



PX Guitar Syn

Soundbank Manual

Software Version 1.0

EN 221207

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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 Phasor

- » **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

Arp Strat
 Changes
 Counterpoint
 Crowded
 Distronic
 Flamentronic
 Hand Made
 Hybrid Field
 Indus Trial
 Mad Doctor
 Max Free
 Mayhem Off
 Milky Way 1
 Milky Way 2
 Moduguitlar
 One Eno
 Paw Go
 Perceval
 Porte Manteau
 Quantic Pick
 Rock My Bell
 Roller Coaster
 Soft and Clear
 Speed Up
 Sub My Sine
 Sub Seq
 Tanger Dream
 Team Bronski
 Warming 1
 Warming 2
 Xoniroma

Animated Chord Step

Ampnimated
 Blue Line Finger
 Cool Tour
 Digital Strum
 Ebow Madness
 Formantable
 GSodzilla
 Hookable
 Hyperleptic
 Inner Rythm
 Job Opening
 Klimber
 Mafia Filter
 Mahyem Wheel
 Polo Real
 Ray Gray
 Shake Synth
 Slow Melody 1
 Slow Melody 2
 Smart Chaos
 Solar System
 Sophrologue
 Step Mod One
 Step Mod Two
 Triplet Gallot
 Triplet Shuttle
 Wheel Chord Galope
 Wilko Fast

Animated One Key

Amorinox
 Bass Seq
 Eighties CoQuote
 G2 Kick HHs 1
 G2 Kick HHs 2
 G2 Kick HHs 3
 High Way Full
 High Way Half
 Hype Nautic
 India Tribe
 K2022
 Line Up
 Mister Bird
 Modular Jo
 Noisindus
 Play A2 Wheel
 Rez Humm
 Sala Kiss
 Slow Motion
 Slum Dog 1
 Slum Dog 2
 Snap Chat
 Space Boogie
 Trash Modular
 Tribalistic 1
 Tribalistic 2
 Western Union
 Wheel Torito

Bass

Class A
 Da SilFunk
 Doom Hero
 Double Double
 Elephant
 Filter Dist
 Fretless Funk
 FX Noisub
 Giorgio Morowheel
 Grey To Fade
 Hybrid Seq 1
 Hybrid Seq 2
 Hybrid Seq 3
 Hybrid Seq 4
 Industry Hole
 James Polo
 Low Freq Osc
 Mister G
 Modepech
 Moving Sub
 Numatic 1
 Numatic 2
 OB City
 Space Disco 1
 Space Disco 2
 Stab Bass
 Star Drone
 Sub Rez
 Sub You 1
 Sub You 2
 Trash Bits
 Tricebassor

Bells

Bell Amped
 Bell Mondo
 Digital World
 Eighties Bells
 FMish One
 Just Human
 Keys To Bells
 Lazer Bee
 Mixabelles 1
 Mixabelles 2
 Muted Pickles
 Orchestron
 Petit Bruit
 Petite Metal
 Phase Taped
 Pick Vib Noisy
 Pluck Vibe
 Pure Analog Bell 1
 Pure Analog Bell 2
 Raw Dry
 San Pellegrine
 Short Amped
 Space Anabell
 Thin Line
 True Analog 1
 True Analog 2
 Vegetal
 Wheel Bell
 Xmass Market

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
Tiwheel
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 Flinger 1
Dreamy Flinger 2
Dreamy Picked
Earthquake
Expressive G
Feedback Society
Follon Mens
Freeze Corpus
Gilmoured
Guitar Chop
Guitorchestranalog
Hybrid Dist
Krul 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 Carousel
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
Staccalto
Tomorrow
TroniKoto

Polysynth

Decay Env
Funky Train
Huge Stack
Hybrid Art
Lauper Mix
Male Poly
One Big
Play Bass Solo
Poly Bottle
Polynoisie
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 PWM0 Bass Hard Soft
 Wave SQ8 PWM0 Bass Hard
 Wave SQ8 PWM5 Bass Hard Soft
 Wave SQ8 PWM5 Bass Hard
 Wave SQ8 PWM5 Bass Soft
 Wave SQ8 PWM10 Bass Hard Soft
 Wave SQ16 SQ8 PWM0 Bass Hard
 Wave SQ16 SQ8 PWM0 Saw Bass Hard
 Wave SQ16 SQ8 PWM5 Bass Hard
 Wave SQ16 SQ8 PWM5 Saw Bass Hard
 Wave SQ16 SQ8 PWM10 Bass Hard
 Wave SQ16 SQ8 PWM10 Saw 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 PWM0 Bass Soft
 Wave SQ8 PWM10 Bass Hard
 Wave SQ8 PWM10 Bass Soft
 Wave SQ16 PWM0 Bass Hard Soft
 Wave SQ16 PWM0 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 PWM0 Bass Hard Soft
 Wave SQ16 SQ8 PWM0 Bass Soft
 Wave SQ16 SQ8 PWM0 Saw Bass Hard Soft
 Wave SQ16 SQ8 PWM5 Bass Hard Soft
 Wave SQ16 SQ8 PWM5 Bass Soft
 Wave SQ16 SQ8 PWM5 Saw 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/ilm.html  |
| FAQ | ilok.com/supportfaq  |

Guitar Syn

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

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UVI.NET