8-Bit Synth

Soundbank Manual

Software Version 1.0

8-BIT SYNTH

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8-BIT SYNTH

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Introduction
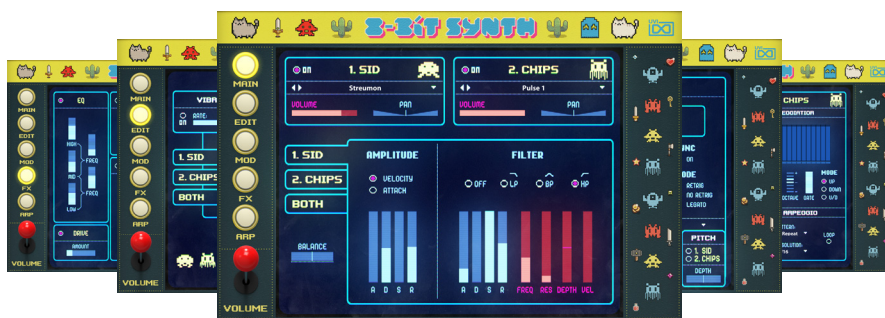
8-Bit Synth
Retro Chip Sounds and Beyond

- Inspired by the lo-fi hardware sounds of yesteryear
- Dual-layer engine loaded with authentic hardware samples
- Explore hundreds of custom presets and create your own

Inspired by some of our favorite vintage computers and gaming systems, 8-Bit Synth delivers a massive collection of authentic sounds sampled directly from the hardware. Dial up custom patches created with the Commodore 64, Game Boy, SID Station, Mod Machine and more, and create brand new sonic adventures with the genuine sounds of these classic machines.

A fantastic instrument for crafting chip tunes and beyond, 8-Bit Synth digs deep into the capabilities of the hardware and delivers a surprisingly sweet range of sounds covering everything from classic video game favorites to modern genre-style patches. Don't let the arcade-inspired exterior fool you, while definitely packed with fun 8-Bit Synth is a serious and versatile instrument covering a broad sonic palette.

INSTRUMENT
Starting with a deep sampling of retro computers, game systems and vintage-inspired instruments, 8-Bit Synth gives you 375 high-quality patches created by our sound design team, arranged into categories including; Bass, Brass, Chip Mod, Chords, Composite, Drums, FX, Keys & Bells, Leads, Pads, Plucks, Polysynth, Sweeps, and Waveforms, each loaded with ready-to-inspire sonic destinations that can work equally well as starting points for you to tweak and build upon.

Internally 8-Bit Synth is made up of two layers, with layer 1 presenting sounds from the SID, and layer 2 loaded with sounds from devices like the GameBoy, Mod Machine, Commodore 64, and more, allowing you to quickly and easily explore new combinations and create your very own hybrid sounds.

Control over each layer is provided via discrete ADSR amplitude envelopes, multimode filters with envelopes, pitch, portamento, and stereo controls, including unison. You even have layer-specific control over modwheel assignments on your MIDI keyboard, allowing you to blend the two layers surgically and perform them in unique and interesting ways.

Each layer in 8-Bit Synth can be animated with discrete arpeggiators, and on the Mod page with a 16-step Step Modulator and an LFO. Finally, a packed FX page delivers studio-grade 3-band EQ, Overdrive, Thorus, Phasor, Ensemble, Delay, and Sparkverb, giving you everything you need to add a finishing touch or radical transformation.

Designed to be a source of fun and inspiration, 8-Bit Synth delivers a huge range of authentic retro chip sounds not to be missed.

Minimum System Requirements
- UVI Workstation 3.0.16+ or Falcon 2.1.2+
- 25GB of disk space

For more information on the installation process, please refer to the document: Soundbank Installation Guide

8-bit Synth

Interface [8-bit Synth - Main and Globals]

8-bit Synth is outfitted with 2 layers; SID and Chips. Both have independent selection of OSC sounds, dedicated volume, pan, filters, envelope generators for amplitude and filter, portamento, stereo mode, and arpeggiators in the Arpeggiator page. The Edit and Effects page modify the summed signal of both synths while Modulation can be selectively targeted.

1 ▶ Pages

» **Main, Edit, Modulation, Effects and Arpeggiators**
Click to change the current control page

2 ▶ Global Volume

3 ▶ Layer Select

» **SID / Chips / Both**
Select SID or Chips; displays discrete Amp Env, Filter and Filter Env controls

» **Balance**
Sets the balance between low and high register of the keyboard

4 ▶ Layer Globals

» **Power** - Turn SID and Chips on/off

» **Preset** - Select the Oscillator sound

» **Volume**
Adjust the selected layer's volume

» **Pan**
Adjust the selected layer's pan

5 ▶ Amplitude

» **Velocity** - Toggle velocity on/off

» **Attack**
When active, routes Velocity input to Amp Env: Attack

» **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

» **ADSR**
Typical ADSR envelope for the Filter

» **Frequency**
Set the filter cutoff frequency

» **Resonance**
Set the filter resonance amount

» **Velocity**
Set the filter's velocity sensitivity

» **Depth**
Set the filter's depth amount

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Interface [8-bit Synth - Edit Page]
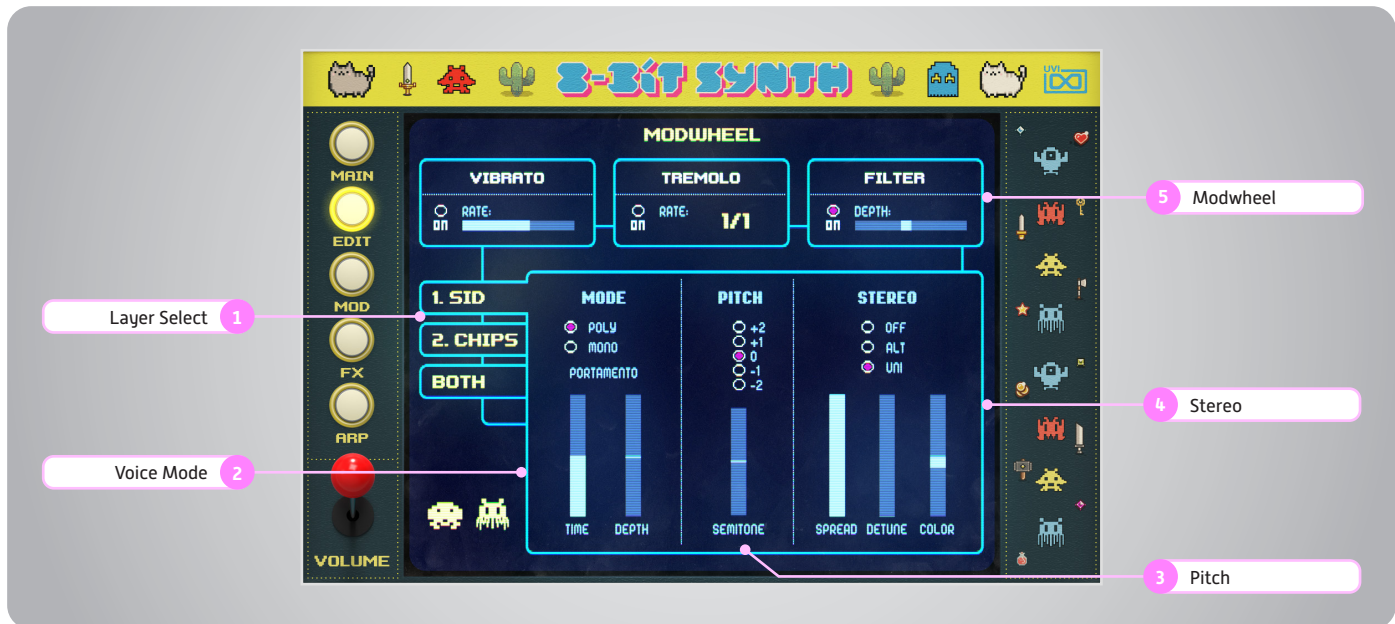
1 ▶ Layer Select

Select SID, Chips or both; displays discrete controls for Modwheel Mode, Pitch and Stereo.

2 ▶ Voice Mode

» **Mode**
Toggle between Mono and Poly voicing

» **Portamento Time** - Set the Glide time

» **Portamento 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

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Interface [8-bit Synth - Modulation Page]

1 ▶ Step Modulator

» **Steps**
Change the number of playable steps (1-16)

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

» **Speed**
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 Routing**
Control the amounts of modulation to be applied to each or both layer's Volume Amount and Filter Depth

2 ▶ LFO

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

» **Speed** - Change the LFO Speed

» **Sync**
Enable/Disable LFO sync to Host Tempo

» **Mode**
Change the LFO retrigger mode; Retrigger, No Retrigger or Legato

» **LFO Routing**
Control the amount of LFO modulation to be applied to various parameters including; Pitch, Volume and Filter

3 ▶ Modulation Targets

Set the target layer for the parameter modulation, SID and/or Chips

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Interface [8-bit Synth - 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 and Mid/High bands

2 ▶ Drive

» **On/Off** - Turn the effect on/off
» **Amount** - Adjust the drive amount

3 ▶ Thorus (Chorus)
» **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
» **Speed** - Adjust the delay time
» **Feedback**
   Adjust the delay feedback amount
» **LoCut**
   Adjust the delay output's low-cut filter
   frequency

» **HiCut**
   Adjust the delay output's hi-cut filter
   frequency
» **Mix** - Adjust the delay effect mix amount

7 ▶ Sparkverb (Reverb)

» **On/Off** - Turn the effect on/off
» **Size** - Adjust the reverb room size
» **Decay** - Adjust the reverb decay time
» **Lo**
   Multiplies the decay time (-/+) for the
   low frequency signal
» **Hi**
   Multiplies the decay time (-/+) for the
   high frequency signal
» **Mix** - Adjust the reverb mix amount

8-Bit Synth

Interface [8-bit Synth - Arpeggiators Page]

1 ▶ Arp On/Off
Toggle the Arpeggiator On/Off

2 ▶ Mode
Select Up, Down, or Up and Down

3 ▶ Link
Switch to link two arpeggiators

4 ▶ Step Indicator
LED lights up when step is triggered

5 ▶ Step Editor
Freely draw note velocities

6 ▶ Tie
When active, step inherits Velocity from the previous step

7 ▶ Steps
Change the number of playable steps (1-16)

8 ▶ Speed
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

11 ▶ Chip Arpeggio

» **On/Off**
Turn the chip-based arpeggiator on/off

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

» **Pattern**
Click to select the arpeggio patern

» **Resolution**
Change the step duration (1/64 - 1/1)

» **Loop**
Turn the arpeggiator loop mode on/off

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Preset List [8-bit Synth]

8-Bit Synth

00-Init Mono
00-Init Stereo

01-Chiptuning
Boot
C64 Stack
Court Metrage
Crispy Dream
DMG Artefacts
Dual SID
Frogger Leap
Funning
Gameboy 64
Gray Ionizer
Happy Sad
Japan Tales 1
Japan Tales 2
Lead N Drum
Melodisc
Monster Munch
Mr Good
Noisteroid
Octave Arp
Power Up
Press Jump
Repeat Bleed
Retro Arping
Rich Man
Rythm N Pulse
SID Blip
SID Hard Panned
Square Dance
Tense Pluck
Typical Blip
Typical Repeat
Typical Square

Animated Arp
Dirty Mono
Eight Beats
Euro Disning
Filter Wheel
Mad Chip
Monty Trance
Mood Tense
More Analog
Noise Flutatak
Obscurity
Observatoire
OkSIDgene
Padman
Pattern Chord
Phase O Good
Pop Sub Corn
Power Mask
Pulse Arpeggio
Shinobi
SID Chlore
Simple Mono Arp
Simple Poly Arp
Slow Bass Fast
Softy Dreamy
Solo Monarp
Space Bird
Spheroidal
Standarp
Strami Bass
Sub Mersion 1
Sub Mersion 2
Tanger Dream
Tune Double Arp
Wheel Mopho
Wheel To Short
Xtra Chase 1
Xtra Chase 2
Zebulition

Animated Step
Calmistic
ExpresSID
Hi Hats Centric
Insolence
Movie Star
Noise Step
OminouStep
Randomizer
Saloute
Slow Mediation
Space Driver
Stack Tremolo
Steady Gate 1
Steady Gate 2
Step Filter Arp
Step Mosquito
Sweep Step
Tube Simplicity
Wheel to Brite

Bass
Bad Ass
Dirtyness
Eight Bit Brass
Electric Click
Fat Burner
Guitar Fuzz
Kick Bass
Majority
Moroder 64
Old S Cool
One Fingering
Organ Touch
Peach Day Demo
Phat SID
Push to A
Saw Combo
Scritty Seq
Sequencing
SID 3o3
Skrillanalog
So Sature
Stereo Power 1
Stereo Power 2
Sub 8o8 Mix
Sub High
Ultra Panned
Veynair
Vibass
Wheel Play
Wobble Simple
Xtreme Rez

Bells
A Beauty
Delicatess 1
Delicatess 2
Digital Bells 1
Digital Bells 2
Digital Bells 3
Dirty One
Dirty Two
Dream Land
Fantasia SID
Kyoto Dome
Magnifique
Metal Cell
Mix Chips Bells
Mono Lite
Parasibell
Sinus
Skinny Thing
Space Bells
Stack Bells
Straturanus
Under Bell
Vel to Noisy
Wheel to HP
Whisper Bell
Whisper PPG
Whisthling

Brass
Bass and Brass
Brass Attack
Full Synthetic
Hybridiesel
Joe Action
Kick Brass
Large Horns 303
LFO Gate
Orchestre Like
Phase Brass
Raw Brass
Sexyphone
Softanger
Solomonox
Space Horn
Stack Brass
Synth Soft
Syrup Brass
Third Type

Chords
Compressed 1
Compressed 2
Fifth Bells
Funny Chord
Gate Chord
Gimmick Me
Huge Slow Arp
Pad Chord
Phantasio
Porta Chord
Tek Skinny Phat
The Seventh
Wheel Me Five

Drums
Clapish
Loop BD HH
Melosnare
Noise Double Hit
SIDnare
Toms Andjer
Tribal Arp 1
Tribal Arp 2
Tribal Arp 3
VL Tone

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Preset List [8-bit Synth]

FX

Copter Pad
Creative Mood
Double Panned
Drunk Robots
Fight Hit
FX Arp
FX Du Seigneur
Grillorgan
Hooks Gump
Hyper Space
Hyper Tension
Intra Noise
Klickoss
Kong Plage
Lazer Shot 1
Lazer Shot 2
Little Fall
Little Jump
Long Arp Random
Mad Robot
Meditanoise
Munch Noise
Musical Noise 1
Musical Noise 2
Mysterious
Noise Hit
Noise Pad 1
Noise Pad 2
RayZiduel
Romputer
Star Drop
Super Circle
Talking Bird
Ultraverb Drone 1
Ultraverb Drone 2
Ultraverb Drone 3
Watch Out
Xplose Pattern

Keys

Cloud Keys
Double Clav
Emilie Vibes
Epiano Broken
Gentle Hamm
HarpSIDchord
Hyper Mario
Large Portion
Little Keys Pad
Motor Clav
Organ Perk
Phase Keys
Piano Delay Wheel
Piano Dussenn
Pop Clav
SID Piano
Sol Organ
Space Honky
Spachurch
Sweep Keys
Throat SID
Very Soft Keys
Waterworld
Wet Keys
Wheel Me Clav
Zarbi Road

Leads

Bass Lead 1
Bass Lead 2
Bass Lead 3
D2R2K
Dirty Sync
Flute Residu
Frantic Lead 1
Frantic Lead 2
Funky SID
Fuzz Tea
Gameboy Lead
Japan Pizza
Jean Sy Fleet
Klax Lead
Lead Attack
Mono Viral
Panned Click
Polead Boy
Punky Daft
Solid Saw
Solo Sale
Solo Verb
Stereolid One
Stereolid Two
Stressitron
Super Abbe
Wet Tavu
Wetbrato
Xtreme Lead

Pads

Amazing Strings
Chaospheric
Dirty Pad
Douceur 1
Douceur 2
Inter Fearence
Juan Mich
Jupiter Clouds
Low Large
Lunar Parasite 1
Lunar Parasite 2
Mage Estee
Octastep
Orchestral SID
Plain Street
PNLanding 1
PNLanding 2
PNLanding 3
Pretty Detuned
Raw Bespiair
Riester Dream
Smooth Arps
Stringish
Sub Arp Pad
Titanic
Tourniquet
Tremosphere
Tropiques
Vibrastrings
Wheel Expressiv
Xpressive Noise

Plucks

Ethno Metal
Fiesta Man
Fun Seq
Game Stabs
Gimmick Machine
Little Corn
Mallet Chip
Melodik 1
Melodik 2
Monkey Ball
Mother Plucker
Pluck Invaders
Pluck Monster
Sanza SID
SIDimba 1
SIDimba 2
So Zarbe
Soft Corn
Space Balaf
Stack SID
Thin Tetic
Ultra Echo
Very Wet
Vibrassy
Wheel Hook 1
Wheel Hook 2
Xylogramme

Polysynth

Attack Sweep
Densynth
Euro Trance
Fresh Funk 1
Fresh Funk 2
Furious Stack
High Fidelity
Interferry
Kratos Strings
Krazy One
Lazer Wheel
Melodia
Poly Nawak
Poly Tanger
Poly Thin
Retro Synth
Sawheel Morph
SID Poly Weird
Stress Full
String Keys
Swift Poly
Vibrant Synth
Waveformant

Sweeps

Cicloidal
HP Latte
Internal Filter
LFO Filter
Phat Verse
Retro Sweep
Soft Power
Sweep Gaming
Swhisper
Volume Sweel

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Preset List [8-bit Synth]

Layer Sounds

SID part

Bass
Bad Ass
Clinton Station
Depech Mad
Drone Bird
Earth Quake
Majority
More Analog
Phat Crunch
Pulse Phat
RayZiduel
Slave Bass
Strong Rez
Syrup Bass
Thin Phat
Tubaliasing
Very Bass
Vibass
Video Gaming
Xtreme Phat 1
Xtreme Phat 2

Brass
Acid Brass
Eight Bit Brass
Final 2K
Horns Hit
Random Brass
Silver Soft
Soft Sweep
Stack Brass
Steady Riley
Third Type
Vibrassion

Chip Mod
Broken Game
Crazyness
Dirty Berry
Double Cheese
Hive Onice
Inter Lead
Japan Fefer
Lazer Organ
LFO HP
Multi Function
Pac Superman
Rave Zone
Sad Ending
Seqoya
Streumon
Verbotron
Vibrant Hook
Zelda One

Chords
Big Lead
Compressed 1
Compressed 2
Dirty Diana
Five Pads
Funny Chord
Madofive
Pad Chord
Solo 5th
Stab Ilot
Sweel Fear
Tack In
The Seventh

Composite
Big Stack
Conspiration
Flutatak
Harpy Hour
Mille Sheet
Noisa Fluta
Pad & Lead
Polynoise
Soft Power
Sol Organ
Space Organ
Stormix
Stressitron
Sweedishish
Tronic
Vox Poly

Drums
BD Tronic
Clapish
Elec Perc
Game Percs
Melosnare
Mini Zap
Perc Double
SIDnare
Simmons
Tom Sawer
Tonal BD

FX
CDG Take Off
Court Metrage
D2R2K
Da Grillon
Da Police
Dronopter
Electric Troop
End of Roll
Fly The Bee
Galafrog
Inconsistant
Insert Coin
Kaos Pad
Lead & FX
Mac Pan
Mad Robot
Mentalist
Metal Slug
Myosotis
Nagasaki
Noise Construction
Noise Sweep Down
Out of Tune
Paradis Ldo
Sea SID
Siren Del Mar
Slow F Zero
Space Craze
System Hard
Up Scale
Vrai LFO
Whats F
Xtra Drone

Keys & Bells
Bell Pad
Belucci
Digitel
Double Dutch
Electric Piano
Gentle Man
Hybrid Clav
Noisy Belly
Octave Bell
Pianito
SID Athis
Sid Organ
Space Bells
Space Harpsy 1
Space Harpsy 2
Stackeyboard
Standard Bell
Sweel Keys
Thin Piano
Tick Piano
Toy Piano
Tristesa
VFX Like
Whisper Bell

Leads
Digitalead
Her Price
Hybrid Lead
Lead Sub
Little Monster
Pick Hollow
Rotor Lead 1
Rotor Lead 2
Sad Lead
Saw Lead
Square Buzz
Syrup Lead
Trendy One
Typical 8bit
Vicci Leonard
Vocalead
Weal Lead

Pads
Composite
Emoticon
Fall Down
Gate Down
Heavy Detune 1
Heavy Detune 2
Heavy Detune 3
High Fidelity
I Feel It
Instable
Intense Ference
Large Strings
Molasone
Moscipad
Noise Pad
Ominous Brite
Pad Cycloid
Phat Evolution
Random Dream
Randoming
Severity
Smooth Strings
Soft Seq
Static
String Attack
Strings Lina
Strings Mel
Surprising
Tourniquet
Tropiques
Warmodulation
Xtremevo 1
Xtremevo 2

Plucks
Da Pop Corn
Dance Duck
Game Stabs
Little Corn
Niponno
Pluck Ference
Rebondi
SID Balafon
SID Honey
Space Harpsy
Techno JAM
Wha Zarbi

Polysynth
Euro Trance
Evolorgan
Five Guys
Flute Residu
Flutish
Fresh Funk
Griek Synth
Hook Bass Lead
Large Synth
Prophet 5
Space Burger
Temple Grain
Thin City
Urbanhof

Sweeps
Attack Sweep
Down the Street
Hi Pass Trami
HP Latte
Inversion
Jean Michel Sweep
Keys to Five
Motor Synth
Noisweep After
Pluckweep 1
Pluckweep 2
Poly Sweep
Star Busy
Stepped Sweep
Volume Sweel

Waveforms
Noise
Pulse
Saw
Triangle Basic
Triangle Ring
Waveforms Mix"

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Preset List [8-bit Synth]

Chips part

Bass
Big Ramp Up
Chopper
Clic Bass
FX Belly
Gangnam
Hardcore Bass
Huge Bass
Monty Big
Motobahn
Power SID
Pretty Big One
PWN Bass 1
PWN Bass 2
PWN Bass 3
PWN Bass 4
SIDo8
Skrill Pulse
Sub 64
The River 1
The River 2
XXL Bass

Brass
Slob Art
Soft Analogic 1
Soft Analogic 2
Steady Brass
Techno PW
Vibrasso

Chip Mod
Frogger Leap
Monty Gone
Polead Asid
Scratch Lead
Shiver Synth
Single Note Arp
Step After
Trigger Brass

Chords
Asian Tale
Droid Lead
Power Test
Square 5th
Techno Fifth

Drums
Cymbal 1
Cymbal 2
Cymbal 3
HH Klick
Hi Hats
Kiking
Metal Perc
Snare
Super Basic
Zapo8

FX
ARC OSC
Cry Vox
Floppy
Galagix
Galaxy Storm
Game Ending 1
Game Ending 2
Horror Mania
Lazy Django
Little Chopper
Medieval Chip
Method Of Random
Multiplex
Noise Storm
PC Bad Boot
Pins Accel
Pluck Atonal
Rand Man 1
Rand Man 2
Rand Man 3
Reverse Bell
Reverse OVNI
Scaring Lead
SID Car
Spacial Tuning
Staiway
Stress Gold
Super Copter
Trillex
Typical Fall
Up
Zap and Rise

Leads
Analog Lead
Fun Funk
Grainish
K Pop
Laser Lead
Lead Bass 1
Lead Bass 2
Melodia
Monty Lead
Nice Lead
Sam Lead
Skinny One
Skinny Two
Solarp 1
Solarp 2
Stock Lead 1
Stock Lead 2
Subtle Attack
Syncolo
Trance Action
Tranchant
Vibra Flute
Zobilame

Pads
Deep Bass
Evo 8 bits
Japan Song
Move Detune
Phase Like
Plain One
Scratched Pad 1
Scratched Pad 2
Square Pad
String Ponte
Sweep Arp
Wobby Detuned

Plucks
Coc Born
ElekPianet
Funning
Hot Steam
Little Hit
Pop 8 Corn
Short Guitar
SuChip
Wobby Synth
Zak Harry

Polysynth
Cripton
Detuned Engine
Hook Up
Majestic
Monty Poly
Ponte Holly
Sid Errant
Simple Fat
Stack Mode
Steady Poly
Supra Saw
To Filter
Trance Gatable
World Craft

Sweeps
Bubble Synth
High Times
LFO Layer
Phat UFO
PPG Style
Rythm Obile
Sync Sound
Sync Weeps
War Sweep

Waveforms
Mixed 1
Sam Poly Saw
Sam Pulse
Sam Saw
Saw Basic
Saw Fat
Square Basic
Triangle Basic
Triangle Fat

Xtra Gameboy
Noise 1
Noise 2
Pitch Drop Pulse
Pitch Mod Pulse 1
Pitch Mod Pulse 2
Pulse 1
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Pulse 4
Saw
Sine

Xtra C64
Accordion
Banjo
Calliope
Flute
Harmonica
Harpsichord
Noisy
Noisy Sus
Organ
Pulse
Pulse Sus
Rhythm
Saw X
Saw Sus
Triangle
Triangle Sus
Xylophon

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