



1 - Sets the Attack, Decay, Release, and Sustain of the overall sound of **PadScape**..

2 - Select the filter type (lowpass or highpass), then set the desired cutoff amount.

3 - These knobs set the pitch of the overall sound of **PadScape**.

4 - Set the rate & depth of the LFO modulation, choose its destination (none, pitch, expression, or pan), select the source (none, mod wheel, aftertouch, or velocity), as well as select the LFO modulation type (triangle, sin, saw, square, and exponent).

5 – Delay, Chorus, Distortion & Reverb Effects, each of which comes with typical controls and parameters.

6 – Select a Drum Sample to modify parameters such as: ADSR, Volume, Pan or Tune.

7 - Choose a preset, either by clicking the window and directly selecting a preset, or by using the left and right arrows to browse through presets one after the other.

Note: Drum sounds are distributed in C1, C#1, D1, D#1, F#1, G1, G#1, A#1 In most DAWS except FL Studio which starts at C3

If you have any questions about this manual, contact us at support@elektroniksoundlab.com