Synth Controller manual addendum for edition 'Spectral'
for Peavey Spectrum Synth

The Spectrum Synth is quite exotic with an unconventional structure being completely digital - but presenting itself with an impressing warm hybrid sound nevertheless. It offers about 255 parameters containing a widespread modulation matrix. Well, the small Synth Controller of course can not unveil this potential in total. But we did our best to offer as much as possible.

Unfortunaltely most of the paramater changes can only be heard after pressing the next key. Holding a key and tweaking OSC tune or cutoff won't change the sound, YOu have to press another note to hear the result of your changes. Exceptions are realtmie modulation sources for layer X-Fade or Vcf2.

Saving your patches is also somehow unique: if you like to save your patch select one of the RAM patches 0-63 (don't worry, your patch will be held in the Spectrum Synth's edit buffer) and hold the upper and lower button of the SSC for 2 seconds. The synth's display reads 'SAV' and your patch is saved. If it shows 'Err' you forgot to select a RAM position between 0 and 63.

Another button combination: pressing the lower two buttons ('Hold to edit Envelopes2') allows to edit paraneters of the second layer connected by the line. You have full control over both layers (envelopes, Volume, Pan).

The last button combination: holding all 3 buttons to init the edit buffer and start from scratch with a blank patch. The display shows 'IEb', i think this means 'Initialze edit buffer'.

Play around with the layer-combination possibilities of Velocity Switch and X-Fade, it's really worth the effort. You can e.g. fade between the 2 layers with the modulation wheel - even in realtime caus it's a modulation source.

Osc2 can still be slightly heard although it's volume is set to 0. Seems to be a bug of the Spectrum Synth.

The Controller Change Nummern on the line in the blue layer are controlling the parameters of the layer currently selected by the buttons.

For making use of 'VelSwitch': Mod Source to Velo (fully ccw), Xfade Width in middle position, Now you can set the velocity point for switching with xfade Point.