



# HX-ODDY

## Soundbank Manual

Software Version 1.0  
EN240718

## End-User License Agreement (EULA)

---

Use of this product is subject to the acceptance of our End User License Agreement, available [here](#).

## Table of Contents

---

Introduction .....	4
User Interface	
Main.....	5
Edit - Oscillators .....	6
Edit - Samples .....	7
Edit - Modulations .....	8
FX .....	9
Arp .....	10
Preset List.....	11
Sample Layer List.....	12
Links .....	13
Credits and Thanks .....	14

## Introduction



### HX-ODDY The Legend Returns

#### A modern instrument with the unmistakable sound of iconic hardware

##### *Real Analog Soul*

HX-ODDY is based on the world's first duophonic analog synth, a capable and expressive 3-octave keyboard instrument with design heritage from the renowned 2500 and 2600 modular synthesizers. With heaps of configuration potential, oscillator cross-modulation, and its ARP 4023 SVF-like filters, the ODDY explored a broad and unique sonic range, notable both for its ability to mimic natural instruments, and an exceptionally rich analog character.

##### *Portable Powerhouse*

Debuting in 1972, it was ahead of its time, offering powerful performance features, outstanding analog sound, color-coded controls, preset patch panel overlays to aid in programming, all contained in a small and portable form-factor. Its unique voice quality and analog character has kept it a sought-after instrument, and while it has seen numerous evolutions and reissues over the years, for us nothing beats the original white-face Mk1, which we used exclusively in the development of HX-ODDY.

##### *Hybrid-X Engine*

As with all of our vintage instruments, HX-ODDY delivers a deep sampling of the hardware, but it excels in two important ways; the addition of two new layers of hardware-based wavetables, and physically-modeled filters - giving you three sample layers in total to configure, all with the analog charm you know and love. Like our chosen hardware, this unique combination of features creates a powerful and compelling sonic tool with incredible character.

##### *Hardware Sound, Exemplified*

The sample-based wavetable oscillators in HX-ODDY give you entirely new dimensions with which to explore. Capturing the hardware in its full range, you have greater flexibility and nuance over the raw instrument sound than ever before. The best part, you still get our top-tier sample layers, with hand-crafted sounds lovingly designed here at UVI.

##### *Inspiring Presets*

Bass, Brass, FX, Keys, Leads, Pads, Pluck, Sequences, Arps, in the end you get access to 280+ presets, including a special bank capturing sounds from the original factory patchbook. Assembled from a library of 13,000+ hardware samples, arranged into 181 layers and 485 wavetables, HX-ODDY sounds alive with analog soul, offering a wide range of useful and inspiring patches. The multi-layer architecture means you can create stacks and modulation with ease, opening the door to countless possibilities.

##### *Creative Architecture*

HX-ODDY provides a powerful and versatile toolset for both customizing existing patches, and creating your own. 2 hardware-based wavetable oscillators and a sample-based oscillator feed a pair of analog-modeled filters, all with ADSR envelopes and numerous, easy to configure modulation points. A powerful arpeggiator/phraser with plenty of presets allows you to create rich sequences, and a featured array of both macro and studio effects is available for everything from deep sonic manipulation to fine surgical shaping.

A revered classic reimagined with the very best of our hardware sampling know-how and DSP magic, HX-ODDY delivers new sonic inspiration with real analog soul.

##### *HX Series Instruments*

HX-ODDY is a member of UVI's HX Series of instruments, offering an unparalleled hardware sound thanks to a triple threat of sample-based oscillators combined with physically-modeled filters.

##### Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 3.9GB of disk space

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

## User Interface - Main



### 1 ► Preset Menus

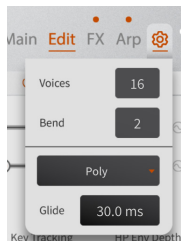
- » **Presets** - Change presets with drop-down menu or by using the [◀] [▶] buttons
- » **Options** ≡ - Click to access the commands by drop-down menu
  - Load** - To load a user preset
  - Save** - To save a new preset

### 2 ► Pages

Change current page: Main, Edit, FX and Arp

- » **Global FX/ARP On-Off** - Click the dot above FX and ARP label to enable/disable the section globally

### 3 ► Settings



- » **Voices** - Set the global polyphony
- » **Bend** - Set the global pitchbend range
- » **Voice mode** - Set the global voice mode
  - Poly* - Polyphonic mode
  - Poly Portamento* - Polyphonic with portamento
  - Mono Retrigger* - Regular mono voice mode
  - Mono Portamento* - Mono legato mode
- » **Glide** - Set the global glide time

### 4 ► Master Volume

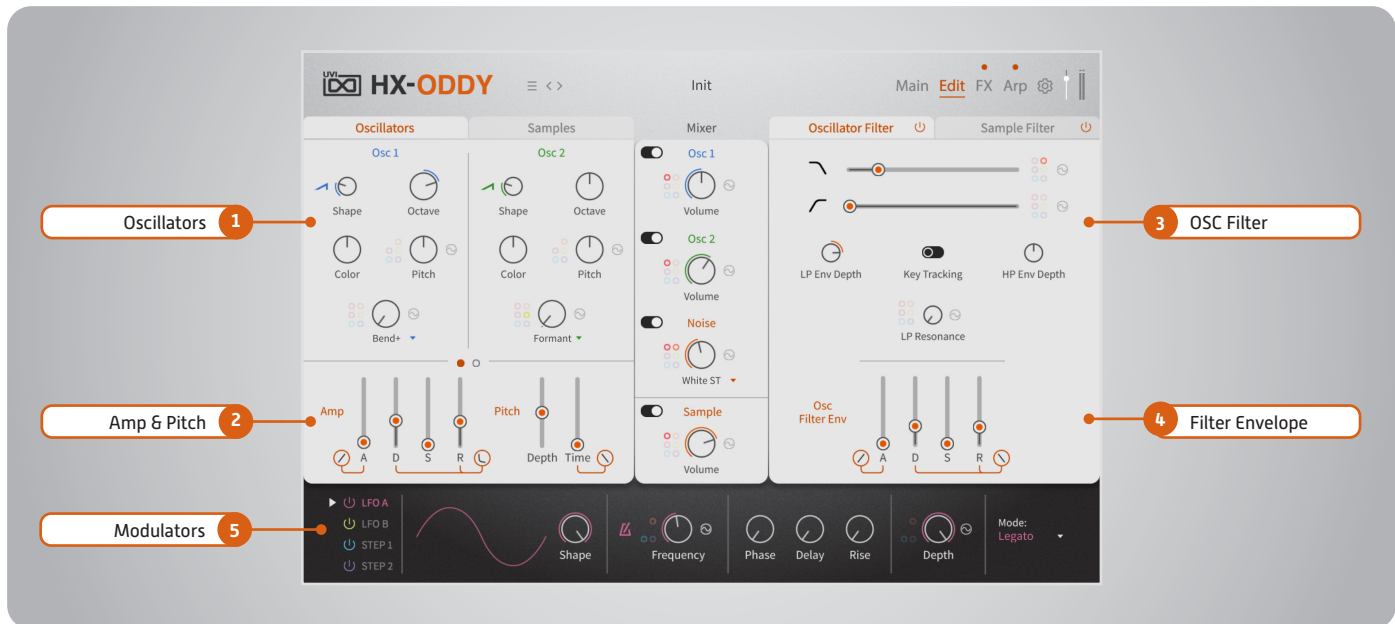
Set the global output level with VU

### 5 ► Macro Effects

5 "one-knob" effects for quick tweaking of the sound

- » **Power** ⏻ - Click to enable the effect
- » **Tone** - Adjusts the sound with special combination of equalizers and tube exciter
- » **Phase** - Adds a phasing-like chorus effect
- » **Crush** - An analog crunch overdrive with tube exciter
- » **Echo Shifter** - Adjusts intensity and mix of the pitch shift tape echo effect
- » **Cloud** - Adjusts the amount of the special cloud space (granulizer delay reverb combo) effect

## User Interface - Oscillators Edit



### 1 ► Oscillators

Click the Oscillators tab to access Osc1 and Osc2 edit. Both Osc have the same controls:

- » **Shape** - Select the oscillator waveshape. Shapes are different for Osc 1 and 2, and by preset.
- » **Octave** - Transpose the pitch in octaves
- » **Color** - Shifts color based on adjacent samples
- » **Pitch** - Fine-tune the pitch in cents
- » **Phase Distortion** - Select the PD mode from drop-down menu under the knob and adjust the amount with the knob
- » **OSC Page** ● ○ - Click the small dots to change visible edit page (1/2)



- » **Detune** - Adjusts the detune amount of the unison voices
- » **Spread** - Adjusts the stereo width of the unison voices
- » **Unison Voices** - Set the unison voices up to 8
- » **FM Ratio** - Set the Frequency Modulation ratio
- » **FM Depth** - Set the FM depth

### 2 ► Amp & Pitch Envelope

- » **ADSR** - Adjust the layer level over time using an Attack/Decay/Sustain/Release envelope
- » **Attack and Decay Curve** ○ - Click-drag to adjust the curve of attack and decay/release envelope stages
- » **Depth** - Set the depth of the pitch envelope
- » **Time** - Set the pitch glide time
- » **Time Curve** ○ - Click-drag to adjust the curve of the glide time

### 3 ► OSC Filter

Click the Oscillator Filter tab to access the Osc filter edit. This filter will apply to both Oscs

- » **HP Frequency** - Set the high-pass frequency
- » **HP Env Depth** - Set the filter depth amount for the high-pass filter
- » **LP Frequency** - Set the low-pass frequency
- » **LP Env Depth** - Set the filter depth amount for low-pass filter
- » **Key Tracking** - Filter frequencies follow the incoming note
- » **LP Resonance** - Set the low-pass resonance amount

### 4 ► Filter Envelope

- » **ADSR** - Typical ADSR envelope for the Filter
- » **Attack and Decay Curve** ○ - Click-drag to adjust the curve of attack and decay/release envelope stages

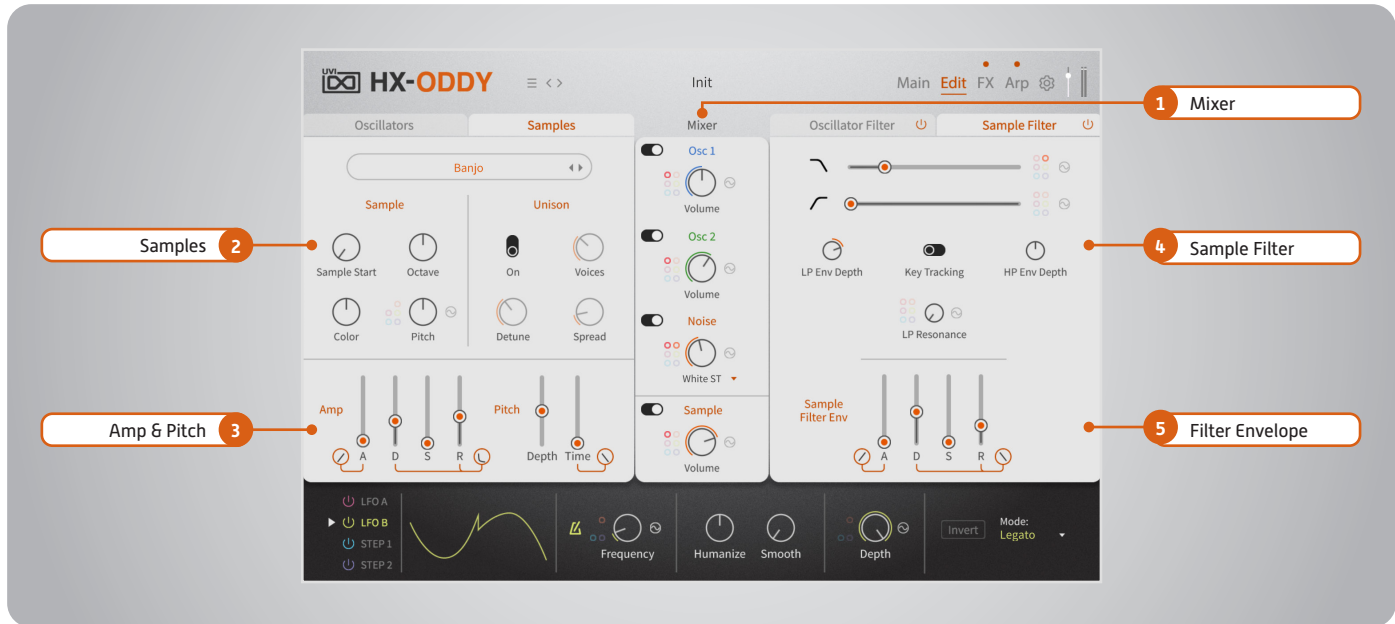
### 5 ► Modulators

Switch between four modulators: LFO A, LFO B, Step Modulator 1 and Step Modulator 2

Click the switch ○ at the right of the knobs to show the available Modulators for the parameter, between LFO A, LFO B, Step Modulator 1 and Step Modulator 2 and more

See [page 8](#) for more details

## User Interface - Samples Edit



### 1 ► Mixer

Sets the mixing balance of the oscillators; Osc1, Osc2, Noise and Sample to send to the FX section

Each oscillator has the following controls:

- » **Power** - Enable/disable the oscillator
- » **Volume** - Set the oscillator output level
- » **Noise type** - Select the noise type of the noise generator
  - Pink* - Hardware-based pink noise
  - White* - Hardware-based white noise
  - Pink ST* - Hardware-based stereo pink noise
  - White ST* - Hardware-based stereo white noise

### 2 ► Samples

Click the Samples tab to access the Sample oscillator

- » **Sample** - Change sample with drop-down menu or by using the [◀] [▶] buttons
- » **Sample Start** - Adjusts the sample start point.
- » **Octave** - Transpose the pitch in octaves
- » **Color** - Shifts color based on adjacent samples
- » **Pitch** - Fine-tune the pitch in cents
- » **Unison On** - Activate the unison
- » **Voices** - Set the unison voices up to 8
- » **Detune** - Adjusts the detune amount of the unison layer(s)
- » **Spread** - Adjusts the stereo width

### 3 ► Amp & Pitch Envelope

- » **ADSR** - Adjust the layer level over time using an Attack/Decay/Sustain/Release envelope
- » **Attack and Decay Curve** - Click-drag to adjust the curve of attack and decay/release envelope stages
- » **Depth** - Set the depth of the pitch envelope
- » **Time** - Set the pitch glide time
- » **Time Curve** - Click-drag to adjust the curve of the glide time

### 4 ► Sample Filter

Click the Sample Filter tab to access the sample filter edit

- » **HP Frequency** - Set the high-pass frequency
- » **HP Env Depth** - Set the filter depth amount for the high-pass filter
- » **LP Frequency** - Set the low-pass frequency
- » **LP Env Depth** - Set the filter depth amount for low-pass filter
- » **Key Tracking** - Filter frequencies follow the incoming note
- » **LP Resonance** - Set the low-pass resonance amount

### 5 ► Filter Envelope

- » **ADSR** - Typical ADSR envelope for the Filter
- » **Attack and Decay Curve** - Click-drag to adjust the curve of attack and decay/release envelope stages

## User Interface - Modulation Edit



### 1 LFO A

Click LFO A label (left) to access the modulator

- » **Power** - Enable/disable the LFO
- » **Shape** - Select the modulation shape
- » **Frequency** - Adjust the modulation speed
- » **Host Sync Off** - Set the speed in Hz
- » **Host Sync On** - Set the speed in musical units such as 1/4, 1/8 dots, 1/16 triplet, etc.
- » **Host Sync** - Enable/disable the modulation speed sync to host (DAW project) tempo
- » **Phase** - Adjust the LFO start phase
- » **Delay** - Set the onset delay time of the LFO
- » **Rise** - Set the rise time of the LFO amount
- » **Depth** - Set the modulation depth amount
- » **Mode** - Set the voice mode between Legato and Retrigger

### 2 LFO B

Click LFO B label (left) to access the modulator

- » **Power** - Enable/disable the LFO
- » **Shape** - Click to open the Shape Selection panel

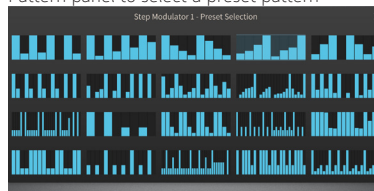


- » **Frequency** and **Host Sync** - See LFO A
- » **Humanize** - Adjust the randomize amount
- » **Smooth** - Adjust the smoothing amount
- » **Invert** - invert the LFO phase
- » **Mode** - Select Legato or Retrigger voice modes
- » **Depth** - Set the modulation depth amount

### 3 Step Modulator

Click Step 1 or Step 2 label (left) to access each step modulator

- » **Step Editor** - Click-drag to set the modulation amount per-step
- » **Shift** - Shift steps left or right by using the [**<**] [**>**] arrows found on the sides of the Step Editor
- » **Step Pattern Menu** - Click to open the Step Pattern panel to select a preset pattern



- » **Bipolar** - Enable/disable Bipolar mode
- » **Smooth** - Click to smooth the transition between steps
- » **Invert** - invert the modulation pattern
- » **Clear** - Initialize the pattern
- » **Steps** - Set the number of steps
- » **Speed** - Adjust the modulation speed
- » **Host Sync** - See LFO A
- » **Smooth** - Adjust the overlap between steps
- » **Mode** - Select Legato or Retrigger voice modes

### 4 Modulation Amount

Internally-modulatable parameters have small mod knobs at the left of their main knobs

Click-drag the available mod knobs to set the modulation amount. You can also click the Open Modulation Panel button for more precise control

### 5 Open Modulation Panel

At the right of modulatable parameters, click the button to open the Modulation Panel



**[Undo Edits]** - Click to exit the editor without changes

**X [Close]** - Click to close the editor

## User Interface - FX



### 1 ► Delay

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Host Sync** - Enable/disable the modulation speed sync to host [DAW project] tempo
- » **Time** - Set the delay time
- » **Feedback** - Set the delay feedback amount
- » **Lo Cut / Hi Cut** - Set the delay output's High-Cut and Low-Cut filter frequencies
- » **Rotation Angle** - Adjust the rotation angle of the stereo feedback path
- » **Mix** - Set the dry/wet balance

### 2 ► Reverb

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Diffusion** - Enables reverb diffusion
- » **Size** - Set the reverb room size
- » **Decay** - Set the reverb decay time
- » **Lo Decay / Hi Decay** - Multiplies the decay time [-/+ ] for the high and low frequencies
- » **Width** - Adjust the stereo width of the reverb from mono to wide stereo
- » **Mix** - Set the dry/wet balance

### 3 ► Drive

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Gain In** - Set the input gain
- » **Gain Out** - Set the output gain
- » **Mode** - Set the drive mode
- » **Diode** - Diode Clipper distortion
- » **Trash** - Hard overdrive
- » **Tube** - Gentle TS overdrive
- » **Shape** - Set the high-pass cutoff and asymmetry shape in Diode mode
- » **Drive** - Set the drive amount in Trash mode
- » **Tone** - Set the low-pass cutoff in Tube mode
- » **Amount** - Set the effect amount

### 4 ► Chorus

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Speed** - Set the modulation speed
- » **Depth** - Set the modulation depth
- » **Edge** - Set the color of the chorus
- » **Mix** - Set the effect dry/wet balance

### 5 ► Flanger

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Host Sync** - Enable/disable the modulation speed sync to host [DAW project] tempo
- » **Speed** - Set the modulation speed
- » **Host Sync Off** - Set the speed in Hz
- » **Host Sync On** - Set the speed in musical units such as 1/4, 1/8 dots, 1/16 triplet and so on
- » **Delay Time** - Set the delay time of the effect
- » **Feedback** - Set the feedback amount
- » **Mix** - Set the effect dry/wet balance

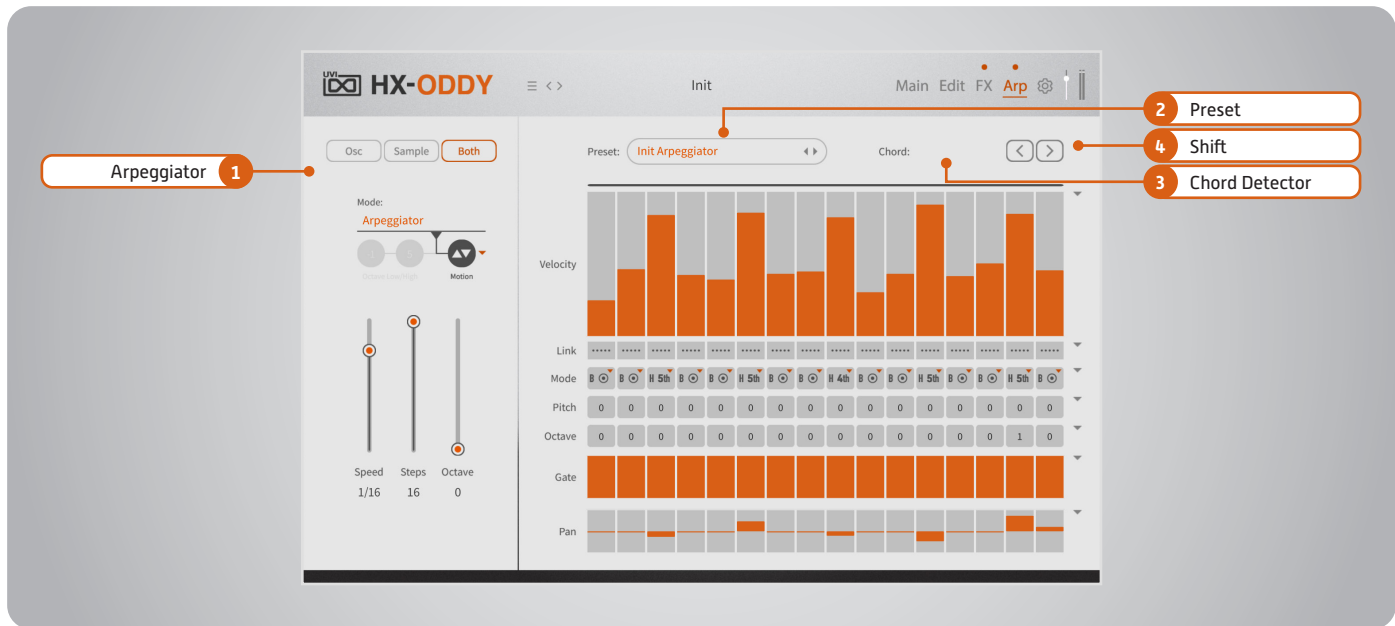
### 6 ► EQ

- » **On-Off** - Click the effect name to enable/disable the effect
- » **High** - Set the high frequency band gain
- » **Mid** - Set the middle frequency band gain
- » **Low** - Set the low frequency band gain
- » **Crossover Frequency f** - Set the frequency between low and middle bands, and between middle and high bands

### 7 ► Maximizer

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Threshold** - Set the input level at which limiting will begin

## User Interface - Arpeggiator Edit



### 1 ► Arpeggiator

Click Osc, Sample or Both to set the arpeggiator's target

- » **Mode** - Click to set the arpeggiator mode: Arpeggiator, or Phraser
- » **Octave Low/High** - Lock the sequence in a specific octave range, with lowest and highest octave [Phraser mode only]
- » **Motion** - Click to set the arpeggiator motion as played, up, down, or up+down [Arp mode only]
- » **Speed** - Set the step duration
- » **Steps** - Set the number of steps
- » **Octave** - Set the octave range of the arpeggiation
- » **Step Editor**
  - Vel** - Click-drag to set the velocity
  - Link** - Enable to sustain the previous step
  - Mode** - Set the step type (Basic, Harmonized or Chord) based on mode
  - Pitch** - Set a pitch offset in semitones
  - Octave** - Set a pitch offset in octaves
  - Gate** - Set the step gate duration
  - Pan** - Set the step pan
  - ▼ - Click the triangle button to right side of each row to either initialize, randomize, or select a preset.

### 2 ► Preset

Change presets by drop-down menu or by using the [<] [>] arrows

### 3 ► Chord Detector

Indicates the chord type detected from current incoming MIDI notes

### 4 ► Shift

Shift a step ahead or behind by using the [<] [>] arrows at both side of the Step Editor

## Preset List

### 00 Sequenced

Camouflage  
Chordaline  
Conspiracy 1K  
Cosmic River 1K  
Cosmogony 1K  
Dirty Wheel  
EnTrance  
Ettore Echoes  
Flower Show  
Hold My Sample  
House Acid 1K  
Jungle Chase 1K  
Life Cycle  
Oddly  
Press Start 1K  
Protons  
Pulsating Ride 1K  
Punchliner  
Sleepless  
Starborn  
Surplus 1K  
The Vibe  
Tides Changing  
To Animate  
Up & Downs  
Wheel of Change  
Yotos 1K

### 01 Arpeggiated

Blurred Vision  
Bouncing Lights  
Clouds Melo  
Corrosive  
Counterclockwise  
Dozo Arp  
Elfs Blue  
Emerald Palace  
Evolution Brass  
Flamberge  
Ghostly  
Heart Break  
Meditative Horn  
Move It  
Noise Wheel  
Pixel Dust  
Play Quads  
Prophecy  
Retro Race  
Speedrun  
Star Oceans  
Sun Walk  
Swell Coding  
The Ascension  
Unpredictable

### 02 Bass

An Old Friend  
Bass Oddity  
Big Balloon  
Deadly Simple  
Effective Bass  
Fat Resort  
Funkadelic  
Gold Bass  
Heartbeat  
Housey Grit  
Iridescent  
Nova Bass  
Old Bite  
Overloaded Circuit  
Phantom Bass  
Phaser Garage  
Punching Wheels  
Punchman  
Raw Dry  
Red Line  
Rude Boy  
Spawn  
The Club  
Trasher  
Type Bass  
Vilain Bass  
Wobbler

### 03 Lead

Adrift Sync  
Auslander  
Big Leader  
Big One  
Broken Circuits  
Burnout  
Electric Whale  
End Title  
Huge Lizard  
Leaduction  
Level Completed  
Moleador  
Nine Wonder  
Nocturnal  
Pyrolite  
Roadkill  
Rosin  
Rubber Band  
Rust Remover  
Saturn Lead  
Screamo  
Soft & Rounded  
Strong Fuzzy  
Sync Flow Wheel  
Thermite  
Viper  
Virtual

### 04 Keys

Altitude  
Chroma  
Deep Echoes  
Fantasma  
Fat Release  
Gasolina  
Innocence  
Karpus Koto  
Lisergic Vibrations  
Lunar Keys  
Misty Palms  
Moving Organ  
Nimbus Ride  
Nostalgic Phase  
Obsidian  
Plantasia  
Poly Ripples  
Rare Enigma  
Sand Aphex  
Shaky Words  
Shapeshift  
Space Odyssey  
Sweet Moments  
Teardrop Organ  
Tides Quest  
Widest

### 06 Pad

Artica  
Astral Projection  
Bedouin  
Chord Heaven  
Click Day  
Conform  
Cyber Awakening  
Digital Snowfield  
Dramarama  
Dream Journey  
Eighties Cartoon  
Eternity Strings  
Forgotten Planet  
Gattaca  
I Miss You  
Infinity Veil  
Landing  
Metallic Breeze  
MicroPad  
Moon Floating  
Morning Clouds  
Motion Organ  
Movement  
Multiple Motions  
Multiverse  
Noisewave  
Odd Motion  
Pearlman  
Pulsar  
Shootingstar  
Space Odyssey  
Space Station  
Static Move  
Sweet Ramp  
Tronica  
Warm Strings  
Warm Water  
Your Time

### 06 Brass

A Majestic  
Brass FM  
Brass Signal  
Celestial Horns  
Crystal Brass  
Double Brass  
Dubitative  
Fantastic Flavour  
Flangy Horns  
House Glory  
Moth Brass  
Palmer  
Pressurized Resonance  
Robert Sponge  
Rusty Brass  
Seasons  
Sharp Skin  
Short Movements  
Swirl  
Unravel  
VHS

### 07 Pluck & Bells

Blueroom  
Circuit Bell  
Coton Short  
Droplets  
Enchanted FM  
Ephemakey  
FM Mallet  
Formant Bell  
Lighthouse  
Little Drop  
Low Saw Poly  
Ondamania  
Pitching Up  
Princess Wheel  
Resonators  
Rounded Rust  
Square Frogs  
Starmen  
Wisconsin

### 08 FX & Rhythmic

Acid Riser Wheel  
Boiler Roots  
Creepy Rise  
Detroitism  
Drunk Steps  
For Glitch  
Get Wiggly  
Gnarly Impact  
Horror Tension  
Is Coming 1K  
Lost Drop  
Milkshake  
Noise Wars 1K  
Plasticity  
Pocket Calculator  
Rolling Rock 1K

### 09 Patch Book

1a Bass  
1b Clarinet  
2 Sweet Strings  
3 English Horn Duo  
4 Snare Drum  
5 Flute  
6 Solo Violin  
7 Cash on the Line  
8 Trombone  
9 Precise Bass  
11 Theremin  
12 Classic Odyssey  
13 Romantic Odyssey  
14 Baroque Odyssey  
15 Wonder Clavinet  
16 A Big Bell  
17 Note Pig  
18 Beginning Whistler  
19 HH Bass  
20 Ow  
21 60c Piano  
21 60c Solo  
22 High Voltage Sitar  
23 Screamo Organo  
24 Pedal Steel  
26 TV Mystery  
27 K.E Solo Sound  
28 Fanfare Brass  
29 Harmonica  
29a Harmonica Solo  
29b Harmonica Pad  
30 Gregorian Chanters  
31 Marimba  
32 Jaw ARP  
33 Choir Soprano  
34 Electric Duck  
35 Small War  
36 Steam Train Diesel  
37 Heavy Rain  
39 Lava  
47 Toma Gong  
53 2am Cat  
55 Heavy Bass Funk  
57 Shafter  
58 Drums  
60 Programmed Rhythm  
61 Bosso Waca Octave  
62 3-Note Chord  
65 Something Weird  
66 Uncontrolled Arpeggios  
67 Sensitive ADSR  
69 Activated Trill  
70 Dual Tempo Trill  
72 Controlled Phase Sync  
74 Pseudo Phaser

## Sample Layer List

### Arp Patch Book

1 Brass  
1 Clarinet  
2 Sweet Strings  
3 English Horn Duo  
4 Snare Drum  
5 Flute  
6 Solo Violin  
7 Cash on the Line  
8 Trombone  
9 Precise Bass  
11 Theremin  
12 Classic Odyssey  
13 Romantic Odyssey  
14 Baroque Odyssey  
15 Wonder Clavinet  
16 A Big Bell  
17 Note Pig  
18 Beginning Whistler  
19 HH Bass  
20 Ow  
21 60c Piano  
22 High Voltage Sitar  
23 Screamo Organo  
24 Pedal Steel  
26 TV Mystery  
27 K.E Solo Sound  
28 Fanfare Brass  
29 Harmonica  
30 Gregorian Chanters  
31 Marimba  
32 Jaw ARP  
33 Choir Soprano  
34 Electric Duck  
35 Small War  
36 Steam Train Diesel  
37 Heavy Rain  
39 Lava  
47 Toma Gong  
53 2am Cat  
55 Heavy Bass Funk  
57 Shafter  
58 Drums  
60 Programmed Rhythm  
61 Bosso Waca Octave  
62 3-Note Chord  
65 Something Weird  
66 Uncontrolled Arpeggios  
67 Sensitive ADSR  
69 Activated Trill  
70 Dual Tempo Trill  
72 Controlled Phase Sync  
74 Pseudo Phaser

### Bass

ARP Sub  
Bassey  
Big Boy  
Busy Low  
Cartoon  
Chaos Attack  
Chrome  
Dub Radio  
Easy Wave  
Electro Groove  
Hard Detune Square  
Herbie Bass  
Light Funk  
Micro Mod  
Mosquito  
Normal One  
Odybass  
Rough Funk  
Seventies Touch  
Solid  
SynSaw  
Titan

### Brass

Energy  
Esquisse  
Fast Circuit  
Galactic Times  
Hill  
Metalic  
Robert Spirit  
Robot Speech  
Sharp Short  
Shy Brassey  
Silverish  
Strong Breath  
Sweat Swing  
Synthetic  
Thriller Movie  
Transistor Speaker  
Uncle Brass

### FXs

Alien Spirit  
Digital Bird  
Helicopsynth  
Lunar Steps  
R2Debug  
Round Drum  
Swamp  
Thrill  
Warning Machine

### Keys

Accordion  
Arcade  
Broken Arp  
Cat Sync  
Clavi Fifth  
Disturbed Pipe  
Half Funk  
His Royalty  
Leslie  
Majeskeys  
Metal Disc  
Orgarp  
Oy Keys  
Radio Dyssey  
Rave Tune  
Rover Keys  
Toydyseey  
Volk Synth

### Lead

Agressive  
Blade Run  
Cristalead  
Dusty Filter  
Elec Ctr  
Fest Lead  
Filtered Radio  
Heavy  
Jaw  
Late Eighties  
Leadyssey  
Motor Grunt  
Octaver  
Overlead  
Retro Lead  
Ring  
Sweet Lemon  
Wet Saw

### Pads

Autonome Mod  
Based  
Chorus  
Cold Day  
Convulsion  
Discontinuous  
Filthy Saw  
Hazardous Sync  
Lazy Freq  
Long Descent  
Mod Retard  
Morpheus  
Out of Pad  
Plasma Pulse  
Space Command  
Windy Fifth

### Pluck

Banjo  
Buzzin Note  
Computer  
Flushy Pluck  
Hide Pluck  
High Sauce  
Little Hope  
Pluck Fest  
Pop Song  
Progressive  
Quack Quack  
Rusty Bell  
Sneaky Reso  
Staccato  
Teckel Bell  
Water Drop  
Woggle








### Waveform

Mixwave 1  
Mixwave 2  
Mixwave 3  
Pulse 25  
Pulse 50  
Pulse 75  
Ring Mod 1  
Ring Mod 2  
Ring Mod 3  
Saw  
Sine  
Squar

## Links

---

### UVI

Home . . . . .	<a href="http://uvi.net/">uvi.net/</a> 
UVI Portal . . . . .	<a href="http://uvi.net/uvi-portal">uvi.net/uvi-portal</a> 
SonicPass . . . . .	<a href="http://uvi.net/sonicpass">uvi.net/sonicpass</a> 
Manage Your Products . . . . .	<a href="http://uvi.net/download-with-portal">uvi.net/download-with-portal</a> 
Soundbank Installation Guide . . . . .	<a href="#">installing_uvi_soundbanks_en.pdf</a> 
UVI Workstation User Guide . . . . .	<a href="#">uviworkstation_user_guide_en.pdf</a> 
FAQ . . . . .	<a href="http://uvi.net/faq">uvi.net/faq</a> 
Tutorial and Demo Videos . . . . .	<a href="http://youtube.com/">youtube.com/</a> 
Support . . . . .	<a href="http://uvi.net/contact-support">uvi.net/contact-support</a> 

### iLok

Home . . . . .	<a href="http://ilok.com/">ilok.com/</a> 
iLok License Manager . . . . .	<a href="http://ilok.com/ilm.html">ilok.com/ilm.html</a> 
FAQ . . . . .	<a href="http://ilok.com/supportfaq">ilok.com/supportfaq</a> 

# HX-ODDY

## Credits and Thanks

### **Produced by UVI**

### **Recording / Editing / Sound Design**

Vincenzo Bellanova  
Tanguy Destre  
Alain J Etchart  
Théo Gallienne  
Carlo De Gregorio  
Kévin Guilhaumou  
Marco Iodice  
Emeric Tschambser

### **Software + Scripting**

Thomas Kowalski  
R my Muller  
Olivier Tristan  
Emeric Tschambser

### **GUI + Design**

Nathaniel Reeves

### **Documents**

Nathaniel Reeves  
Kai Tomita



UVI.NET