



PX Guitar Syn

Soundbank Manual

Software Version 1.0
EN 221207

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Table of Contents

Introduction	4
Interface	
Main Page and Globals	5
Edit Page	6
Mod Page	7
FX Page	8
Arp Page	9
Preset List	10
Layer Program List	12
Links	14
Credits and Thanks	15

Introduction



PX Guitar Syn

A MODERN TAKE ON THE ORIGINAL GUITAR SYNTH

- Inspired by the Japanese GS and GR-500
- 217 layers deliver a wide range of inspiring sounds
- Explore hundreds of custom presets and create your own

INSPIRATION

PROTOTYPE SERIES

The GS-500 guitar and GR-500 synth engine were designed as the world's first true guitar synthesizer. More astonishing than its original release date of 1977 is the fact that this early guitar synth predates MIDI, functioning instead using an implementation of the CV and GATE signals common to modular synthesis. Another incredible feature was the built-in infinite sustainer system, utilizing grounded frets and a customized humbucker for incredible sustained notes and chords across all 6 strings.

A New Kind of Hybrid

The GS and GR-500 represented a completely new kind of hybrid instrument, fusing the sounds of guitar and synthesizer and allowing them to be controlled at the same time. Expensive and somewhat of a novelty at the time, we've grown quite partial to the feel of this combo. The innovative features, incredible playability, and natural responsiveness have transformed into a powerful, flexible, and fun library capable of everything from big fuzz guitar tones to sweet synth pads, and more.

INSTRUMENT

Getting Back Into Action

Restoring these units into top condition was a challenge, requiring extensive maintenance and calibration. The guitar's bridge was designed using a number of plastic components used to keep the strings electronically isolated from the rest of the system - these did not age well, but thankfully we were able to sort replacements. The synth itself was in relatively good condition but still required extensive servicing.

Sound Design, Vintage Style

Delivering the raw sounds of this beautiful guitar and synth was indeed where this adventure began, but it didn't take long for us to find ways to add our own touch.

Reaching for a number of our favorite stomp boxes and effects, from classic fuzz, drive, and diy pedals to the S550 Tape Echo (used for the chorus section), we've added to the base tones with a number of unique combinations that extend the range and palette possibilities of the instrument well beyond the factory sound - all easy changeable by way of the Main page 'Mode'

Inspirational Presets

Bass, Bells, Brass, FX, Keys, Leads, Organs, Pads, Pluck, Polysynth, Strings, Sweeps and more, in the end you get access to 300 presets, all lovingly hand-crafted by the sound design team at UVI. Assembled from a library of 30,00+ hardware samples arranged into 217 layers, PX Guitar Syn sounds immediate and alive with a wide range of useful patches. The dual-layer architecture means you can create stacks with ease, and opens up the door to countless possibilities.

Deeply-Editable Architecture

PX Guitar Syn gives you a robust and capable toolset for creating and editing patches. From the dual-layer architecture with ADSR amp envelopes, multimode filters with envelope, poly or mono modes with glide, pitch shifting and advanced stereo modes, and handy modwheel mappings, to LFO and step modulators, two feature-rich arpeggiators, and a generous selection of high-quality effects including 3-band EQ with sweepable crossover, drive, Thorus, ensemble, Phasor, digital delay, and Sparkverb.

Inspired by the innovative design of GS and GR-500, PX Guitar Syn delivers a versatile and easily editable instrument that's part guitar, part synthesizer, and all fun.

PROTOTYPE SERIES

PX Guitar Syn is part of PX line of instruments, exploring the world of unique, rare and unreleased electronic and acoustic instruments.

Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 14.7 GB of disk space

For more information on the installation process, please refer to the document: [Soundbank Installation Guide](#)

Main Page and Globals



PX Guitar Syn is outfitted with 2 layers; I and II. Both layers have independent selection of 217 layer sounds, dedicated volume, pan, filters and envelope generators for amplitude and filter, and arpeggiators in the Arpeggiator page. Effects pages affect the summed signal of both layers while Modulation can be set to selectively target upper and/or lower.

1 ▶ Pages

- » **Main, Edit, Modulation, Effects and Arpeggiators**

Click to change the current control page

2 ▶ Master Volume

3 ▶ Edit [Layer]

- » **Select: I / II / I+II**

Select I, II or both (I+II) ; presents discrete Signal, Amp Env, Filter and Filter Env controls

4 ▶ Layers (I/ II)

- » **Power**

Turn Upper and Lower layer on/off

- » **Sounds**

Select the layer sound program

- » **Volume**

Adjust the selected layer's volume

- » **Pan**

Adjust the selected layer's pan

5 ▶ Amplitude

- » **Mode**

Select between Dry, Chorus or Processed sound

- » **Velocity**

Toggle velocity on/off

- » **Vel > Atk**

When active, routes Velocity input to Amp Env: Attack

- » **Balance** - Adjust the volume balance of the high and low keys

- » **ADSR**

Adjust the amplitude using a typical Attack, Decay, Sustain, Release envelope

6 ▶ Filter

- » **Mode**

Select between LP, BP or HP filter shapes, or OFF to disable the filter

- » **Frequency**

Set the filter cutoff frequency

- » **Resonance**

Set the filter resonance amount

- » **Depth**

Set the filter's depth amount

- » **Velocity**

Set the filter's velocity sensitivity

- » **ADSR**

Typical ADSR envelope for the Filter

Edit Page



1 ▶ Edit Layer

Select I, II or both (I+II) ; presents discrete controls for Pitch/Portamento, Stereo and Modwheel

2 ▶ Voicing

- » **Mode**
Toggle between Mono and Poly voicing
- » **Time**
Set the Glide time
- » **Depth**
Adjust the Portamento depth

3 ▶ Pitch

- » **Octave**
Adjust the pitch in Octaves
- » **Semitone**
Adjust the pitch in Semitones

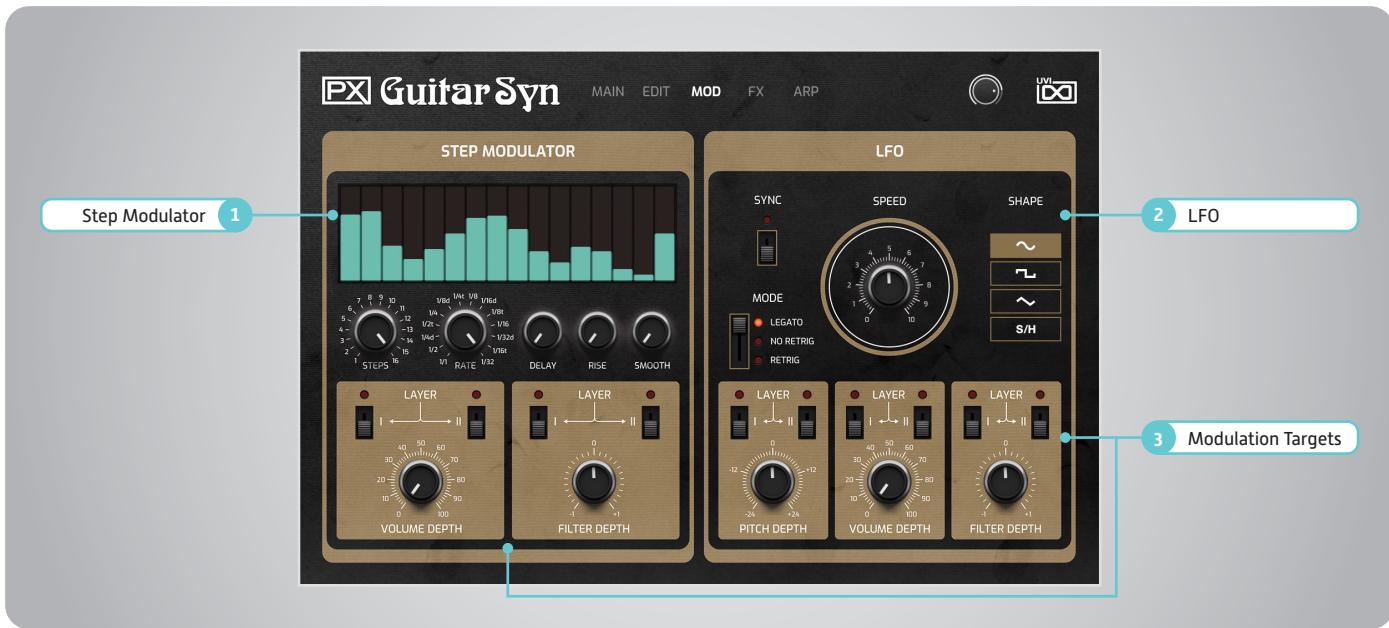
4 ▶ Stereo

- » **Mode**
Off / Alternate Pan / Unison
- » **Spread**
Change the stereo width
- » **Detune**
Unison layer detune amount
[Unison mode only]
- » **Color**
Shifts color based on adjacent samples

5 ▶ Modwheel

- » **Power/Amount**
Easily route your controllers Modwheel to control common parameters such as Vibrato Rate, Tremolo Rate and Filter Depth Amount

Modulation Page



1 ▶ Step Modulator

» Editor

Interactive editor for programming sequenced modulations; bar height equals mod amount

» Steps

Change the number of playable steps [1-16]

» Rate

Change the step duration [1/32 - 1/1]

» Delay

Delay time to activate first step

» Rise

Time to activate step with a smooth transition

» Smooth

Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect

» Step Modulator Target

Control the amount of modulation to be applied to each or both layer's Volume Amount, Filter Depth

2 ▶ LFO

» Sync

Enable/Disable LFO sync to Host Tempo

» Speed

Change the LFO Speed

» Waveshape

Choose LFO waveshape; Sine, Triangle, Square or Sample & Hold

» Mode

Change the LFO retrigger mode; Retrigger, No Retrigger or Legato

» LFO Target

Control the amounts of modulation to be applied to each or both layer's Volume Amount, Filter and Pitch Depth

3 ▶ Modulation Targets

Set the target oscillator for the parameter modulation, I and/or II layer

Effects Page



1 ▶ Equalizer

» On/Off

Turn the effect on/off

» Gain Low / Mid / High

Adjust the gain boost or cut amount of each frequency band

» Frequency

Set the crossover frequency point of Low/Mid or Mid/High band

2 ▶ Drive

» On/Off

Turn the effect on/off

» Amount

Adjust the drive amount

3 ▶ Thorus

» On/Off

Turn the effect on/off

» Speed

Adjust the chorus modulation speed

» Depth

Adjust the chorus modulation depth

4 ▶ Ensemble

» On/Off

Turn the effect on/off

» Mode

Set the ensemble effect mode

» Tone

Adjust the brightness of the effect

» Mix

Adjust the effect mix amount

5 ▶ Phaser

» On/Off

Turn the effect on/off

» Speed

Adjust the phaser modulation speed

» Feedback

Adjust the phaser feedback amount

» Depth

Adjust the phaser modulation depth

6 ▶ Delay

» On/Off

Turn the effect on/off

» Time

Adjust the delay time

» Feedback

Adjust the delay feedback amount

» LowCut

Adjust the delay output's low-cut filter frequency

» HighCut

Adjust the delay output's hi-cut filter frequency

» Mix

Adjust the delay effect mix amount

7 ▶ Sparkverb

» On/Off

Turn the effect on/off

» Size

Adjust the reverb room size

» Decay

Adjust the reverb decay time

» Decay: Low f

Multiplies the decay time (-/+) for the low frequency signal

» Decay: High f

Multiplies the decay time (-/+) for the high frequency signal

» Mix

Adjust the reverb mix amount

Arpeggiators Page



1 ▶ Power

Toggle the Arpeggiator On/Off

2 ▶ Arp Preset

- » **Preset**
Select the arpeggio preset by drop-down menu or PREV/NEXT arrows
- » **Load**
Click to load a user preset
- » **Save**
Click to save the current settings as a user preset

3 ▶ CC Mode

Enables MIDI CC output

4 ▶ Per Step Edit

- » **[STEP] Step Indicator**
LED lights up when step is triggered
- » **[VEL] Step Velocity**
Freely draw note velocities
- » **[TIE] Step Tie**
When active, step inherits Velocity from the previous step
- » **[MODE] Step Mode**
Set the step mode (Single or Chord)
- » **[SEMI] Semitones**
Set the step pitch shift value
- » **[PAN] Pan Position**
Set the step pan
- » **[GATE] Gate Length**
Set the step gate duration
- » **[CC] MIDI CC1 Value**
Set the step CC1 modulation value

5 ▶ Link

When enabled both layers listen to Arp 1

6 ▶ Arp Mode

Select Up, Down, or Up and Down

7 ▶ Steps

Set the number of playable steps (1-16)

8 ▶ Rate

Change the step duration (1/32 - 1/1)

9 ▶ Gate

Change the step length (from zero to the tracks Resolution setting)

10 ▶ Octave

Set the pitch range in Octaves

Preset List

00-Init Guitar

00-Init Synth

Animated ARP	Animated Chord Step	Animated One Key	Bass	Bells
Arp Strat	Ampnimated	Amorinox	Class A	Bell Amped
Changes	Blue Line Finger	Bass Seq	Da SilFunk	Bell Mondo
Counterpoint	Cool Tour	Eighties CoQuote	Doom Hero	Digital World
Crowded	Digital Strum	G2 Kick HHs 1	Double Double	Eighties Bells
Distronic	Ebow Madness	G2 Kick HHs 2	Elephant	FMish One
Flamentronic	Formantable	G2 Kick HHs 3	Filter Dist	Just Human
Hand Made	GSodzilla	High Way Full	Fretless Funk	Keys To Bells
Hybrid Field	Hookable	High Way Half	FX Noisub	Lazer Bee
Indus Trial	Hyperleptic	Hype Nautic	Giorgio Morowheel	Mixabelles 1
Mad Doctor	Inner Rythm	India Tribe	Grey To Fade	Mixabelles 2
Max Free	Job Openning	K2022	Hybrid Seq 1	Muted Pickles
Mayhem Off	Klimber	Line Up	Hybrid Seq 2	Orchestra
Milky Way 1	Mafia Filter	Mister Bird	Hybrid Seq 3	Petit Bruit
Milky Way 2	Mahyem Wheel	Modular Jo	Hybrid Seq 4	Petite Metal
Moduguitlar	Polo Real	Noisindus	Industry Hole	Phase Taped
One Eno	Ray Gray	Play A2 Wheel	James Polo	Pick Vib Noisy
Paw Go	Shake Synth	Rez Humm	Low Freq Osc	Pluck Vibe
Perceval	Slow Melody 1	Sala Kiss	Mister G	Pure Analog Bell 1
Porte Manteau	Slow Melody 2	Slow Motion	Modepech	Pure Analog Bell 2
Quantic Pick	Smart Chaos	Slum Dog 1	Moving Sub	Raw Dry
Rock My Bell	Solar System	Slum Dog 2	Numatic 1	San Pellegrine
Roller Coaster	Sophrologue	Snap Chat	Numatic 2	Short Amped
Soft and Clear	Step Mod One	Space Boogie	OB City	Space Anabell
Speed Up	Step Mod Two	Trash Modular	Space Disco 1	Thin Line
Sub My Sine	Triplet Gallot	Tribalistic 1	Space Disco 2	True Analog 1
Sub Seq	Triplet Shuttle	Tribalistic 2	Stab Bass	True Analog 2
Tanger Dream	Wheel Chord Galope	Western Union	Star Drone	Vegetal
Team Bronski	Wilko Fast	Wheel Torito	Sub Rez	Wheel Bell
Warming 1			Sub You 1	Xmass Market
Warming 2			Sub You 2	
Xoniroma			Trash Bits	
			Tricebassor	

Preset List

Brass
 Riday Breath
 GR Soft Brass
 Horn Lead
 Juicy Fifth
 Machine Brass
 Majestic Brass
 Marching
 Nostalgia
 Polynesian Horns
 Saxy Brassy
 Seq And Melody
 Soft Power
 Tiwheela
 Tower D
 Trumpets
 Tuba Deep
 Vegas Fifth
 White Blue

FX
 Bad Voltage
 Ghost Monsters
 Manor Race
 Scuba Cave
 Sonarium
 Space Splash
 Sub Aquarelle
 The Big Blue
 Travel Time
 Ultra Copter
 Wheel Noise

Guitar
 Chorus Blue
 Chorus Orange
 Dreamy Flnger 1
 Dreamy Flnger 2
 Dreamy Picked
 Earthquake
 Expressive G
 Feedback Society
 Follon Mens
 Freeze Corpus
 Gilmoured
 Guitar Chop
 Guitorchestralanalog
 Hybrid Dist
 Krule World
 Landers
 Lickrunch
 Neve Arrow
 Octave Jazz
 Parceling
 Pick Tremo Slow
 Ray Tournel
 Rock Ballad
 Sabbath
 Space Dobro
 Stacked Dist
 Sunn Lows
 Syn Dist
 Vapor Bones

Keys
 Aesthetic
 Auto Keys
 Cheezy Keys
 Clavecin
 Funklavish
 GR Tines
 Harpsynchord
 Keys Waving
 Large Noise Keys
 Low Key
 Nubble Bubble
 Obsolete Radio
 On The Road
 Petit Pianol
 Piano Style
 Red Line
 Royalistic
 Seqkeya
 Short Clav
 SPA Keys
 Stevie Phase
 Underground Upright

Leads
 Atomic Lead
 Crunch Flex
 Distolo 1
 Distolo 2
 Duke Land
 Factorez
 Funk O Tronic
 Keymeleon
 Larsenic
 Lead And More
 Solo Brasso
 Spacialead 1
 Trevor Ace

Organ
 Super Dirty
 Synth Organ
 Toys R Gan
 Unexpected
 Virtual Caroussel
 Step Organ
 Synth Organ

Pads
 Amped Pad
 Aurora Borealis
 Driver
 Ebow Golden
 Epilogue
 Harvest Motion
 Love Mood
 Motion Blur
 Out Ganda
 Padawan
 Padologue
 Vinny Pad
 Vox Sequencia
 Xmax Night

Pluck
 Electric Shock
 Funky Stab
 Hit Machine
 Hybrid Luck
 Missed Up
 Noisy Mute
 Oud Mood
 Pick a Boo
 Pop Broken Corn
 Simple Pluck
 Singapluck
 Sitar Mood
 Staccato
 Tomorrow
 TroniKoto

Polysynth
 Decay Env
 Funky Train
 Huge Stack
 Hybrid Art
 Lauper Mix
 Male Poly
 One Big
 Play Bass Solo
 Poly Bottle
 Polynoisy
 Saw Dust
 Vanjarrelis
 Wheel Filter
 Zonart Yourself
 Zoo Ville

Strings
 Analog Celli
 Digital Phila
 Dusty Strings
 French Riviera
 Lil Orchestra
 Lush Strings
 Majes Tea
 Orchestra Stab
 Romantical Fourth
 Vintage Wave

Layer Program List

0 Guitar DI

DI Ebow Long High 1
 DI Ebow Long High 2
 DI Ebow Long Low
 DI Finger Hard
 DI Finger Medium
 DI Finger Muted Felt
 DI Finger Muted
 DI Finger Soft
 DI Finger Vib
 DI Muted Finger
 DI Muted Pick
 DI Pick f
 DI Pick ff
 DI Pick Muted Felt
 DI Pick Muted
 DI Pick p
 DI Pick pp
 DI Pick Vib Slow
 DI Pick Vib

1 Guitar Amped

Amped Da Crush
 Amped EBow High
 Amped EBow Low
 Amped Finger Muted
 Amped Finger Soft
 Amped Finger Vib
 Amped Finger
 Amped Human Voice
 Amped Octa Pizz
 Amped Octa Pluck
 Amped Pick f
 Amped Pick ff
 Amped Pick Muted
 Amped Pick Octaver
 Amped Pick p
 Amped Pick pp
 Amped Pick Vib Slow
 Amped Pick Vib
 Amped Pluck Filter
 Orange Da Crush
 Orange EBow High
 Orange EBow Low
 Orange Finger Hard
 Orange Finger Muted
 Orange Finger Soft
 Orange Octa Pizz
 Orange Octave Pluck
 Orange Pick f
 Orange Pick ff
 Orange Pick Muted
 Orange Pick Octaver
 Orange Pick p
 Orange Pick pp
 Orange Pick Vib Slow
 Orange Pick Vib

2 Bass Module

Bass Hard Perc
 Bass Hard
 Bass Perc Long
 Bass Perc Short
 Bass Soft Hard Perc
 Bass Soft Hard
 Bass Soft Perc
 Bass Soft

3 Poly Ensemble

Wave Poly F H
 Wave Poly F L H
 Wave Poly F L M H
 Wave Poly F L M
 Wave Poly F L
 Wave Poly F M
 Wave Poly F
 Wave Poly H
 Wave Poly L H
 Wave Poly L M H
 Wave Poly L M
 Wave Poly L
 Wave Poly M H
 Wave Poly M

4 Solo Module

Wave Saw
 Wave SQ8 PWM0
 Wave SQ8 PWM5
 Wave SQ8 PWM10
 Wave SQ16 PWM0
 Wave SQ16 PWM5
 Wave SQ16 PWM10
 Wave SQ16 SQ8 PWM0 Saw
 Wave SQ16 SQ8 PWM0
 Wave SQ16 SQ8 PWM5 Saw
 Wave SQ16 SQ8 PWM5
 Wave SQ16 SQ8 PWM10 Saw
 Wave SQ16 SQ8 PWM10

5 Mixed Guitar

Grand Opening
 Octa Pizz
 Octa Pluck
 Octa Wow
 Ominous
 Piwi Pluck
 Pluck Filter
 Red Star
 Rita Mute
 Vibe Rez

Layer Program List

6 Mixed Synth

BOLead
Brassy Keys
Chorused Violin
Da Funk
Dark Organ
Decay Voices
Dramatic
Off Road
Old Sweely
Pluck Unison
Powo
Saw Dust
String Ensemble
Symphonic Brass
Tundrazara
Wave Poly F Bass Hard
Wave Poly F H Bass Soft
Wave Poly F L Bass Soft
Wave Poly F L M Bass Soft
Wave Poly F M Bass Soft
Wave Poly F M H Bass Soft
Wave Poly H Bass Hard
Wave Poly H Bass Soft
Wave Poly L Bass Hard
Wave Poly L Bass Soft
Wave Poly L M Bass Soft
Wave Poly L M H Bass Soft
Wave Poly M Bass Hard
Wave SQ8 PWMO Bass Hard Soft
Wave SQ8 PWMO Bass Hard
Wave SQ8 PWM5 Bass Hard Soft
Wave SQ8 PWM5 Bass Hard
Wave SQ8 PWM10 Bass Hard Soft
Wave SQ16 SQ8 PWMO Bass Hard
Wave SQ16 SQ8 PWMO Bass Hard
Wave SQ16 SQ8 PWM5 Bass Hard
Wave SQ16 SQ8 PWM5 Bass Hard
Wave SQ16 SQ8 PWM10 Bass Hard
Wave SQ16 SQ8 PWM10 Bass Hard
Wave SQ16 SQ8 PWMO Bass Hard
Wave SQ16 SQ8 PWM5 Bass Hard
Wave SQ16 SQ8 PWM5 Bass Hard
Wave SQ16 SQ8 PWM10 Bass Hard
Wave SQ16 SQ8 PWM10 Bass Hard

7 Mixed Bass

Bounce Perc
Bowed
Funkcom
Perc Sub Attack
Pizzos
Shortalicious
Tubass
Wave Poly F Bass Soft
Wave Poly F L M H Bass Soft
Wave Poly M Bass Soft
Wave Poly M H Bass Soft
Wave Saw Bass Hard
Wave Saw Bass Soft
Wave SQ8 PWMO Bass Soft
Wave SQ8 PWM10 Bass Hard
Wave SQ8 PWM10 Bass Soft
Wave SQ16 PWMO Bass Hard Soft
Wave SQ16 PWMO Bass Hard
Wave SQ16 PWM0 Bass Soft
Wave SQ16 PWM5 Bass Hard Soft
Wave SQ16 PWM5 Bass Hard
Wave SQ16 PWM5 Bass Soft
Wave SQ16 PWM10 Bass Hard Soft
Wave SQ16 PWM10 Bass Hard
Wave SQ16 PWM10 Bass Soft
Wave SQ16 SQ8 PWMO Bass Hard Soft
Wave SQ16 SQ8 PWM5 Bass Hard Soft
Wave SQ16 SQ8 PWM10 Bass Hard Soft
Wave SQ16 SQ8 PWM10 Bass Soft
Wave SQ16 SQ8 PWM10 Saw Bass Hard Soft

8 Pedal FX

8 Pedal FX
Bit Crushed
Crusher
Do Wah
Ebow Ambient Swell
Factoryzzz
Flaterzung
Freeze Pick
Full Flange
Funkadelica
Guitar Hall
Guitar Tap
Harvest Lead
Jet Phaser
Laser Filter
Octa Swell
Phase Tape
Phaso Minus
Phasy Pluck
Pluck High
Pluck Low
Sergio Tremolo
Shimmer
Space Cowboy
Tremolo
Underwater
Warm Octave
Zonart

9 Waveforms

Basic Pulse 1
Basic Pulse 2
Basic Saw Sine
Basic Saw Tri
Basic Saw
Basic Sine
Basic Square PWM
Basic Square Sub
Basic Square
Basic Sub
Machine Noise
Noise Deep
Noise Drive
Noise FMZone
Noise Jupi
Noise MKS
Noise TurboPump

Links

UVI

Home	uvi.net/ 
UVI Portal	uvi.net/uvi-portal 
Soundbank Installation Guide	installing_uvi_soundbanks_en.pdf 
UVI Workstation User Guide	uviworkstation_user_guide_en.pdf 
Your Registered Product Serial Numbers and Download Links.	uvi.net/my-products 
FAQ	uvi.net/faq 
Tutorial and Demo Videos	youtube.com/ 
Support	uvi.net/contact-support 

iLok

Home	ilok.com/ 
iLok License Manager	ilok.com/ilms.html 
FAQ	ilok.com/supportfaq 

GuitarSyn

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

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