



1) Pads & Groups: Every Patch in Urban Vault features 4 Groups with 16 pads per Group. All pads feature: S=solo, M=mute. Top fader is the panning for that pad and the bottom fader is the volume.

2) Pitch: Does a modulation drop or rise effect standard of 1 octave.

3) Trigger: Engages the Pitch function.

4) Effects: Effects “Send” for Chorus, Flanger, and Phaser.

5) 2X: The 2X button changes the Pitch effect from 1 octave to 2 octaves.

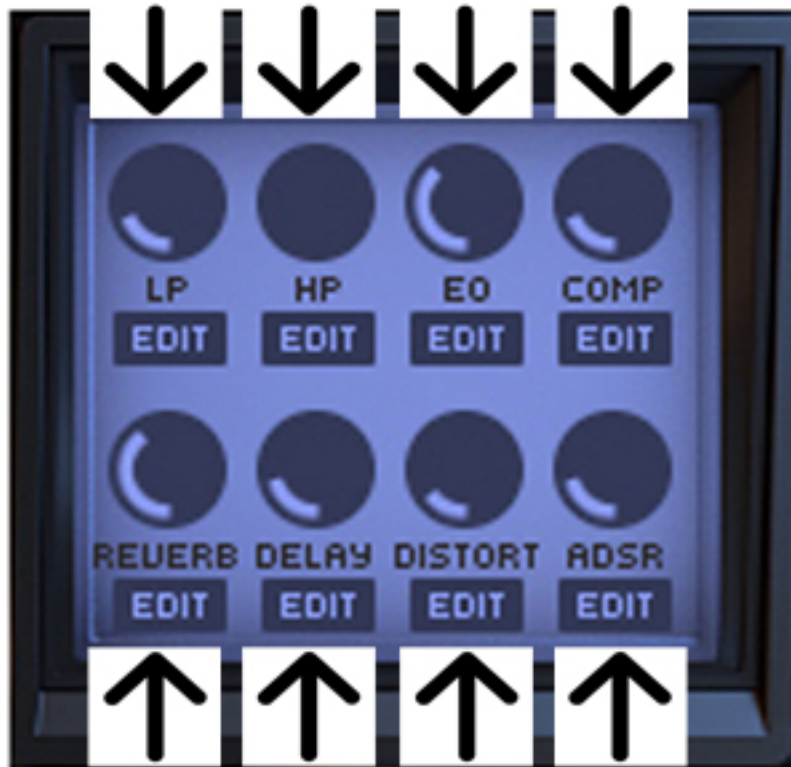
6) Stutter: Timed gate FX.

7) Toggle: Engages the Stutter function.

- 8) Waveform Display:
Multi Instruments - Shows Patch Name.
Construction Kits - Shows a visual representation of the selected sample.
Adjust Start Points by clicking and dragging the top of the waveform.
Adjust End Points by clicking and dragging the bottom of the waveform.
Exchange Samples by clicking the sample name below the Waveform.
- 9) Pan: Pans the stereo imaging of the master bus.
- 10) Glide: Portamento Amount.
- 11) Global: Applies changes to all pads when engaged.
- 12) Poly/Mono: Switches from Polyphonic to Monophonic.
- 13) Tune: Changes the tuning globally or individually per pad depending on if global is engaged.
- 14) Volume: Master volume control.
- 15) Low Pass Filter, High Pass Filter, EQ, Compressor, Reverb, Delay, Distortion, ADSR.
- 16) Key Mode: Takes a sample from a pad which could be a riff, one shot, or loop, and spread it chromatically up the keyboard.
- 17) Midi: Allows you to use your mouse to click the pads to trigger them as well as your midi controller. When this button is not engaged it is only dependent upon your midi controller to engage the pads.
- 18) Latch: The pad stays engaged until the pad is hit again which shuts it off. Use Latch with Note Repeat to loop a pad over and over for performance aspects.
- 19) Note Repeat: Repeats the pad note being played based upon the time selected. Repeat from 8 bars all the way to 1/128th Triplets.
- 20) Input Q: Input Quantize keeps you on time when producing or playing live.
- 21) Chord Assign: Allows you to play a chord on a multi-sample patch and assign that chord to a pad.
- 22) One Shot: Sample plays through it's entirety when you hit a pad. If it's not engaged the pad will play until you remove your finger from the pad.

FX Panel

1. Low Pass Filter **2. High Pass Filter** **3. EQ** **4. Compressor**



5. Reverb **6. Delay** **7. Distortion** **8. ADSR**

- 1) LP: Low Pass Filter with Cutoff & Resonance.
- 2) HP: High Pass Filter with Cutoff & Resonance.
- 3) EQ: with Low Gain, Mid Freq, Mid Gain, Mid Q, and High Gain.
- 4) Compressor: with Output, Attack, Threshold, Ratio, and Release.
- 5) Reverb: with Mix, Bass, Treble, Size, Time, and Mod.
- 6) Delay: with Wet, Delay Time, Feedback, Spread, and Dry.
- 7) Distortion: with Mix, Input, Drive, Trash, and Output.
- 8) ADSR: with Release, Attack, Decay, and Sustain.