Sugar Bytes Rack Extensions

Filter Pattern Manual

The Filter Pattern Effect adds pre-defined filter patterns to the audio signal.

The **Pattern** parameter lets you to choose between 25 different patterns, each with 10 variations.

The **Resonance** parameter controls the Q Factor and therefore the "sharpness" of the sound. Be careful with the resonance knob — high settings can produce volumes harmful for you and your equipment!

The **Sweep Speed** parameter controls the filter sweep. Turned counterclockwise, the speed of the sweep is reduced so it only completes a partial cycle. Turned clockwise, the sweep will accelerate and complete more than one cycle. In this situation, the **Option** setting dictates what happens to the sweep, either being repeated ("**Repeat**"), alternating forward and backwards ("**Ping Pong**"), or synced to the host clock ("**Synced**").

The **Sweep Range** parameter defines the working range of the frequency sweep and gives you a nice amount of control over the overall sound**.**

Note that the Filter Pattern algorithm starts working by turning the **Dry / Wet** knob clockwise. This is a good parameter to automate in order to determine when the Filter Pattern will be active in your song.

The **Dry / Wet** control determines the mix between the original and the processed signal.

There are three options for defining mixing behavior:

- **Linear**: The mixing happens in a linear fashion — the center position provides 50% original and 50% processed signal.
- **Wet**: The processed signal is added to the input. This option is mostly used for reverbs and delays.
- **Equal**: The signals are mixed according to the equal power law: center position will result in about 70% original and 70% processed signal.

All five parameters can be modulated by using the CV input on the rear panel.