

**Program name:** Gezz Gentl PCM (Seeing things differently) **Characteristics:** Soft gentle evolving, MIDI channel 1, arpeggio from host (Bitwig 2)

**Layer A** Name Gezz Gentl PCM01 Unison  Voices \_\_\_\_\_

**Oscillator 1:** Freq C2 Fine tune \_4 Shape      Saw S+T T P Off Shape mod \_34 Sub oct \_0 Noise level \_0 Keyboard

**Oscillator 2:** Freq C2 Fine tune \_-9 Shape      Saw S+T T P Off Shape mod \_76 Osc mix \_64 Osc slop \_0 Sync  Keyboard

**Low-pass filter:** Cutoff \_113 Resonance \_0 Env amount \_127 Velocity \_0 Key amount \_7 Audio Mod \_0  
 4 pole  Delay \_0 Attack \_0 Decay \_0 Sustain \_102 Release \_0

**Amplifier:** Pan spread \_127 Env amount \_127 Velocity \_0 Delay \_0  
 Attack \_0 Decay \_-0 Sustain \_127 Release \_94

**Low frequency oscillator 1:** Shape      Tri Saw Rev s. Square Rand Frequency \_28 Amount \_51 Destination Osc 1 shape Clk sync  Key sync

**Low frequency oscillator 2:** Shape      Tri Saw Rev s. Square Rand Frequency \_10 Amount \_17 Destination Cutoff Clk sync  Key sync

**Low frequency oscillator 3:** Shape      Tri Saw Rev s. Square Rand Frequency \_6 Amount \_127 Destination Osc 2 shape Clk sync  Key sync

**Low frequency oscillator 4:** Shape      Tri Saw Rev s. Square Rand Frequency \_8 Amount \_4 Destination Pan spread Clk sync  Key sync

**Effect:** On  Effect Delay mono Mix \_64  
 Clk sync  Param 1 73 (delay time) Param 2 79 (feedback)

**Clock and arp:** BPM extern 110 Divide \_\_\_\_\_ Arp on  Arp mode \_\_\_\_\_

**Sequencer:** Type   (gated switched on so the poly sequencer doesn't start playing inadvertently)

**Auxiliary envelope:** Destination \_\_\_\_\_ Env amount \_\_\_\_\_ Velocity \_\_\_\_\_ Delay \_\_\_\_\_ Repeat  (misc parameters)  
 Attack \_\_\_\_\_ Decay \_\_\_\_\_ Sustain \_\_\_\_\_ Release \_\_\_\_\_

**Layer A modulation matrix & gated step sequencer**

Source	Destination	Amount
<b>Source 1:</b>		
Source	Destination	Amount
<b>Source 2:</b>		
Source	Destination	Amount
<b>Source 3:</b>		
Source	Destination	Amount
<b>Source 4:</b>		
Source	Destination	Amount
<b>Source 5:</b>		
Source	Destination	Amount
<b>Source 6:</b>		
Source	Destination	Amount
<b>Source 7:</b>		
Source	Destination	Amount
<b>Source 8:</b>		
Source	Destination	Amount
<b>Controls:</b>		
Mod wheel destination	Amount	
Pressure destination	Amount	
Breath cont. destination	Amount	
Velocity destination	Amount	
Foot pedal destination	Amount	
<b>Gated step sequencer:</b>		
Track 1	Values	
Destination	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Track 2		
Destination	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Track 3		
Destination	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Track 4		
Destination	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	

Program name: Gezz Gentl PCM

Characteristics: Growly bass / lead, MIDI channel 2

<b>Layer B</b>		<b>Name</b>	Gezz Gentle Saw01										<b>Unison</b>	<input type="checkbox"/>	<b>Voices</b>	-----			
<b>Oscillator 1:</b>		Saw	S+T	T	P	Off													
Freq	C2	Fine tune	_ 5	Shape	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shape mod	_ 59	Sub oct	_ 127	Noise level	_ 0	Keyboard	<input checked="" type="checkbox"/>		
<b>Oscillator 2:</b>		Saw	S+T	T	P	Off													
Freq	C2	Fine tune	_ ±18	Shape	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shape mod	_ 35	Osc mix	_ 63	Osc slop	_ 0	Keyboard	<input checked="" type="checkbox"/>		
<b>Low-pass filter:</b>		Cutoff	_ 99	Resonance	_ 127	Env amount	_ 127	Velocity	_ 0	Key amount	_ 0	Audio Mod	_ 0						
4 pole	<input type="checkbox"/>	Delay	_ 0	Attack	_ 0	Decay	_ 0	Sustain	_ 0	Release	_ 0								
<b>Amplifier:</b>		Pan spread	_ 0	Env amount	_ 127	Velocity	_ 0	Delay	_ 0	Attack	_ 4	Decay	_ 0	Sustain	_ 127	Release	_ 106		
<b>Low frequency oscillator 1:</b>		Tri	Saw	Rev s.	Square	Rand													
Shape	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Frequency	_ 8	Amount	_ 16	Destination	_ Cutoff	Clk sync	<input type="checkbox"/>	Key sync	<input type="checkbox"/>				
<b>Low frequency oscillator 2:</b>		Tri	Saw	Rev s.	Square	Rand													
Shape	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Frequency	_ 16	Amount	_ 105	Destination	_ Resonance	Clk sync	<input type="checkbox"/>	Key sync	<input type="checkbox"/>				
<b>Low frequency oscillator 3:</b>		Tri	Saw	Rev s.	Square	Rand													
Shape	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Frequency	-----	Amount	-----	Destination	-----	Clk sync	<input type="checkbox"/>	Key sync	<input type="checkbox"/>				
<b>Low frequency oscillator 4:</b>		Tri	Saw	Rev s.	Square	Rand													
Shape	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Frequency	-----	Amount	-----	Destination	-----	Clk sync	<input type="checkbox"/>	Key sync	<input type="checkbox"/>				
<b>Effect:</b>		On	<input checked="" type="checkbox"/>	Effect	_ Chorus	Mix	_ 68	Clk sync	<input type="checkbox"/>	Param 1	_ 161 (rate)	Param 2	_ 41 (depth)						
<b>Clock and arp:</b>		BPM extern	110	Divide	-----	Arp on	<input type="checkbox"/>	Arp mode	-----										
<b>Sequencer:</b>		Type	<input type="checkbox"/>	<input checked="" type="checkbox"/>	(for this layer doesn't seem to make any difference, still need to investigate why)														
<b>Auxiliary envelope:</b>		Destination	-----	Env amount	-----	Velocity	-----	Delay	-----	Repeat	<input type="checkbox"/>	(misc parameters)							
Attack	-----	Decay	-----	Sustain	-----	Release	-----												

  

<b>Layer B modulation matrix &amp; gated step sequencer</b>																		
<b>Source 1:</b>																		
Source	-----	Destination	-----	Amount	-----													
<b>Source 2:</b>																		
Source	-----	Destination	-----	Amount	-----													
<b>Source 3:</b>																		
Source	-----	Destination	-----	Amount	-----													
<b>Source 4:</b>																		
Source	-----	Destination	-----	Amount	-----													
<b>Source 5:</b>																		
Source	-----	Destination	-----	Amount	-----													
<b>Source 6:</b>																		
Source	-----	Destination	-----	Amount	-----													
<b>Source 7:</b>																		
Source	-----	Destination	-----	Amount	-----													
<b>Source 8:</b>																		
Source	-----	Destination	-----	Amount	-----													
<b>Controls:</b>																		
Mod wheel destination	-----	Amount	-----															
Pressure destination	-----	Amount	-----															
Breath cont. destination	-----	Amount	-----															
Velocity destination	-----	Amount	-----															
Foot pedal destination	-----	Amount	-----															
<b>Gated step sequencer:</b>																		
Track 1	Values																	
Destination	-----	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Track 2	Destination	-----	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Track 3	Destination	-----	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Track 4	Destination	-----	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16