GLACIUS HYBRID WAVE SYNTHESIZER

A hybrid ROM workstation, synthesizer, and sampler. Approximately 5.5gb of content is included in the factory sound bank. This device is available exclusively for the Reason Studios Rack Extension Platform. Developed by DNA Labs Software.

Gui Page

This is where you can choose your preferred graphical user interface skin. (There are 9 skins to choose from)

Graphical User Interface Edit

- Cyber Grey
- Black Ice
- Digital Glacier White
- Golden Ratio
- Apocalypse Grey
- Matrix Green
- Codeine Purple
- Nexius Void
- Parallax White

Gui | Browser | Mod Matrix | Sampler | Compressor

Browser Page(X1,X2,X3 Layers)

Here you can access the 5gb+ Factory ROM content and choose your initial sound layer for each of the 3 X layers.

X Layer ROM Browser

- Analog Saw 1 — X 1
- Analog Saw 1 — X 2 — To Engine
- Analog Saw 1 — X 3
- XS

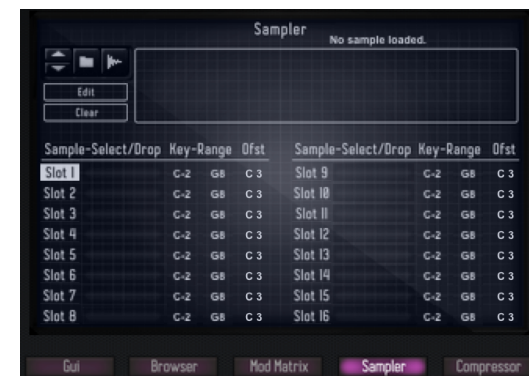Gui | Browser | Mod Matrix | Sampler | Compressor

Modulation Matrix Page

This is where you can link your modulation sources to your modulation destinations to create unique sounds. This is where the sound designer lives.

Modulation Routing Matrix

Source	Amount	Invert	Destination
	0	+	
	0	+	
	0	+	
	0	+	
	0	+	
	0	+	
	0	+	

Gui | Browser | Mod Matrix | Sampler | Compressor

Sampler Page(XS Layer)

There are 16 sampler slots. The sampler allows you to import and edit wav/aiff files. The sampler allows full 88 key-mapping and offset transpose for your imported samples. You may drag and drop samples or use the import buttons.

Sampler — No sample loaded.

Edit
Clear

Sample-Select/Drop	Key-Range	Ofst	Sample-Select/Drop	Key-Range	Ofst
Slot 1	C-2 G8	C 3	Slot 9	C-2 G8	C 3
Slot 2	C-2 G8	C 3	Slot 10	C-2 G8	C 3
Slot 3	C-2 G8	C 3	Slot 11	C-2 G8	C 3
Slot 4	C-2 G8	C 3	Slot 12	C-2 G8	C 3
Slot 5	C-2 G8	C 3	Slot 13	C-2 G8	C 3
Slot 6	C-2 G8	C 3	Slot 14	C-2 G8	C 3
Slot 7	C-2 G8	C 3	Slot 15	C-2 G8	C 3
Slot 8	C-2 G8	C 3	Slot 16	C-2 G8	C 3

Gui | Browser | Mod Matrix | Sampler | Compressor

Analog Compressor Page

The analog compressor allows detailed compression control parameters to shape your output. There are the basic controls as well as analog style professional editing for controlling how the compressor reacts to input(detector settings). There is a parallel compression available.

Analog Compressor

Parameter	Amount
Detector Low Frequency	Boost = 0 Percent
Detector High Frequency	Boost = 0 Percent
Detector Attack	0.0 Milliseconds
Detector Release	0.0 Milliseconds
Detector Mode	Punch ● Fast ○ Smooth ○
Threshold	0 Decibels
Ratio/Gain Reduction	1.00 to 1.00
Slam	SLAM is Disabled
Comp. Attack	0.0 Milliseconds
Comp. Release	0.0 Milliseconds
Output	0.0 Decibels
Parallel Mix	100% Compressed 0% Original

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Global Reverb

Choose from 4 creamy impulse lexicon style reverbs. (A,B,C,D)
There are 4 reverb parameters, plus 1 global haas width(stereo spatial width) to tweak.

Global Dual Delay

Enable the dual delay button for a mono delay, enable the L/R buttons singularly for Left offset enable, or Right offset enable.   Enable both L and R for a stereo ping pong delay with offset. There are 4 parameters with tempo sync on/off available.

Auto Glide

This knob allows portamento glide. Auto only engages portamento when the previous key is held down while pressing additional keys.

Master Filter Mod

This is an auto-routed envelope connected to the master filter frequency cutoff. It is enabled/bypassed with the filter mod button. There are 5 parameters plus invert.

Master Filter

Here is where your global filter cutoff and resonance are controlled. There is low pass, high pass, bandpass, and band reject modes.

Main Amp

This is your global amp envelope plus a velocity amount for linking midi input pressure sensitivity to the synth.

Signal Engage Buttons

Here you can route your X1,X2,X3, and XS layers either to the effects to your left (Pulse Trip and Hardcore) and/or to the right (Vortex Saw and Reverse Glitch).

Focus

This is a main full Quad Layer X signal that bypasses all effects (except Global Delay/Reverb). Turning this on and raising the volume can increase initial synth focus when the effects start to take majority control!
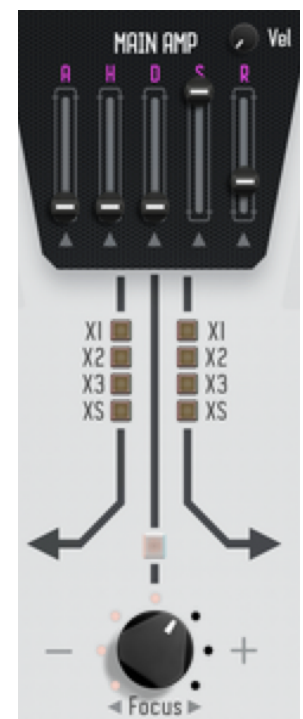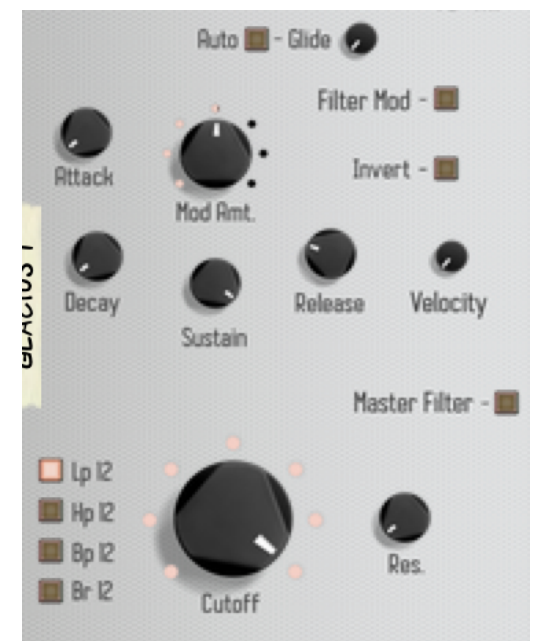
Global X Layer Edit

Here you can control each of the 4 X layers volume, pan, semitones, fine pitch, low pass filter cutoff, and control a formant shift filter cutoff frequency.

Source LFOs/ENVs

These are sources you can use to automate destinations inside of the modulation matrix page.
LFO 1 and 2 are retrigger, LFO 3 is continuous. All variable rate with delay, tempo sync and mod wheel linking. 2 loopable Envelopes with velocity control and AHDSR controls.
Vibrato/Drift is an LFO linked to pitch for instant ghostly pitch movement or tape drift pitch flutter effects.

Pulse Trip Gating Effect

This is a stereo gating effect that allows fat, wide, and pulsing filter gating as well as tempo sync, speed, and fatness editing.

Hardcore Analog Processor

This is an analog saturation/distortion effect with fat tube harmonics, as well as pleasing analog solid state, and screaming digital settings. Tip: They sound great on guitars!

Vortex Saw Filter OSC Hybrid

Here you can add white noise (white noise level on back panel), add an analog V. Saw with a beautiful detuning knob for an instant fat super saw club style lead, and control V. Res for crisp highs. Phase lift adds automated phasing.   Bit Pass Filter is a destructive filter which combines an analog style low pass filter with a Bit Crush LoFi Effect. There are 4 stages of Bit Depth destruction. The synergy of of all these parameters allow unique and gritty yet pleasing effects.

Reverse Glitch

Here is where you can add a futuristic and modern feel to your sound design. Controls:

R.Offset- Controls Reverse Beat Offset

Smooth- Crossfade between each step to reduce clicks and transition   smoother.

Swing- Controls the steps relative to odd steps, for a shuffle feel.

G. Length- Length of the gated steps before they are muted.

G. Depth- Attenuation when gating is applied.

G. Filter- The filter cutoff applied to gated steps.

F. Random- Randomizes filter cutoff per step.

Engage Offsets- These 6 numbers determine how the beat can be processed and how they interact with the beat mask (gate, repeater, reverse, and pitch effects). The sum of these numbers control the probability of each of the beat mask effects being triggered allowing unique combinations of all four.

Engage- Controls the amount of beat that is engaged to the beat mask.

X Mix- Controls the dry/wet mix.

Gate- Amount of gating.

Rep- Amount of repeating.

Rev- Amount of reversing.

Pitch- Amount of pitch semitone modulation.

Grid Rate- Rate that the audio is cut into step slices.

Grid Steps- Number of grid steps that are grouped together to treat as one. (Ex. the amount of grid steps is 1 so the repeater will repeat once)

Tip: Just have fun and play with the knobs and numbers, it's easier than you'd think!