



		Pattern 1	Pattern 2	Pattern 3	Pattern 4	Pattern X
Channel 1	<p>Equalizer high-pass</p> <p>Cutoff Frequency 20 - 700Hz</p>	<p>Call Sample 1_{ci}</p> <p>Constant value c=1</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 2_{ci}</p> <p>Constant value c=1</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 3_{ci}</p> <p>Constant value c=1</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 4_{ci}</p> <p>Constant value c=1</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample X_{ci}</p> <p>Constant value c=1</p> <p>Random value i (from 1 to number of samples)</p>
Channel 2	<p>Delay</p> <p>Delay time 0.3 - 0.8s</p> <p>Feedback volume 0 - 60%</p> <p>Feedback high-pass 200 - 900Hz</p> <p>Feedback low-pass 8 - 15kHz</p> <p>Feedback panning 20 - 80%</p>	<p>Call Sample 1_{ci}</p> <p>Constant value c=2</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 2_{ci}</p> <p>Constant value c=2</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 3_{ci}</p> <p>Constant value c=2</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 4_{ci}</p> <p>Constant value c=2</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample X_{ci}</p> <p>Constant value c=2</p> <p>Random value i (from 1 to number of samples)</p>
Channel 3	<p>Reverb</p> <p>Dry 60 - 80%</p> <p>Wet 45 - 85%</p> <p>Room-size 20 - 40%</p>	<p>Call Sample 1_{ci}</p> <p>Constant value c=3</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 2_{ci}</p> <p>Constant value c=3</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 3_{ci}</p> <p>Constant value c=3</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 4_{ci}</p> <p>Constant value c=3</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample X_{ci}</p> <p>Constant value c=3</p> <p>Random value i (from 1 to number of samples)</p>
Channel 4	<p>Pan</p> <p>Panning 50 - 120%</p>	<p>Call Sample 1_{ci}</p> <p>Constant value c=4</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 2_{ci}</p> <p>Constant value c=4</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 3_{ci}</p> <p>Constant value c=4</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 4_{ci}</p> <p>Constant value c=4</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample X_{ci}</p> <p>Constant value c=4</p> <p>Random value i (from 1 to number of samples)</p>
Channel 5	<p>Reverb</p> <p>Dry 20 - 60%</p> <p>Wet 1 - 100%</p> <p>Room-size 10 - 90%</p> <p>Damping 20 - 80%</p>	<p>Call Sample 1_{ci}</p> <p>Constant value c=5</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 2_{ci}</p> <p>Constant value c=5</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 3_{ci}</p> <p>Constant value c=5</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample 4_{ci}</p> <p>Constant value c=5</p> <p>Random value i (from 1 to number of samples)</p>	<p>Call Sample X_{ci}</p> <p>Constant value c=5</p> <p>Random value i (from 1 to number of samples)</p>

Integration period to randomly change parameter's value

Sample Bank

Pattern 1	Pattern 2	Pattern 3	Pattern 4	Pattern X
Samples 1 _{ci}	Samples 2 _{ci}	Samples 3 _{ci}	Samples 4 _{ci}	Samples X _{ci}