Dagger synth

Mix - proportion between volume level of signals from oscillator 1 and oscillator 2

Phase / Detune - sets phase or detune of oscillator 2
1st half - phase shift amount
2nd half - detune (0->12 semitones)

High-pass filter

Spice - simulates faulty components
Frequency - filter cutoff frequency
Resonance - filter resonance
Track - keyboard tracking (0,50,100%)

Low-pass filter **Model**

Brute - Steiner-Parker filter (12db/oct) Nonlinear resonance

Primal - highly nonlinear transistor ladder (24db/oct) - up and down saw waves sound differently

Rogue - transistor ladder (24db/oct)

Ronin - diode ladder (18db/oct)

Chord - monophonic / paraphonic mode.

In paraphonic mode 4 duplicated oscillator sections, controlled by up to 4 keys, share the same filter and amp section

Waveform Oscillator 1 wave shape smooth transition: down-saw, triangle, up-saw, square->pulse width->zero

Glide - sets legato time (0 = off)
Auto - glide is active only on overlapping notes

Drive - amount of filter internal distortion.
Frequency - filter cutoff frequency
Resonance - filter resonance

Filter cutoff frequency modulation by:

Mod - LFO
Env - Envelope
Osc2 - Oscillator 2 (beware! :)

Track - keyboard tracking (0,50,100%)

Mod Oscillator modulation amount by LFO modulator.

Modulation targets (switch)
Wave1 - Oscillator 1 wave shape
Middle position - Phase / Detune
Pitch - Pitch of both oscillators

Oscillator 2

Sync: Oscillator 2 is hard-synchronized to oscillator 1
Waveform - oscillator 2 wave shape, morphable, noise at maximum value
Octave - oscillator 2 octave
Retrig - oscillators phase will be restarted on each note

Panel labels

Oscillators — High-pass — Low-pass

Chord — Mix — Sync — Spice — Primal 24 — 24 Rogue — Brute 12 — 18 Ronin — Model

Frequency — Drive — Frequency — Resonance

Auto — Glide — Mod — Octave — Resonance — Mod — Env — Osc2

Wave1 Phs/Det Pitch — Retrig — Track — Track

ADSR envelope generator:

Attack - attack time
Decay - decay time
Sustain - sustain level
Release - release time

Swtich

Retrig - each note event (including overlapping) retriggers envelope

Gate - overlapping notes will not retrigger envelope

LFO - envelope will repeat at LFO rate

Velocity - key velocity

Assymetrical diode clipper
Drive - distortion amount

Level Amplifier level
Mod LFO amp level modulation

Amplifier level is controlled by:

R - Sustaining envelope with only release phase effective
AR - Partial envelope with Sustain=1
ADSR - Full ADSR envelope

Panel labels

Modulators — Amplifier

Retrig Gate LFO

Attack — Decay — Sustain — Release — Drive

SH — ENV — VCO — Rate — LFO — Velocity — Level

Key Free Tempo — Wheel — Filter + Amp — Mod

Off Hpf Lpf Mod — R AR ADSR

Multi-mode LFO modulator

Rate - modulation rate
Mode: Sine, square, sample & hold, Noise, Decay envelope (1 shot), Sine wave, that follows oscillators frequency

Switch

Key - each key you press will restart modulator
Free - LFO is freerunning
Tempo - modulation cycle is synchronized to host tempo

Modulation wheel (MIDI) modulation target

Off -
Hpf - High-pass filter cutoff frequency
Lpf - Low-pass filter cutoff frequency
Mod - LFO modulation amount (affects all LFO targets)