

Soundbank Manual

Software Version 1.0

EN 220209



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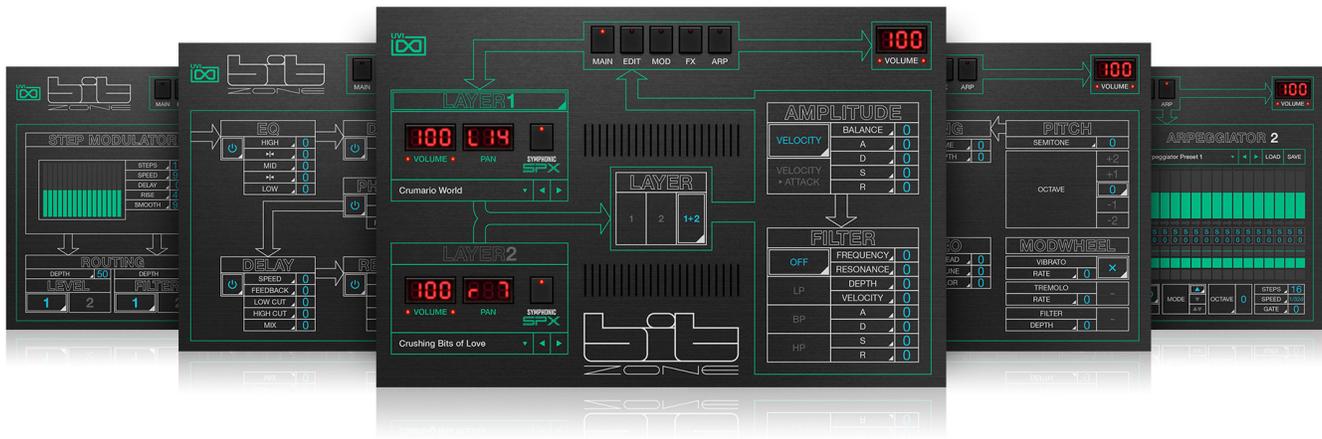
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Introduction



Bit Zone

Powerful Analog Tones from '80s Italy

- Massive warmth, impressive tones, and a unique analog sound
- All sounds recorded with optional SPX90 Symphonic Chorus
- Explore hundreds of custom-designed presets or create your own

INSPIRATION

Bit Zone is inspired by the Italian-born Crumar Bit 99, an obscure digitally-controlled 6-voice polyphonic analog synth released in competition to the popular 6-voice analog synths coming out of Japan at the time. No slouch, this formidable synth was designed with 2 DCOs and 2 LFOs per-voice, per-voice CEM 3328 analog filters, and per-voice VCAs, making it exceptionally versatile.

INSTRUMENT

Everything you hear in Bit Zone started on the real hardware, as our sound designers pushed the instrument to its limits to create an impressive range of sounds, with both era-specific and contemporary styles in mind. On top of that, every sample was recorded both with and without a hardware Yamaha SPX90 "Symphonic" chorus inline, allowing you to activate this default '80s effect at will in your own sound design.

In the end we recorded over 29,000 samples from the Bit 99, packing Bit Zone with 378 presets made from 168 layers. Explore patch categories including Animated Arp, Animated Chord Step, Animated One Key, Bass, Bells, Brass, FX, Keys, Leads, Organ, Pads, Pluck, Polysynth, Strings and Winds. Each sound in Bit Zone is fully-customizable and can be used straight-away or as the starting point for a new sound. Raw waveforms from the Bit 99 are also available for those wanting to create from scratch. Bit Zone's aesthetic was adapted to closely follow the design cues of the hardware, giving you the feel of this uniquely styled instrument as you edit the dual-layer sounds including oscillators, envelopes, multimode filters, LFO and step modulator, dual arpeggiators and a featured effect section including EQ, drive, Thorus, ensemble, Phasor, delay, and Sparkverb.

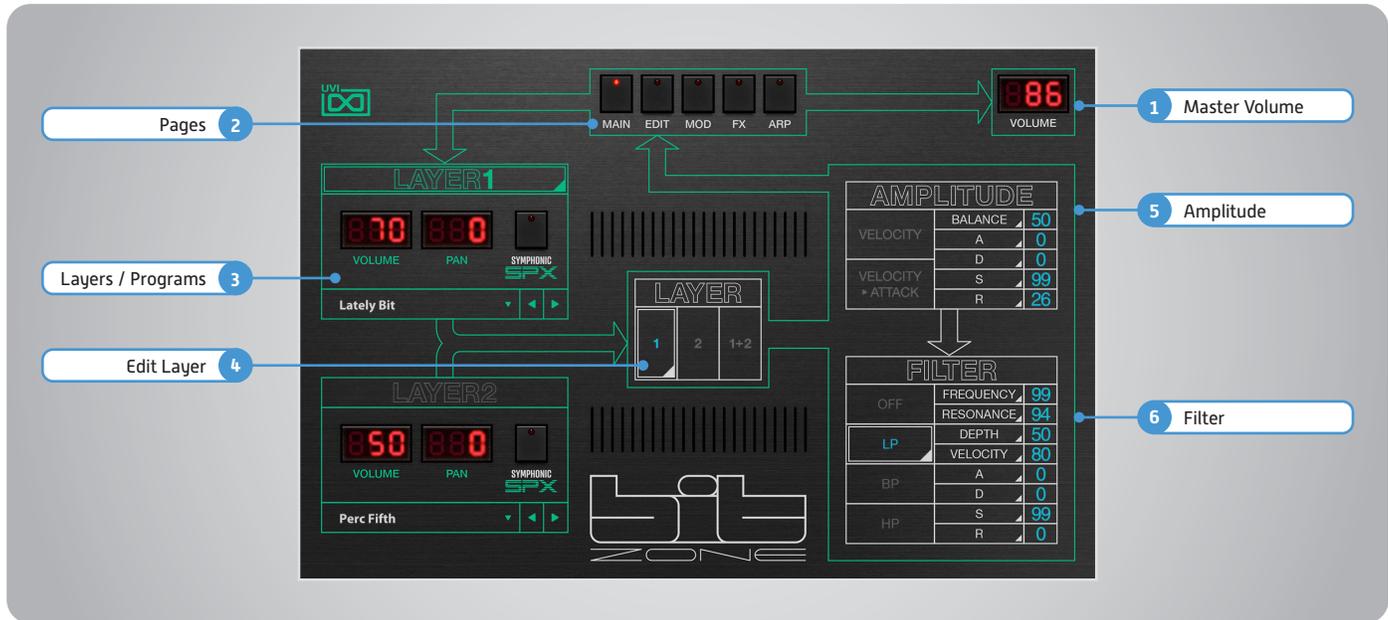
Powerful and warm, the Bit Zone is an analog polysynth not to be missed, with brilliant and inspiring sounds useful for producers of nearly any background.

Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 16.02 GB of disk space

For more information on the installation process, please refer to the document: [Soundbank Installation Guide](#)

Main Page and Globals



Bit Zone is outfitted with 2 layers; 1 and 2. Both layers have independent selection of 168 sound programs, dedicated volume, pan, filters, envelopes for amplitude and filter, and arpeggiators in the Arpeggiator page. Effects pages affect the summed signal of both layers while Modulation can be set to selectively target layers 1, 2, or 1+2.

1 ► Master Volume

2 ► Pages

- » **Main, Edit, Modulation, Effects and Arpeggiators**

Click to change the current control page

3 ► Layers (1 / 2)

» Power

Click the 'LAYER' label to turn the layer on/off

» Layer Sound ▼

Change program via drop-down menu

» Preset

Change sound with ◀▶ buttons

» Volume

Adjust layer volume

» Pan

Adjust layer pan

» SPX Symphonic

Click to enable the sound with SPX

Symphonic effects

4 ► Edit Layer

- » **Select: 1 / 2 / 1+2**

Select 1, 2 or 1+2 ; presents per-layer control for Amplitude and Filter sections

5 ► Amplitude

- » **Velocity**

Toggle velocity on/off

- » **Vel > Atk**

When active, routes Velocity input to Amp Env: Attack

- » **ADSR**

Adjust the amplitude using a typical Attack, Decay, Sustain, Release envelope

6 ► Filter

- » **Mode**

Select between LP, BP or HP filter shapes, or OFF to disable the filter

- » **Frequency**

Set the filter cutoff frequency

- » **Resonance**

Set the filter resonance amount

- » **Depth**

Set the filter depth

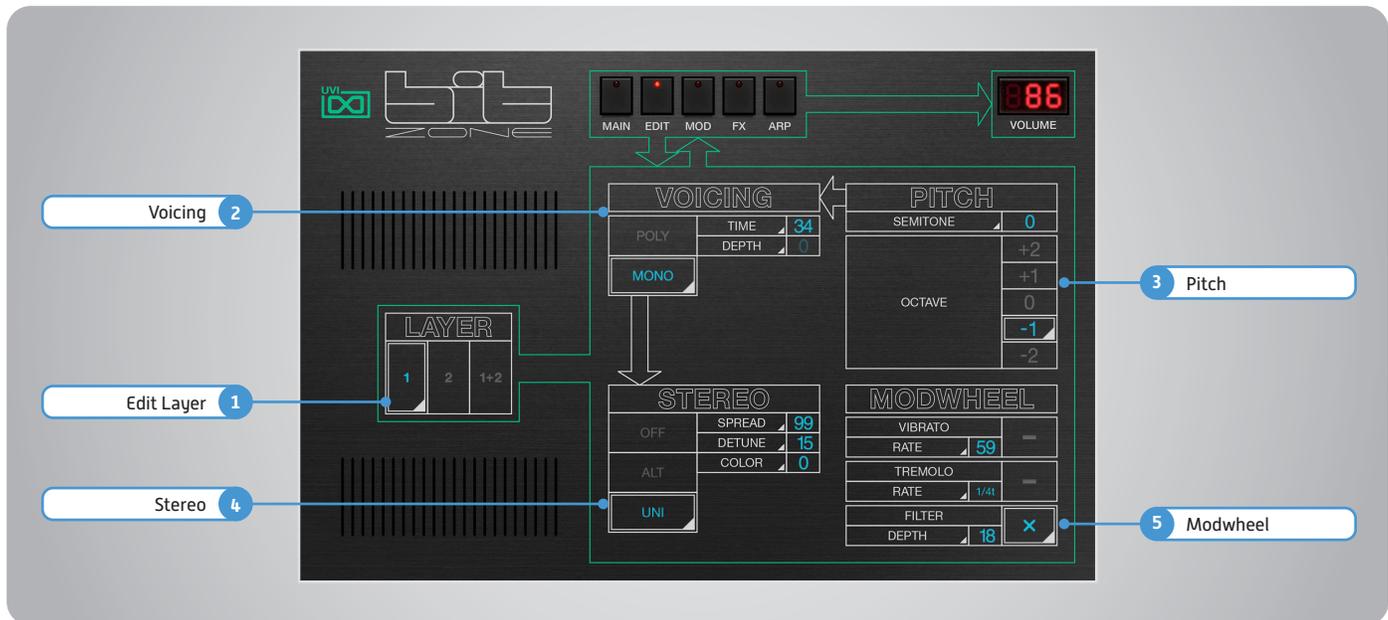
- » **Velocity**

Set the filter's velocity sensitivity

- » **ADSR**

Adjust the filter using a typical Attack, Decay, Sustain, Release envelope

Edit Page



1 Edit Layer

Select 1, 2 or 1+2 ; presents per-layer controls for Voicing, Pitch, Stereo and Modwheel sections

2 Voicing

- » **Mode**
Toggle between Mono and Poly voicing
- » **Time**
Set the Glide time
- » **Depth**
Adjust the Portamento depth

3 Pitch

- » **Semitone**
Adjust the pitch in Semitones
- » **Octave**
Adjust the pitch in Octaves

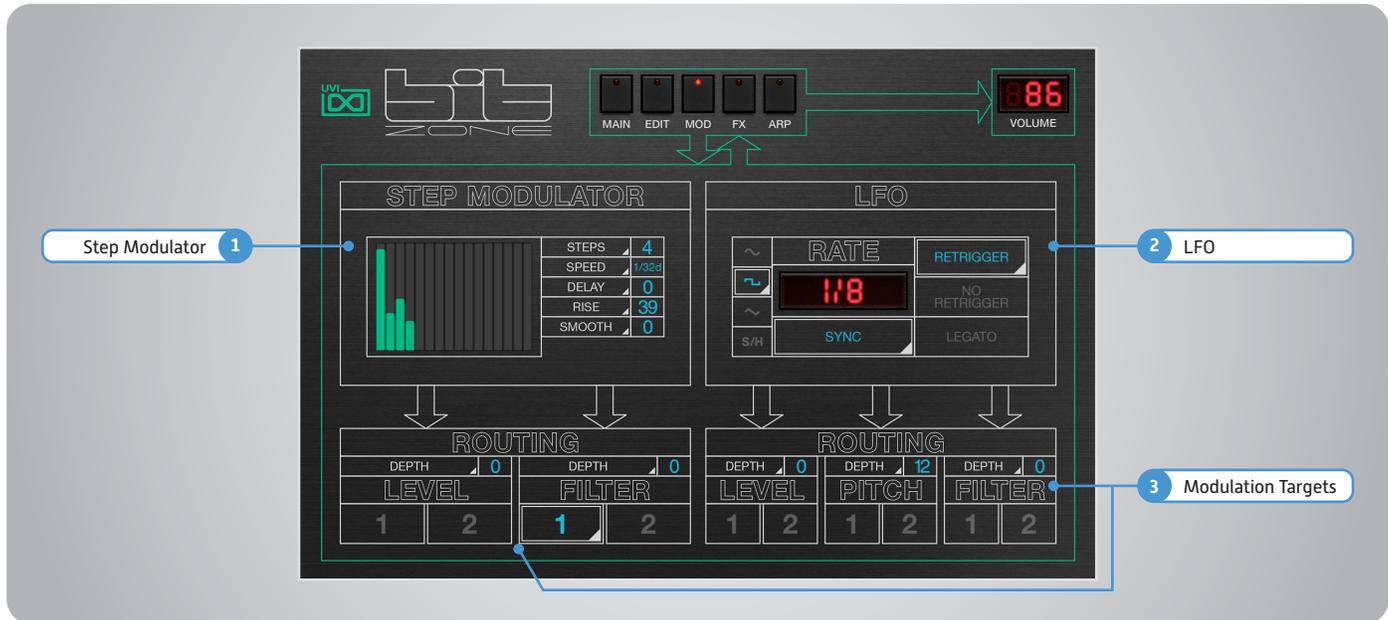
4 Stereo

- » **Mode**
Off / Alternate Pan / Unison
- » **Spread**
Adjust the stereo width
- » **Detune**
Unison layer detune amount
[Unison mode only]
- » **Color**
Shifts color based on adjacent samples

5 Modwheel

- » **Power/Amount**
Easily route your controllers Modwheel to control common parameters such as Vibrato Rate, Tremolo Rate, and Filter Depth

Modulation Page



1 Step Modulator

- » **Steps**
Change the number of steps [1-16]
- » **Editor**
Interactive editor for programming sequenced modulations; bar height equals mod amount
- » **Speed**
Change the step duration [1/32 - 1/1]
- » **Delay**
Delay time to activate first step
- » **Rise**
Time to activate step with a smooth transition
- » **Average**
Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect
- » **Step Modulator Target**
Control the amount of modulation to be applied to each or both layer's Volume Amount or Filter Depth

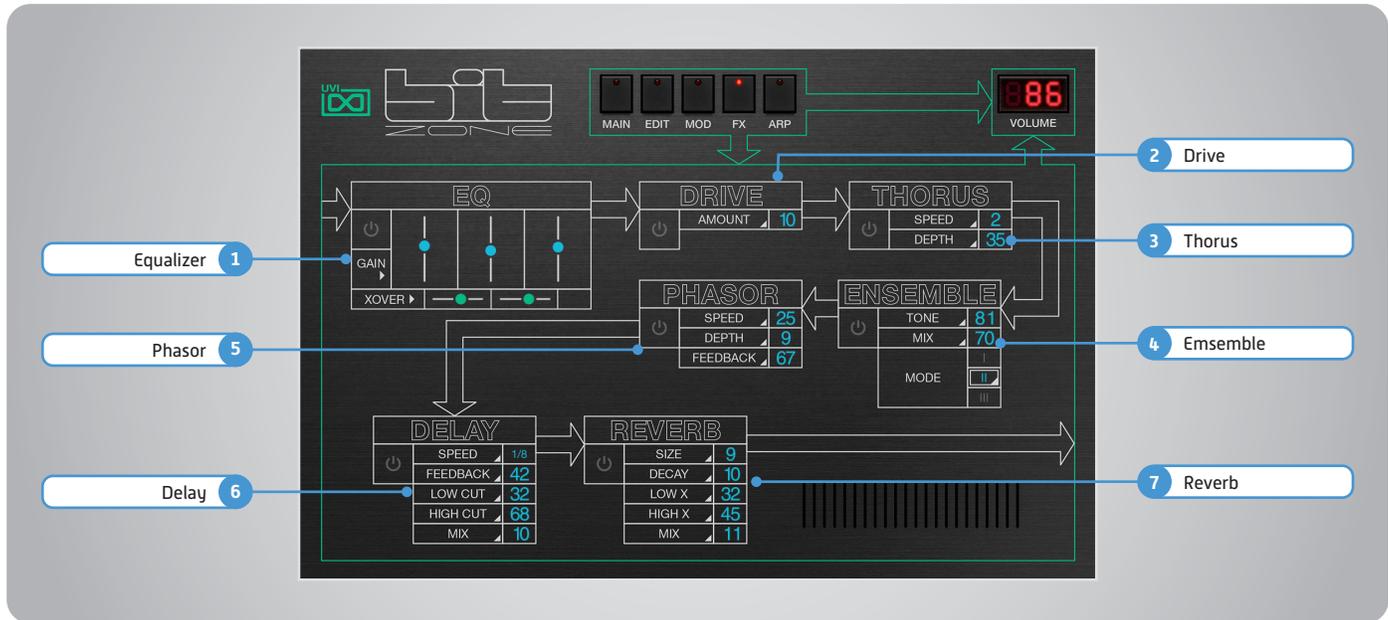
2 LFO

- » **Sync**
Enable/Disable LFO sync to Host Tempo
- » **Speed**
Change the LFO Speed
- » **Waveshape**
Choose LFO waveshape; Sine, Triangle, Square, or Sample & Hold
- » **LFO Routing**
Control the amount of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume, and Filter
- » **Mode**
Change the LFO retrigger mode; Retrigger, No Retrigger, or Legato
- » **LFO Target**
Control the amount of modulation to be applied to each or both layer's Volume Amount, Filter, and Pitch Depth

3 Modulation Targets

- Set the target layer for the parameter modulation, layer 1 and/or 2

Effects Page



1 Equalizer

- » **Power** Turn the effect on/off
- » **Gain Low / Mid / High** Adjust the gain boost or cut amount of each frequency band
- » **X-over Frequency** Set the crossover frequency point between Low/Mid and Mid/High bands

2 Drive

- » **Power** Turn the effect on/off
- » **Amount** Adjust the drive amount

3 Thorus

- » **Power** Turn the effect on/off
- » **Speed** Adjust the chorus modulation speed
- » **Depth** Adjust the chorus modulation depth

4 Ensemble

- » **Power** Turn the effect on/off
- » **Mode** Set the ensemble effect mode
- » **Tone** Adjust the brightness of the effect
- » **Mix** Adjust the effect mix amount

5 Phasor

- » **Power** Turn the effect on/off
- » **Speed** Adjust the phasor modulation speed
- » **Feedback** Adjust the phasor feedback amount
- » **Depth** Adjust the phasor modulation depth

6 Delay

- » **Power** Turn the effect on/off
- » **Time** Adjust the delay time

» Feedback

Adjust the delay feedback amount

» LoCut

Adjust the delay output's low-cut filter frequency

» HiCut

Adjust the delay output's hi-cut filter frequency

» Mix

Adjust the delay effect mix amount

7 Reverb

» Power

Turn the effect on/off

» Size

Adjust the reverb room size

» Decay

Adjust the reverb decay time

» Decay: LoMult

Multiplies the decay time [-/+] for the low frequency signal

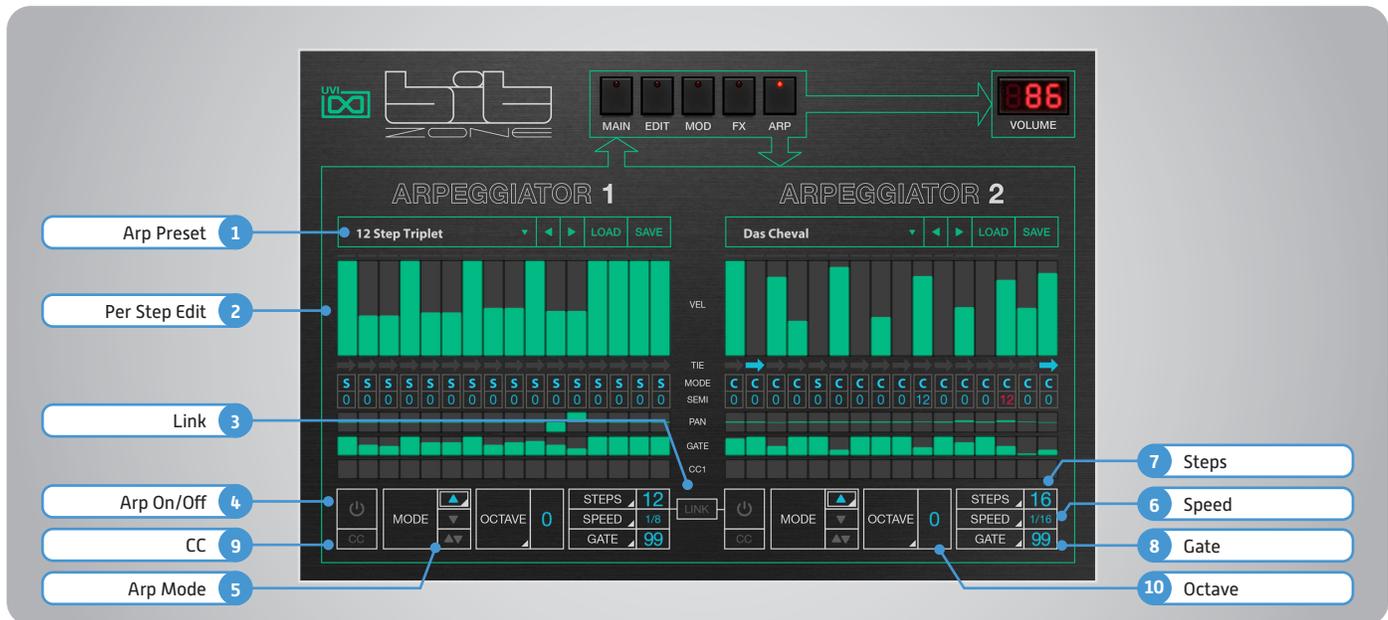
» Decay: HiMult

Multiplies the decay time [-/+] for the high frequency signal

» Mix

Adjust the reverb mix amount

Arpeggiator Page



1 ► Arp Preset

- » **Preset**
Select the preset by clicking the ICD screen ▼, or using the ◀▶ buttons
- » **Load**
Click to load a user preset
- » **Save**
Click to save the current settings as a user preset

2 ► Per Step Edit

- » **[STEP] Step Indicator**
LED lights up when step is triggered
- » **[VEL] Step Velocity**
Freely draw note velocities
- » **[TIE] Step Tie**
When active, step inherits Velocity from the previous step
- » **[MODE] Step Mode**
Set the step mode (Single or Chord)
- » **[SEMI] Semitones**
Set the step pitch shift value
- » **[PAN] Pan Position**
Set the step pan
- » **[GATE] Gate Length**
Set the step gate duration
- » **[CC1] MIDI CC1 Value**
Set the step CC1 modulation value

3 ► Link 1+2

When enabled both layers listen to Arp 1

4 ► Power ⏻

Toggle the Arpeggiator On/Off

5 ► Arp Mode

Select Up, Down, or Up and Down

6 ► Speed

Change the step duration (1/32 - 1/1)

7 ► Steps

Set the number of playable steps (1-16)

8 ► Gate

Change the step length (from zero to the tracks Resolution setting)

9 ► CC

Enables MIDI CC output

10 ► Octave

Set the pitch range in Octaves

Preset List

00 Bit Zone Basics

00 Init Mono
 00 Init SPX
 00 Init Unison
 Bass Mono Mode
 Bass Mono SPX
 Bass Poly Mode
 Bells SPX
 Bells Stereo Alt
 Brass Mono
 Brass SPX
 Brass Unison
 Keys Template Alt
 Keys Template SPX
 Lead Mono Mode
 Lead Stereo Double
 Organ Template
 Pad Basic Mono
 Pad Basic SPX
 Pad Stereo Double
 Pluck SPX
 Pluck Stereo Alt
 Poly Mono
 Poly SPX
 Poly Unison
 Strings SPX
 Strings Unison

Animated Arp

All Beauty
 Cour Royale
 Fast Harp
 Kaou Tchou
 Loopnotic
 Odd Fashion
 Omichronic
 OrBitzer
 Phaedra
 Phaser Boat
 Pop Corn Cheezy
 Room Fifth
 Round Happy
 SP Arp Verb
 Space Delay
 Speed Ball
 Steady Freddy
 Sweep Art
 Syn Banjo
 The Concept Arp
 To The Drive
 Triade Keys
 Urban Flamenco
 Vlad Cosmarp
 Wheel You See 1
 Wheel You See 2

Animated Chord Step

Delicatessen
 Fifth Element
 Kay Divine
 Leslie Wait
 Move On Wheel
 Noisy Vel Pad
 Phase Filter
 Poly Plucky
 Rainy Moments 1
 Rainy Moments 2
 Retropie Box
 Salt In Bank
 Scientistic 1
 Scientistic 2
 Scientistic 3
 Slow Emotion
 SPA Moments
 Spectral Division
 Star Drake
 Stutter Wheel 1
 Stutter Wheel 2
 Toto Lodge
 Triplet De Belleville
 Unpredictive Wheel
 Velocistepad
 Verb Wheel
 Wheel Opening
 You Cool Hailey
 Your Cellphone
 Zoolooking

Animated One Key

A Pop Song
 Fight Yeuk
 Full Step
 Ghetto Pipio
 Gun And Bases
 Kick And HHs
 Low Key BD Seq 1
 Low Key BD Seq 2
 Low Key BD Seq 3
 Low Key BD Seq 4
 Miss Brassy 1
 Miss Brassy 2
 Modular Bit Bass 1
 Modular Bit Bass 2
 On Finger Rave
 Pharus FX
 Play Da Bass
 Portland Drive
 Pursuit
 Riddim Arp
 Seq Gaming
 Sequence Two
 Spatial Duck
 Sub CrunchHHs
 Tanginger
 TechnOld
 Triplet Monster
 Urban India
 Whistle Bossy
 World Synth

Bass

Disco Bit
 Fusion
 Hollow Double
 Lazer Harp
 Noise Impulse
 Orbit 99
 Organ Seuba
 Phat Five
 Phat One
 Press Box 1 Metal
 Press Box 2 Acid
 Resoteric
 Saw Wheel
 Seq Bit Bass 1
 Seq Bit Bass 2
 Seq Bit Bass 3
 Seq Bit Bass 4
 Seq Bit Bass 5
 Sonic Pass
 SPX Analog
 SPX Digital
 Synt Double Bass
 Talking Phase
 That 80s 1
 That 80s 2
 That 80s 3
 The Big One
 Timbass Land
 Tommy Funk
 Trash Pattern
 Vel And Wheel
 Wheel Sweep Bass
 Wheel Synbass 1
 Wheel Synbass 2

Bells

A Dream
 Digitalish 1
 Digitalish 2
 Ear Candy
 Elephant Asia
 Emilie Bells
 Fifth Brass Bellish
 Hammond One
 Hardcaste Thing
 Hommes Volants
 Hybrid Harp 1
 Hybrid Harp 2
 Island Bell
 Last Minute
 Little Noise
 Low And High
 Marimbells
 Mars From
 Moving Low
 Noise Follow
 Phase At Better
 Pure Analog 1
 Pure Analog 2
 Qualimbells
 Simple Bits
 Synth Bass And Bells
 Synth Bells
 Tines Xmas
 Toy Pianish
 Ultrason

Preset List

Brass

Analog Stab
 Classic Brass 1
 Classic Brass 2
 Expressive A
 Expressive B
 Fifth Brass
 Full Warm
 Hybrid Soft Horns
 Kajo Line
 Mega Composite
 Mel O Coton
 More Uzi
 OB Pluck Chords
 Phat Nalog 1
 Phat Nalog 2
 Pluck Brass
 Porta Funk
 Seq Chords Horns
 Solong
 Trumpets Form
 Vangelix
 Wheely Big Brass

FX

Cyber Forest
 Dark Bubbles
 Disco Hats
 Elec Tom HH
 Lune Airport
 Mystery Vox
 Noise Arping
 Pac Drunk Man
 Quantec Dream
 Rea Chris
 Resident 1
 Resident 2
 Sonarus
 Space Water
 Syn Broke
 Weird Christmas

Keys

Bit Full Tines
 Deep And Low
 FM Sensation
 Harpsichordish
 Hybrid Phase
 Key And Solo
 Lil Piano Arp
 Mark 99
 Meditative Piano
 Mixed Keys
 Phase Clav 1
 Phase Clav 2
 Phase Clav 3
 Phase Keys
 Pianissimo
 Retro Bit Keys 1
 Retro Bit Keys 2
 Retro Bit Keys 3
 Retro Bit Keys 4
 Road And Rain
 Rubber in Church
 Space Analog Keys
 Synclavinet
 Tom Keys
 Triangle Keys
 Wurlybitzer

Leads

Deleadrium
 Filter Bip
 Last Daft
 Lida Tac
 Modern Gem
 Phat Lead
 Rack Amp
 Rain Forest
 Repeat Me
 Saw Dirty
 Shangai Vox
 Slo Hook
 Soleil Levant
 Solo Dirt
 Space Dog
 Sync Trash
 Two Saws
 Whistle Brass
 Xtra Lead Bass 1
 Xtra Lead Bass 2

Organ

Bit Organ 1
 Bit Organ 2
 Caroussel
 Hill Church
 Jazz And Perc
 Looong Room
 Organ Arp Chords
 Steady B3
 Stereo Dirt
 Street Dire
 Synth Organ
 Triangle Organ

Pads

Cycle Beauty
 Dark Wheel
 Deep Soul
 Gold Triangle
 Goutte Do 1
 Goutte Do 2
 HH Ominous
 Intensity
 Large Bit
 Like A Phasor
 No Make Up 1
 No Make Up 2
 Noise Dream 1
 Noise Dream 2
 Pad Razite
 Particules
 Portamenpad
 Punk Fiinale
 Requiem D
 So Long
 Sweep Fiesta 1
 Sweep Fiesta 2
 Sweep Fiesta 3
 Trailer Mood
 Vocal Pad
 Warm Ice
 Waves
 Wheel To Step

Pluck

Analog Pluck Seq 1
 Analog Pluck Seq 2
 Crunch Pluck
 Dirty Clav
 Disthorus
 Double Pluck
 Guitanalog
 Hook Me
 Metallic Mallet
 Mix Pluck
 Night Fall 1
 Night Fall 2
 Palma De Ibiza
 Platinum
 Pluckzilo
 Short Corn
 Steady Pluck
 Syntron
 The Brassy
 Tropico
 Tube Wheel Noise
 Ultra Ambient

Polysynth

Bit Poly One
 Bit Poly Two
 Dual Screen
 Funky Stab
 Guitar Mood
 Lauper Guitar
 Lipo Saint
 Long Sweep
 Mod Poly
 Mono Poly
 Mosquito
 New Edge
 Organic
 Polymorph
 Power Point
 Pulse To Gate
 Quick Env
 Resozinor
 Short Portam
 Smooth Synth
 Step Flavours
 Stereo Anthem
 Sugar One
 Synth Crunchy
 The Week End
 Vox Triangle
 VP Space
 Wheel Poly Sweep

Strings

Elegance
 Epic Attack
 Fast Strings
 Large Vel Range
 Marcassyn 1
 Marcassyn 2
 Modelisation
 Molly Wood
 Observatoire
 Orchestral Hit
 Soliphase
 Stacc Machnie
 String Machine
 Subtle Sweep
 Tutti Quanti
 Wet Orchestra

Winds

As De Piccolo
 Cosmatique
 Cyber Dubuk
 Ethereal Flute
 Exotic Short
 Flute In Church
 Harshmonica
 Mono Blond
 New Age Flute
 Pluckclarinet
 Ring Guy
 Stacc Piccolo

Layer Program List

<p>Bass</p> <ul style="list-style-type: none"> Daft Zone 1 Daft Zone 2 Darkness Electric Bass FM Bit Zone Funklassic Funky Syn Bass Gentle Zone Hit Hot Hollow Bass 1 Hollow Bass 2 Lately Bit Lately Stacc Little Acid More Bounce Res Double Round Analog Sombre Heroe Sub Zone Syn Double Bass 1 Syn Double Bass 2 Syncable Zap Sub <p>Brass</p> <ul style="list-style-type: none"> Analog OB Attack Brass Bit Brass Ensemble Hard Ensemble Soft Hobby Horns Mixed Piano Brass Prophet Like Soft 5th Soft And Funky Soft Brass 1 Soft Brass 2 Solo Brass Synth Brass Synth Fifth 	<p>FX & Percussions</p> <ul style="list-style-type: none"> Backwards Broken Pipe Chopper Chordsy Hammond Perc Organ Bass Drone Oscillo Synth Drums 1 Synth Drums 2 Xplosion <p>Keys</p> <ul style="list-style-type: none"> Bit Analog Piano 1 Bit Analog Piano 2 Bit Wurly Clavinet 1 Clavinet 2 Digital Keys 1 Digital Keys 2 Digital Keys 3 EP Basic EP Full Tines EP Soft Harpsynth Honky Doc Piano Bright Rectangular Keys Synth Gimm Ultra Tines <p>Metal</p> <ul style="list-style-type: none"> Calimbell 1 Calimbell 2 Marimba Nostalgia Steel Drum Synth Bell 1 Synth Bell 2 Synth Bell 3 Xylophone 	<p>Misc Winds</p> <ul style="list-style-type: none"> Bit Flute Bit Whistle Chopped Flute Clarinet Harmonica Mellotron Flute Reed OIP Synth Accordion 1 Synth Accordion 2 Whistle <p>Organ</p> <ul style="list-style-type: none"> Bit Organ 1 Bit Organ 2 Caroussel Jazz Perc Perc Fifth Steady B3 Synth Organ <p>Pads</p> <ul style="list-style-type: none"> Analog Env Digital Sweep Dispersion Ethereal Lush Mood Organic Pulse To Gate Slow Sweep Up Space Choir High Space Choir Low Warm Pad <p>Pluck</p> <ul style="list-style-type: none"> Guit Acc Base Guit Acc Detuned Guit Soft Detuned Pizzicapluck Plucky Perc High Plucky Perc Low Soft Pluck 1 Soft Pluck 2 Steady Pluck Hard Steady Pluck Medium Steady Pluck Soft Syn Banjo Syn Koto Synth Pluck Twang Stacc 	<p>Strings</p> <ul style="list-style-type: none"> Celli Ensemble Celli Staccato Full Ensemble Full Staccato Light Detuned Ens Light Detuned Stacc Slow Env Full Slow Env Soft String and Brass Strings Brass Mix Violins Ensemble Violins Staccato <p>Synth</p> <ul style="list-style-type: none"> Bit Poly One Bit PWM Bit Saw Bit Square Hollow Low Poly Res Polysynth 1 Polysynth 2 Polysynth 3 Quick Env Sweep Down 1 Sweep Down 2 Sweep Down 3 Synthetic 	<p>Waveforms</p> <ul style="list-style-type: none"> 10SC Noise 10SC Noise Keytrack 1 10SC Noise Keytrack 2 10SC Pulse 1 10SC Pulse 2 10SC Pulse 3 10SC Saw 10SC Square 10SC Triangle 20SC Pulse 1 20SC Pulse 2 20SC Pulse 3 20SC Saw 20SC Triangle 20SC Triangle Pulse 20SC Triangle Saw 30SC Double Pulse Triangle 30SC Double Triangle Pulse 30SC Double Triangle Saw 40SC Quad Pulse 1 40SC Quad Pulse 2 40SC Quad Pulse 3 40SC Quad Saw 40SC Quad Square 40SC Quad Triangle
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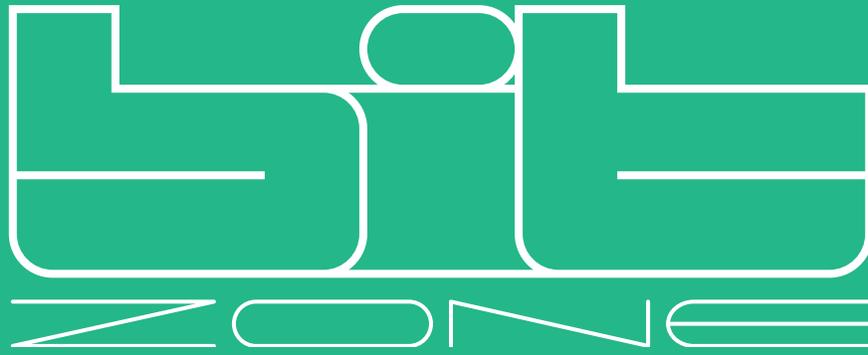
Links

UVI

- Home uvi.net/
- UVI Portal uvi.net/uvi-portal
- Soundbank Installation Guide [installing_uvi_soundbanks_en.pdf](#)
- UVI Workstation User Guide [uviworkstation_user_guide_en.pdf](#)
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iLok

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Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

Alain J Etchart
Kevin Guilhaumou
Thomas Kowalski
Floriane Palmkrantz
Emeric Tschambser
Damien Vallet

Software + Scripting

Rémy Muller
Olivier Tristan

GUI, Design

Anthony Hak
Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita

Special Thanks



UVI.NET