Metamorf preset 2 - 3 24 dB

## Description

Filter 1 LP followed by Filter 4 LP

Filter 2 HP followed by Filter 5 HP

Filter 3 BP followed by Filter 6 BP

CV 1 controls morph between LP and HP for filter 1, 2 and 4, 5

Filter 4 and 5 to Mix 1 : morph LP/HP

Filter 4 and 5 to Mix 2 : morph LP/HP

Filter 3 to F3 out, BP 12 dB

Filter 6 to F6 out, BP 24 dB

| Frequency | F1 | F2 | F3 | F4 | F5 | F6 |
| --- | --- | --- | --- | --- | --- | --- |
| Pitch Mode | Ratio | Ratio | Ratio | Ratio | Ratio | Ratio |
| Ratio | 1.000x | 1.000x | 1.000x | 1.000x | 1.000x | 1.000x |
| Quantise | Off | Off | Off | Off | Off | Off |
| Midi Chan. | Off | Off | Off | Off | Off | Off |
| PB Range | 0 ST | 0 ST | 0 ST | 0 ST | 0 ST | 0 ST |

| Routing | F1 | F2 | F3 | F4 | F5 | F6 |
| --- | --- | --- | --- | --- | --- | --- |
| S1 input | S1 | S1 | S1 | **VCF1** | **VCF2** | **VCF3** |
| S1 level | **50** | **50** | **50** | 100 | 100 | 100 |
| S2 input | Off | Off | Off | Off | Off | Off |
| S2 level ctrl | Off | Off | Off | Off | Off | Off |
| S2 MaxLvl | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 |
| S2 MinLvl | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |
| Input Limit | Max | Max | Max | Max | Max | Max |
| Ping Input | Off | Off | Off | Off | Off | Off |
| Ping State | Positive | Positive | Positive | Positive | Positive | Positive |
| Filter Mode | LP | **HP** | **BP** | LP | **HP** | **BP** |

| Detune | F1 | F2 | F3 | F4 | F5 | F6 |
| --- | --- | --- | --- | --- | --- | --- |
| Detune Quantise | Off | Off | Off | Off | Off | Off |
| Detune Amount | 0ct | 0ct | 0ct | 0ct | 0ct | 0ct |
| Fine Hz Amount | 0.0Hz | 0.0Hz | 0.0Hz | 0.0Hz | 0.0Hz | 0.0Hz |

| FM | F1 | F2 | F3 | F4 | F5 | F6 |
| --- | --- | --- | --- | --- | --- | --- |
| E Source1 | Off | Off | Off | Off | Off | Off |
| E Depth1 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 |
| E Source 2 | Off | Off | Off | Off | Off | Off |
| E DpthCtl2 | Off | Off | Off | Off | Off | Off |
| E MaxDep2 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 |
| E MinDep2 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |
| L Source1 | Off | Off | Off | Off | Off | Off |
| L Depth1 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 |
| L Source2 | Off | Off | Off | Off | Off | Off |
| L DpthCtl2 | Off | Off | Off | Off | Off | Off |
| L MaxDep2 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 |
| L MinDep2 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |

| QM/Delay | F1 | F2 | F3 | F4 | F5 | F6 |
| --- | --- | --- | --- | --- | --- | --- |
| Initial | 60 | 60 | 60 | 60 | 60 | 60 |
| Source1 | Q | Q | Q | Q | Q | Q |
| Depth 1 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 |
| Source 2 | Off | Off | Off | Off | Off | Off |
| DpthCtl2 | Off | Off | Off | Off | Off | Off |
| MaxDep2 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 |
| MinDep2 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |

| AM | F1 | F2 | F3 | F4 | F5 | F6 |
| --- | --- | --- | --- | --- | --- | --- |
| Source1 | **CV1** | **CV1** | Off | **CV1** | **CV1** | Off |
| Depth 1 | **-1.000** | 1.000 | 1.000 | **-1.000** | 1.000 | 1.000 |
| Bias | 1.000 | **0.000** | 1.000 | 1.000 | **0.000** | 1.000 |
| Source 2 | Off | Off | Off | Off | Off | Off |
| DpthCtl2 | Off | Off | Off | Off | Off | Off |
| MaxDep2 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 |
| MinDep2 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |

| M1 | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| Input | **VCF4** | **VCF5** | Off | Off | Off | Off |
| Level | 100 | **100** | 0 | 0 | 0 | 0 |

Clipping Hard

Limiting **Off**

| M2 | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| Input | **VCF4** | **VCF5** | Off | Off | Off | Off |
| Level | 100 | **100** | 0 | 0 | 0 | 0 |

Clipping Hard

Limiting **Off**