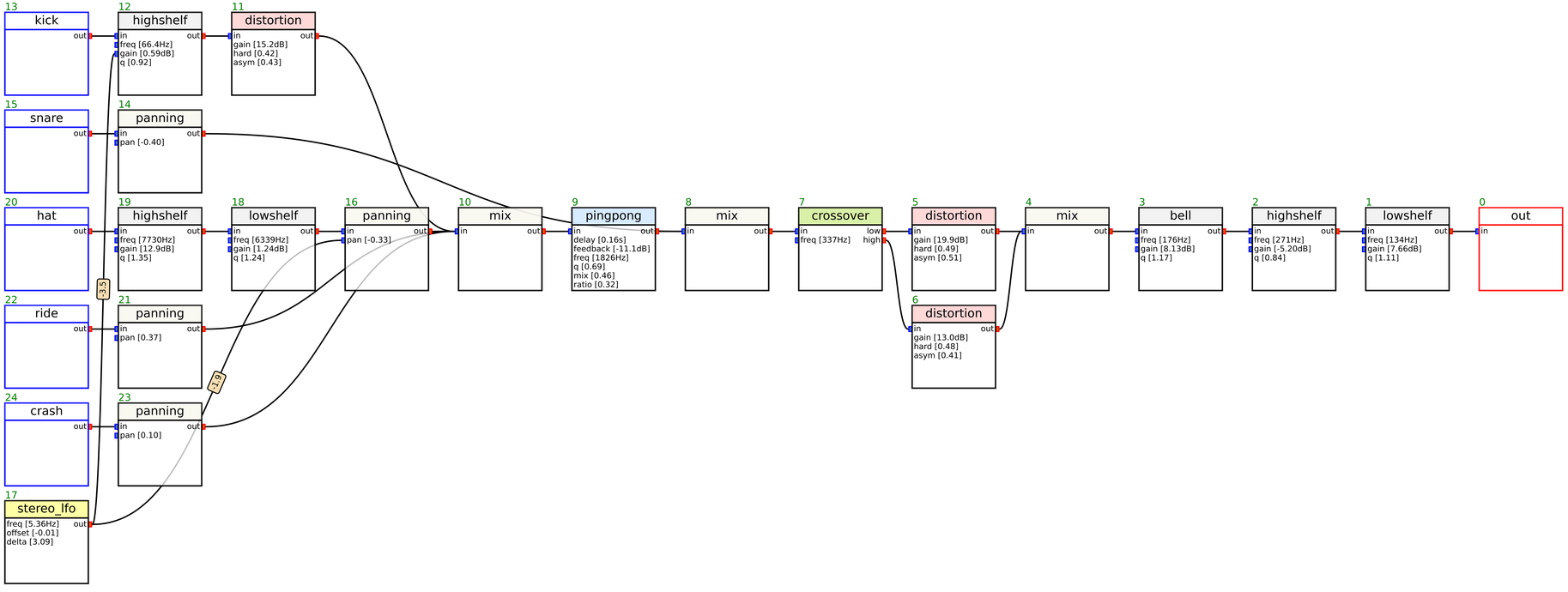
13
kick
out
12
highshelf
in
out
freq [66.4Hz]
gain [0.59dB]
q [0.92]
11
distortion
in
out
gain [15.2dB]
hard [0.42]
asym [0.43]
15
snare
out
14
panning
in
out
pan [-0.40]
20
hat
out
19
highshelf
in
out
freq [7730Hz]
gain [12.9dB]
q [1.35]
18
lowshelf
in
out
freq [6339Hz]
gain [1.24dB]
q [1.24]
16
panning
in
out
pan [-0.33]
10
mix
in
out
9
pingpong
in
out
delay [0.16s]
feedback [-11.1dB]
freq [1826Hz]
q [0.69]
mix [0.46]
ratio [0.32]
8
mix
in
out
7
crossover
in
low
high
freq [337Hz]
5
distortion
in
out
gain [19.9dB]
hard [0.49]
asym [0.51]
4
mix
in
out
3
bell
in
out
freq [176Hz]
gain [8.13dB]
q [1.17]
2
highshelf
in
out
freq [271Hz]
gain [-5.20dB]
q [0.84]
1
lowshelf
in
out
freq [134Hz]
gain [7.66dB]
q [1.11]
0
out
in
22
ride
out
21
panning
in
out
pan [0.37]
6
distortion
in
out
gain [13.0dB]
hard [0.48]
asym [0.41]
24
crash
out
23
panning
in
out
pan [0.10]
17
stereo_lfo
freq [5.36Hz]
offset [-0.01]
delta [3.09]
out
3.5
-1.9