EAGANMATRIX

Quick Start Guide

Haken Audio
EAGANMATRIX

Midi In (3.5mm)
Type A, B or TS, for normal Midi operation and firmware updates. Midi performance data can be used simultaneously with W,X,Y,Z control voltage inputs.

Rotary
Press for preset name display.
Rotate to change data values.

Octave / Menu Selection
Press - Oct- with Oct+ to Enter/Exit the Menu.

Macro Control Selection
0 to 5V or -5 to +5V with offsets. Macros i, ii, iii. Iv, v, vi all apply globally. Macros v & vi are accessible from the menu.

W,X,Y,Z Control Voltage Inputs
W: Gate > 1V (Gate current note on/off)
X: 1V/Oct, -10V to +10V, normally less
Y: 0 to 5V, -5V to +5V with offsets
Z: 0 to 5V, -5V to +5V with offsets

Provide W Gate On/Off and Z (0-5V) CV inputs to trigger notes for most presets. Can be used simultaneously with performance data from Midi input(s).

Audio In
Unbalanced Input. Left/Right stereo or mono. Input is treated differently depending on the preset.

Midi/I2C Out Switch
Up: I2C Out to CVC or uCVC
Down: Midi Out (3.5 mm) Type B

Midi Out or I2C Out (3.5 mm)
i2C connection to CVC or uCVC

USB Midi
USB Mini-B for Midi via USB and firmware updates

Preset, Pitch & Data Display

Preset Selection Buttons
Inc/Dec (Modified with Rotary)

W, X, Y, Z Offset Selection
W: Gate (can set constant Gate on)
X: Coarse and fine Tuning
Y: Maps to Y control in presets
     (often timbre but not always)
Z: Loudness (maps to pressure)
     (modified with Rotary)

Macro Control CV Inputs
0-5V, -5V to 5V with offsets provided by Macro Control Selection

Output Level Switch
0 dB   Eurorack
-12 dB   Line Level

Audio Out
Stereo output; use of Left output only is an audio sum of the stereo signal path.

One-time Calibration
Without any cables patched into a powered EaganMatrix Module, simultaneously press buttons i, ii, iii, iv and release to calibrate all voltage inputs. Display shows "-ZERO-".

Dimensions
22 HP wide, 30mm deep

Power
Requires ±12V and +5V from Eurorack power
±12V @ 25mA, +5V @ 300 mA max (190 mA avg)

Menu System

Oct- together with Oct+ to Enter & Exit the menu system.
Within the menu system, Oct- or Oct+ to traverse menus,
Preset- or Preset+ or Rotary to set value.

dB	Output level attenuation.
AIn	Audio input level.
RRt, RIn	Rounding Rate and Round Initial settings. Rounding state shown on display in bottom right row (example to right shows rounding is engaged).
v, vi	Macro values for v and vi. Press down on rotary encoder to see Macro name.
EfL, EfT	Effect (Recirculator) Level, Time.
EqT, EqF, EqL	EQ Tilt, EQ Frequency, EQ Mix.

W, X, Y, Z Inputs and Buttons

Note generation from control voltage inputs.

W	Use Rotary to adjust W (gate) offset. Notes play by applying Z and W > 1V.
X	Use Rotary for Coarse Tune by semitone. Hold in X button for fine tune. Display is MIDI note and fraction of semitone. MIDI note assigns C4 offset.
Y	Use Rotary to adjust Y (timbre) offset
Z	Use Rotary to adjust Z (loudness) offset

Octave Transposition

Oct- or Oct+	Change pitch by octaves; -2 to +2 range. Octave transposition displayed as dots on bottom left row (example to right shows -1 octave).

Playing Notes

Via CV and/or Midi (USB or TRS)

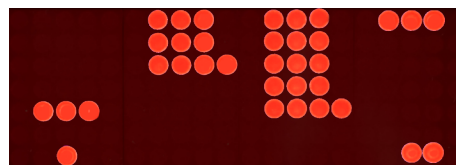|	
CV	Send X, W Gate On/Off and Z Loudness volume (envelope)
MPE Midi	Send MPE on channels 2 to max polyphony of loaded Preset
Standard Midi	Up to 8 voice polyphony on channel 1.

Note: Some Presets have constant audio output (drones) or are audio processors and require no MIDI or CV note input for activation.

Basic Operation

Macro Displays (current values)

i(0)   ii(96)   iii(64)   iv(127)

Octave   Rounding

Preset Categories

usr:	User Slots	PT:	Percussion Tuned
ST:	String	PR:	Processor
WI:	Wind	DO:	Drone
VO:	Vocal	MD:	Midi
KY:	Keyboard	CV:	CVC
CL:	Classic	DO:	Drone
OT:	Other	UT:	Utility
PE:	Percussion		

Display & Preset Selection

Play Mode	Default mode on power up. Preset displayed or visual pitch tracking during note on. Press Rotary for Current Preset Name.
Preset+-	Preset+ or Preset– to traverse Presets. Hold down button for fast Inc/Dec.
Category+-	Hold down Oct- and twist Rotary to change Preset Category. Hold down Oct- and press Rotary to see Category name. Hold down Oct+ and twist Rotary to move quickly through Presets within Category.

Macro Buttons

- Press i, ii, ii or iv and release, then use rotary to change macro's offset value
- Press i, ii, ii or iv and hold to view Macro name
- Press Rotary to return to Play Mode

Macro Inputs

Apply positive voltages to increase from offset value, negative voltages to decrease.

Saving a Modified Preset

- Press and hold Oct+ while also pressing Preset+ or Preset– to select "To N"
- Release all buttons to store to User Preset slot "N"
- Consider using the Haken Editor for more complicated Preset editing and saving operations.

Use Cases

- Use CV to control the EaganMatrix Module. (The module will do MPE conversion to MIDI out).
- Use Midi to control the EaganMatrix Module.
- Use the EaganMatrix Module to process audio input.
- Macro controls respond to either control voltage or MIDI input.
- Note Polyphony is shared across control voltage and Midi input simultaneously.
- Haken Editor can be used for loading firmware and custom designing Presets, and is otherwise optional.

For more detailed information about all Haken Audio devices refer to the Continuum User Guide and EaganMatrix User Guide. Downloads for User Guides and the Haken Editor are available in the support area of www.HakenAudio.com

1. Sawblades

A multiple Sawtooth wave preset. Three integrated sawtooth oscillators set to a sawtooth timbre are sent into a tapped feedback delay loop, where a different delay time is output for each stereo channel - giving a nice stereo reverberation ambience effect.

i (Detune)_____Maximum pitch detune between the three oscillators. Actual pitch detune amount is influenced by the amount of Z (pressure).
ii (DelLvl)_____Delay Level: Controls the level of the delay.
iii (DelTime)_____Delay Time: Controls the time between delay repeats.
iv (Reverb)_____Level of the reverb.
X_____Pitch
Y_____Not Used
Z_____Volume, brightness, and pitch detune
Ped1_____Sustain
Ped2_____Sostenuto 1

2. FM Dream Piano

Dreamy FM preset with 2 transients triggered at 2 different pressure levels. Note: this preset is mixing traditional FM (phase modulation in fact) and modal synthesis.

i (Transients)_____Volume of the 2 transients.
ii (TrstLengt)_____Transient length. Length of the 2 transients
iii (TrstDepth)_____Transient Depth. Modulation depth of the 2 transients.
iv (TrstFreq)_____Transient Frequency. Modulation frequency of the 2 transients.
v (ModalFrq)_____Modal Frequency. Frequency of the modal BiqBank.
vi (Release)_____Release time
X_____pitch
Y_____A bit of carrier colour
Z_____Volume and timbre changes with the transients.
Ped1_____Sustain
Ped2_____Sustenuto 1

3. Shimmer

An intervallic shimmering sound is created by a Phase Generator oscillator (set with maximum spectral balance) sent into a BiqBank that is sent in parallel into a high pass and low pass filter and then into a tapped low pass filtered, polyphony scaled SummedDelay feedback loop where the outputs of the taps are LFO ramped.

i (Speed)_____Controls the speed of the shape generators that add motion to the preset.
ii (Spread)_____Controls the frequency and bandpass spread of the BiqBank. Widening this tends to emphasize high frequency components of the sound.
iii (Tone)_____Controls cutoff frequency of the main low pass filter and amount of high pass filtered sound into the Delay Loop.
iv (Ambience)_____Amount of spatial augmentation.

Default User Presets: Firmware 9.9x

X_____Pitch
Y_____Not Used
Z_____Volume
Ped1_____Sustain
Ped2_____Sostenuto 1

4. Dripaphone

Drip sounds resonating in space, contoured by an adjustable decaying envelope. Character of the drips changes depending on Y position.

i (Tone)_____Harmonic spacing of the resonator, in stepped ranges.
ii (Envelope)_____Decay envelope of the repeating note elements.
iv (Rev - Reverb)_____Reverb level.
X_____Pitch
Y_____Drip character modifier
Z_____Volume
Pedal 1_____Sustain
Pedal 2_____Sostenuto 1

5. CZ Dirt Bass

Dirty and acid bass designed using the Casio CZ Phase Distortion principle with dirt added by a Kinetic physical model. Y has a huge impact on the harmonic content in this preset. Note: can have a special sharp and strong attack.

i (ResFreq1)_____Resonant frequencies of the two resonators.
ii (ResoShape)_____Color of resonance
iii (Dirt)_____Set it high to get a really dirty sound
iv (Delay)_____Delay level.
X_____Pitch
Y_____Colour
Z_____Volume
Ped1_____Sustain
Ped2_____Sostenuto 1

6. Soundboard

Low Pass Filtered noise is fed through a tapped MicroDelay (12.5 ms) network with adjustable convolution control and Modulated Delay. A string-like soundboard effect is produced. The sound can be very resonant with maximum Sustain. Note: Even if you turn the recirculator completely off this preset will reverberate for a considerable time due to the feedback network and default persistence.

i (Body)_____Controls the amount of wet/dry convolution applied as well as controls the tapped delay output.
ii (BodyType)_____Controls the convolution body running through the full range (0..3) of: Guitar->Waterphone1->Waterphone2->Fiber.

iii (Mod)_____Body type changes through a shape generator, speed and depth increase as this controller goes higher.
iv (Sustain)_____Sustain time of a released note.
X_____Pitch
Y_____Tone (controls Filter cutoff)
Z_____Volume + Tone (Totally controls the bandwidth

Ped1_____Sustain
Ped2_____ii

7. Bajaron Light Ship

A Sinebank with XYZ sine component phase control is passed through a feedback delay loop with modulated delay control as well. A complex "buzzing" sound results.

i (Subharmonic)_____Controls volume of a fixed Subharmonic sine tone down two octaves from the pitch played, increasing in volume with Z and decreasing with Y.
ii (PhaseSpeed)_____Controls rate of Modulated Delay.
iii (Delay)_____Controls amount of delay sent to output.
iv (Feedback)_____Controls amount of delay into the feedback loop.
X_____Pitch + phase of sine component control
Y_____Phase of sine component control + Center of sinebank control
Z_____Volume + phase of sine component control
Pedal 1_____Sustain
Pedal 2_____Sostenuto 1

8. Magic Carillon

Drone based on a Kinetic model with a very large set of sonic possibilities (tweak the Controls to go from a lot of different types of bells bells to cicada, frogs or marimbas). Note: by itself this preset is also a kind of demonstration of the sonic possibilities of the Kinetic model.

i (Density)_____Density of note triggering.
ii (ModFreq)_____Frequency of modulation of the Mass modulation.
iii (MassMod)_____Mass modulation depth.
iv (Damp_____Damping of each note.
v (Distribution)_____Distribution of notes (from one note to plenty of different ones).
vi (Tune)_____Global tuning of the drone.

9. Tanpura

Tap Sitar: A Harmonic Manipulator set to the "'Vla Marcato'" spectral set with a single cycle ramped Interpolation between spectra (important for attack effect) is sent to the outputs as well as through a High Pass Filter and into a tapped SummedDelay feedback loop. A Modulated Delay also adds the reverberant sitar-like sympathetic string effect. Note 1: Try light taps with this preset as well as pitch slides.

i (FairyDust)	Increases the high end metallic resonance by increasing the input into the high pass filter, changes the dynamic Convolution Response and alters the sine modulation change on the Harman's fundamental frequency parameter.
ii (DelLvl)	Increases the tapped delay output level.
iii (DelTime)	Time interval between repeats in the delay line.
X	Pitch
Y	Not Used
Z	Volume
Ped1	Sustain
Ped2	Sostenuto 1

10.

Life of Pi: Dual wavebank generators shaped with a reverse envelope effect are run through a long delay and swept echo. An added bonus to this Preset is it will also process external audio.

i (Detune)	Increases the high end metallic resonance by increasing the input into the high pass filter, changes the dynamic Convolution Response and alters the sine modulation change on the Harman's fundamental frequency parameter.
ii(DelLvl)	Increases the tapped delay output level.
iii(DelTime)	Time interval between repeats in the delay line.
X	Pitch
Y	Not Used
Z	Volume
Ped1	Sustain

11. Bullroarer

A physical model of the instrument using a high pass filtered, noise modulated oscillator in combination with bandpass filtered noise, all modulated using Hann and Triangle shape generators on the outputs to create a stereo whirling effect that models swinging an actual bullroarer.

i (TopSpeed)	Speed of the swinging (also modulated by Z)
X	Pitch
Y	Not Used
Z	Volume plus secondary control of rotation speed.
Ped1	i
Ped2	Sostenuto 1

Default User Presets: Firmware 9.9x (continued)

12. Choir and Ext

A vocal choir preset. A Sawtooth WaveBank with slightly detuned wave, some 90 degrees out of phase is sent into a BiqMouth formant generator along with a very small bit of pressure controlled high pass filtered noise. The output is sent through a low pass filter to the outputs and also into a tapped delay to output different delayed signals to opposite stereo channels for better stereo effect. Note: Formant generators (bandpass filter chains) typically sound best if you pass it complex waveforms like the sawtooth wave. Also formant generation of this sort can not be applied across the full range of the instrument. Certain setting will sound best in specific ranges, just like a human voice is geared to a rather limited range. This Preset can also process external audio at the same time, making it possible to create even more sonic textures. External audio is passed through the mouth shape filters and ambience effects.

i (VoxCoarse)	Adjusts the mouth shape, which is secondarily affected by Y.
ii (VoxFine)	A fine tune adjustment of the mouth shape.
iii (Chorus)	A chorus effect created by a detuning of the sawtooth oscillators.
iv (IntExt)	Balance between using the internal EaganMatrix oscillators or an external audio source.
v (Ambience)	Level of the delay and reverb.
vi (VoxSpread)	Additional range control of the mouth shape. Adjust to create different boundary areas.
X	Pitch
Y	Applies an offset to the mouth shape so the format will change as you move from bottom to top of Y.
Z	Volume and timbral changes.
Ped1	Sustain
Ped2	i

13. Ambient Delay

Audio Processor: A dual delay line is combined with a modulated delay creating a more textured delay than usual delays, residing somewher between a traditional dealy and a reverb. this Preset process stereo or mono audio through the audio input only, and creates no audio output on its own.

i (Input)	Audio input level.
ii (Mix)	Mix between the dry and wet signals.
iii (Time)	Delay time.
iv (Fdbck)	Amount of feedback in the delay line.
v (Spread)	Stereo spread of the left/right delay, from unison to ping-pong.

14. Analog Echo

Audio Processor: Analog like echo for mono or stereo signals. Like an analog echo it distorts over time.

i (Input)	Audio input level.
ii (Mix)	Mix between the dry and wet signals.
iii (Time)	Delay time.
iv (Fdbck)	Amount of feedback in the delay line.
v (Spread)	Stereo spread of the left/right delay, from unison to ping-pong.
vi (Mod)	Introduces a pitch warble into the delay repeats.

15. FDN Space

Audio Processor: An ambient effect created by using micro delay lines, creating ringing reverb like effect that is very tuneable and musical. A great alternative to a normal regular reverb.

i Damp	High frequency damping of the delay line, creating a darker texture or dramatic muting of the total delay time.
ii (Tune)	Pitched tuning of the delay lines.
iii (Diffusion)	Pitch deviations which can caus either a focussed or non-focussed delay pitches.
iv (DryWet)	Balance between the dry and the reverberant signals.
v(HighPass)	A high pass filter to reduce low frequency information in the delay line feedback.

16. Ring Mod Voice

Audio Processor: Designed to take a vocal input on the L Audio input and multiply that with a two oscillators to create ring modulation effects, as used in Dr. Who Daleks for example. The input does not have to be a voice. You can use any analog input but the oscillators used to create the ring modulation are intended limited vocal input. Note that the Macro Controllers v and vi will need to be applied using the options in the Menu system or perhaps through an external Midi Controller (on CC 16 and CC17) or set in the editor. A second voice can be brought in at an offset frequency for added fun.

i	Sets frequency of the modulating oscillators
ii	Sets an additional LFO modulating amount
iii	Sets the LFO Rate
iv	Brings in a second offet modulated voice
v	Allows you to alter amount of 1st voice output
vi	Allows you to alter amount of second voice output
W	Not Used
X	Not Used
Y	Not Used
Z	Not Used

The System Library

In addition to these 16 User Presets, firmware release 9.85 also contains over 550 System Presets, all accessible through the EaganMatrix menu system. System Presets can be modified and stored into any of the 128 User Preset slots.

System Library Presets Firmware 9.9x

ST Strings

Polyphonic bowed, plucked, rubbed string instruments.

1. Bowed BiqBank
2. Bowed Double Reed
3. Bowed KinBanjo
4. Bowed Mood
5. BuzzStrings
6. Cimbalom - Continuous
7. Cimbalom - Z Pitch
8. Country Resonator
9. Dulcimer Ghost
10. Eastern Slider Ch1
11. Electric Guitar
12. Electric Guitar Saturated
13. Feedback String
14. Haegum
15. Harmonic Break
16. Harmonic Viol
17. Harp
18. Hoop Lute
19. Hyper Pizz
20. Jupiter Mission
21. Karplus & ModMan
22. Kinetic Cabinet
23. Kinetic Kokyu
24. Kinetic Soundboard
25. Kinetic WG AkouBass
26. Kinetic WG AkouBass - Var1
27. Koto
28. Lap Steel
29. Mellow Pedal Steel
30. MicroDelay WaveGuide v1
31. MicroDelay WaveGuide v2
32. MicroDelay WaveGuide v3
33. Model String Wind
34. Mountain Slider
35. Mountain Slider Ch1
36. NGoni
37. NGoni - Kinetic
38. Northern Lights
39. Plucked Soup Can
40. Pusher
41. Resizable Guitar
42. Resodynamic
43. Rhythm And Bass
44. Roto String
45. Rub
46. Rub String
47. SiTan
48. SiloString Pizz
49. Silver Mirror
50. SineBank FM String
51. Singing Bamboo
52. Singing Bamboo 2
53. Sinseong-ri
54. SlideyPizz
55. Small Steel
56. Snap Bass
57. Snap String
58. Spiccato Tremolo Dual
59. Spiccato Tremolo Single
60. Squeaky Balloon String
61. Stellar Bowls
62. Stretch String m1 T
63. Stretch String m2 T
64. Stretch String m3 T
65. Stretch String v2 T
66. Strummed Gtr 3HRSolo
67. Strummed Gtr Rythm T 950
68. Sympathy String
69. Synchronous Orbits
70. Tanpura
71. Tap Sitar
72. Tapestry
73. The Touch Guitar
74. Tunable Tanpura
75. Uki Pizz 1
76. Uki Pizz 2
77. Uki Pizz w Snap
78. Vln Vla Cel Bass 1
79. Vln Vla Cel Bass 2
80. Vln Vla Cel Bass 2 Ch1
81. Vln Vla Cel Bass 3
82. Vln Vla Cel Bass 4
83. Vln Vla Cel Bass Bridge
84. VlnVlaVlcCbFull
85. VlnVlaVlcCbPlus
86. Waterphone Strings
87. xpStrings

WI Winds

Monophonic and and polyphonic aerophones.

1. Bagpipes
2. Brass Mute
3. Calliope
4. Chinese Clarinet
5. Clarinet
6. Crumb Horn
7. Double Reed
8. Empyrean
9. Flip Tube
10. Fragaria Fields
11. French Sax
12. GrainSilo Woodwind
13. Jemonica
14. Jenny Trumpet
15. JennyDo
16. Jerrys Horn
17. Metal Reed
18. MicroDelay PipeWG
19. Miles
20. MilesBird
21. Morphing Reed
22. OvertoneWind
23. PanPipe Solo
24. Panpipe Loops
25. Pipedreams
26. Saxmosis
27. Sine2Sax
28. SineBank Horn
29. Single Reed
30. Slide Wind
31. Slide Wind EM
32. Soprano Recorder
33. Space Flute
34. Spinning Duet
35. Spinning Oboe
36. Spit Tube
37. Tin Whistle
38. Touch Reed T
39. VBrass 1
40. VBrass 2
41. Wind
42. Windtube Air Reed
43. Windtube Double Reed
44. Windtube Single Reed
45. Woodwind
46. ZawiFlute8

VO Vocal

Polyphonic voice-based instruments.

1. Additive Gnilham
2. Additive Vocal 1
3. Additive Vocal 1 Transform
4. Choir
5. Choir and Ext
6. Choir on Kepler-452b
7. Choir-Ah
8. Distant Transmission Choir
9. Dual Spectra Voice
10. FOF FixRes
11. FOF VariableRes
12. Funny Voice
13. Instant Reich
14. Jenny Voice
15. Kinetic Vinyl
16. Larynx Horn
17. Lost Choir
18. Mahling 1
19. Mahling 2
20. Mahling 3
21. Mantra Voice
22. Morphing Voice
23. Mouth Sequence Ch1
24. Ring Mod - Voice
25. Ring Mod - Voice - Var1
26. Ring Mod - Voice 1
27. Ring Mod - Voice 2
28. Should I Stay or Should I Go
29. Singing Oscillators
30. Tibetan Throat Stick
31. Touch Voice T
32. Two Handed Voice
33. Vocalise
34. Vocalized Buzzard
35. Vowel

KY Keyboard

Polyphonic keyboard-based instruments.

1. Apiary
2. Electric Harpsychord
3. FM DreamPiano
4. FM DreamPiano - Var1
5. Grinding Stone Calliope
6. Harmonoid Spark
7. Heavenly Corporation Ch1
8. Ice Calliope
9. Jaymar Toy Piano
10. Jenerator T
11. Kinetic - Clavinet
12. Kinetic - Clavinet - Var1
13. Kinetic Contioline
14. LegacyDX EP
15. Morphing Church Organ
16. Morphing Organ
17. Music Box Because
18. Music Box Because Ch1
19. Music Box Bells
20. Musica Minima
21. Old Pad Machine
22. Organo Espressivo
23. Organzilla
24. PCS Fixed
25. Plane Tiv Organ
26. Portable Reed
27. Positiv Organ
28. Quaverer
29. Simple Organ
30. Tine
31. Vibrato Organ T
32. Vintage Electro

CL Classic

Synthetic pitched instruments, inspired by classical hardware synthesizers.

1. Ambiant Analog
2. Analog ADSR
3. Analog ADSR - Var1
4. Analog Overload
5. Another Big One
6. Arpeggiator 4 Step
7. Arpeggiator Resonant
8. Autocille
9. Bass DistoSine
10. Bass Monster
11. Bass Pad
12. Boson Particles
13. CS80+Ladder
14. CS80+Ladder ll
15. CZ Dirt Bass
16. CZ Dirt Bass - Var1
17. Celestial Following
18. Chord Generator
19. Chrono Z
20. Clinical Oscillator 1
21. Clinical Oscillator 2
22. CrossMod2
23. CrossMod3
24. Dirty Oscillator v2
25. Distortion Man
26. Dual 24
27. Dual Resonators
28. Dual Sinespray
29. Echo 8va
30. FM 1
31. FM 2
32. FM Trails
33. Follower
34. Four Point FM
35. Gated Osc
36. Jenny Pulse
37. Jenny Touch Drone
38. JennyBasicPad
39. Kinetic - Dirty Osc
40. Kinetic - Dirty Osc - Var1
41. Kinetic - U-Bass
42. Kinetic AnaSeq
43. Kinetic SatPad
44. Ladder Bass
45. Lain Heart
46. LeCaine Duo
47. Life of Pi
48. Living Pad
49. NFS Train 900
50. Noisy Old Oscillator
51. Notch Lightning
52. Pleasantness
53. Plutonium
54. Sawblades
55. Sawz
56. Sine Chaser
57. Sineysitus
58. Soothsayer
59. Square Bass
60. Square FM
61. Squaresville
62. Synth 01 T
63. Synth Brass
64. Synth Lead 1
65. Synth Lead 2
66. Synth Lead 3
67. Synth Lead 4
68. Synth Lead 5
69. Synth Lead 6
70. Three Saws
71. TrautoniumLite
72. Voice Jumper
73. Zwei Baende
74. Zwei Baende with Noise

OT Other

Unique polyphonic pitched instruments, otherwise unclassifiable.

1. Acrylic Clock
2. Around the Periapsis
3. Around the Periapsis Ch1
4. Bacteria
5. Bajaron Light Ship
6. Beautiful Pursuit
7. Beautiful Pursuit Ch1
8. Belle Isle
9. Bird Echoer
10. Bird Whistler
11. Bullroarer
12. Buzzard
13. Celestial Basin
14. Centrifuge
15. Cork the Bottle
16. Cowell Triangles
17. Cowell Triangles Fund on Y
18. CrossMod1
19. Cyncro Ecro
20. Echo Star
21. Electric Comb T
22. Electric Wazoo
23. Entanglement
24. Exposure Ensemble
25. FDN Crazyness
26. Falling Brook
27. Fluter
28. Flutter Blossom T
29. FollowDly
30. GaBuZoMeu
31. Geiger Insects
32. Ghost Moth
33. Glass Chorus
34. Glass Chorus Reverse
35. Golliclock
36. Happy Birthday Ed 20
37. Harman Morph

38. Harmonic Board
39. Harmonic Looper
40. HarmonicSkin
41. Helix T
42. Jenny Attack
43. Jenny Dark Acid
44. Jenny Dark Acid - Var1
45. Jenny FromTo
46. Jenny FromTo - Var1
47. Jenny Loops
48. Jenny Random
49. Jenny Shepard Down
50. Jenny Shepard Down - Var1
51. Jenny Shepard Up
52. Juggler
53. Kinetic - Overtones
54. Kinetic Bowed FDN
55. Kinetic Disto Analog
56. Kinetic Dragon
57. Kinetic MicroMotor
58. Kinetic Rubber Skin
59. Kinetic-Wavebank Morph
60. Lisithean Motor
61. Lonely Data
62. Lost Beacon
63. M-220
64. Major Vision
65. Maple Key
66. Martian Landing Pad
67. Meccano
68. Mini Shepard
69. Mini Shepard Breathing
70. Mini Shepard Resonant
71. Mojo of FDN
72. Moon Witch
73. Morphing Wavebank Pad1
74. Morphing Wavebank Pad2
75. Mr Kyte
76. Mutate Looper
77. Natural Law
78. Octavator
79. Octave Phases
80. Orchester
81. Overtones
82. PCS Dandelion
83. Pad Tie
84. Patville
85. Phase Controled ModMan
86. Philco Chromatic
87. Pinched FM
88. Ping Pong
89. Polychromatic
90. Pterodactyl
91. Pulse
92. Random Fun
93. Random Texture
94. Random Trigger

95. Razor Loops
96. Rosin Oscillator
97. Rubber Band Stars
98. Scratching FDN
99. Seasons Ch1
100. Sequencer 1 Ch1
101. Shimmer
102. Simple and Nice
103. Sine Wave T
104. SinePhases
105. SineSpray Rain via Surface
106. Singing Noise
107. Slip Zen
108. Slow Evolver
109. Sonogram
110. Soundboard
111. Space
112. Space Async
113. Space Jaw
114. Spectrum with MidiClock
115. Spiritus Subteranne
116. Sputnik's Dream
117. Stasis Field T
118. Sub-Harmonic Generator
119. Submit Job to Mainframe
120. SuperWave
121. Sweet Triangle
122. Swept Delay
123. Swirl
124. Synthetic Cathedral
125. Tesla Coil
126. Tesla's Dream
127. The Long Goodbye
128. The Slow Descent
129. The Wind on Callisto
130. Three Cycles
131. Three Sines
132. Through the Photodiode
133. Tick Bodies
134. Transistor
135. Transporter
136. TriMod
137. Unanswered Question
138. Unstable Wave
139. Venusian Beach
140. Victrola
141. Victrola 2
142. Voice of the Woods
143. Voyager
144. Waterphonie
145. WaveShaped
146. Whirligigs
147. Wind Beach
148. Winter Skipping Pond
149. Wobble Plate
150. Zazipad
151. Zipper

PE Percussion

Unpitched percussion instruments.

1. Creaker
2. Drum-Machine Windowed
3. Drum-Set
4. Icicles 1
5. Icicles 2
6. Jaw Stick 1
7. Jaw Stick 2
8. Kinetic - Kick
9. Metal Rainstick
10. Resonant Drum1
11. Resonant Drum2
12. Wind Drum

PT Perc Tuned

Pitched percussion instruments, including idiophone-like Presets.

1. Bell Rub
2. Bells in the Fields
3. Bells of Digul
4. Bouncer
5. Bowed Bells
6. Carbon Marimba
7. Cumulus
8. Cycle Kalimba
9. Dolce Cristallo
10. Dolce Cristallo Space
11. Dripaphone
12. Dueling BiqBanks
13. Echo of a Marimba
14. FM Bell T
15. FM Bells
16. Gamelan Spinner
17. Genie Bottle
18. Glas Pfeifen
19. Glass Rings
20. Grandfather Clock
21. Ishango Bone
22. JPR Marimba
23. Marlin Perkins 1
24. Marlin Perkins 2
25. Metal Bar
26. Metallic Glass
27. Metallic Pattern Gen
28. Mutable Bowl
29. OvertoneBar
30. Plinklies
31. Pluck Tine
32. Pulsar
33. Remembrance Bells
34. Sine Kalimba
35. Small Cloud Gamelan
36. Spectral Marimba

37. Spinning Metal Rings
38. Spring Shimming Bell
39. Steel Pan Kalimba
40. Sympathetica
41. Tick Tube
42. Timbre Morph
43. Tubular Bells
44. Uki Bells
45. Zuie
46. mBiraski
47. mBiraski Ch1

PR Processor

Audio processing Presets that require external audio input.

1. Ambient Delay
2. Analog Echo
3. Analog Echo Ext
4. Chorus1
5. Chorus2
6. Chorus3
7. Effect Modman
8. FDN Base
9. FDN Space
10. Flanger
11. Harmonic Resonator
12. Karplus Effect
13. Kinetic Friction
14. Leslie
15. MtoStereo Delay
16. Multitap
17. Phaser
18. Pitch Shifter
19. RingMod Voice
20. Shaper
21. The Satur
22. Tuned Reverb

DO Drone

Self-actuating Presets which accept optional CV or Midi control.

1. Bad Weather
2. Countdown 2
3. Drum-Machine
4. Earthquake
5. Feelings Drone
6. Hals Meditation
7. Kinetic Evil Bell
8. Magic Carillon
9. Magic Carillon - Var1
10. Magic Carillon - Var2
11. Roller
12. Rosetta Alarm

13. SineSpray Rain
14. Splat
15. Throat Battle
16. TwoOneDrone

MD Midi

Specialized Midi output from the EaganMatrix Module.

1. Kontakt1Mono
2. Kontakt1Perform
3. Kyma 1
4. Kyma 2 Round
5. Kyma 3 Initial Round
6. Kyma 4 Release Round
7. MPE 04 Voice
8. MPE 06 Voice
9. MPE 08 Voice
10. MPE 12 Voice
11. MPE+ 08 Voice
12. Omnisphere 1 Perform
13. Omnisphere 2 Round
14. Omnisphere 3 Initial Round
15. Omnisphere 4 Semitone
16. Omnisphere 5 Mono

CV Control Output

Specialized i2c EaganMatrix Module output for CVC or µCVC control.

1. CVC 10v Linear Z
2. CVC 10v Square Z
3. CVC 5v C0 Linear Z
4. CVC 5v C0 Square Z
5. CVC 5v C2 Linear Z
6. CVC 5v C2 Square Z
7. CVC 5v C4 Linear Z
8. CVC 5v C4 Square Z
9. CVC Buchla Linear Z
10. CVC Buchla Square Z
11. CVC Four Shape Generators
12. CVC Voyager Linear Z
13. CVC Voyager Square Z
14. CVC Y Shelf Linear Z
15. CVC Y Shelf Square Z

UT Utility

Assorted Presets for audio level calibration and building blocks for custom preset design.

1. Audio Through
2. Basic Bowed Spring
3. Basic Jenny
4. Basic LeCaine
5. Basic Spring Bell

6. BiqBank - Basic
7. BiqGraph - Basic
8. BiqMouth - Basic
9. Empty
10. Filter - The Ladder
11. Gated Sine
12. HarMan - Basic
13. JennyBasic FixRes
14. Karplus - 1
15. Karplus - Pipe
16. Kinetic - Bouncing
17. Kinetic - Bowed Spring
18. Kinetic - Bowed Waveguide
19. Kinetic - Crackling Noise
20. Kinetic - Filter
21. Kinetic - Spring Bell
22. Kinetic - StickSlip Filter
23. Kinetic - Tracker
24. Kinetic - Vinyl
25. Kinetic - Waveguide
26. Kinetic as Filter
27. ModMan - Pulsed
28. Noise - Out of Phase
29. Noise - Pink
30. Noise - White Stereo
31. Noise - White at -35 RMS
32. Osc - A440 at -35
33. Osc - Formula Delay
34. Osc - Pitch via Z
35. Osc - Random Pitch
36. Osc - Sine Wave
37. Osc - Subtractive Synth
38. Osc - Waveshaping
39. Ring Mod - Basic
40. SineBank - Basic
41. SineSpray - Basic
42. WaveBank - Basic

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