*..Morph them in bands!

SABOTAGE
3-BAND CROSSOVER FX
[RACK EXTENSION] v. 1.0
MANUAL

2018

FX device by Turn2on Software

Introducing a new three band multiple FX Rack Extension. The crossover effect splits the incoming audio signal into three bands [Low / Mid / High] with frequency control and morphing.

If you connect any signal to the Main input and activate the Crossover section, you will have 3 bands. This classic crossover effect includes Low and High Frequency control for morphing around three bands.

SABOTAGE is a three band crossover effect that splits an audio signal into Low / Mid / High bands, sending the signal to the Main Output and individual 3-band outputs, but it's not just a crossover effect.

The main principle of the device is a 3 band crossover with band effects. Every Band [Low / Mid / High] includes its own effects allowing you to morph between these three bands and their effects.

The device also includes Break Inputs for additional incoming signals for each band.

All bands include their own effects: Multimode filter, Distortion with modes, Phaser, Chorus, Rotary effect, Delay and Reverb with Limiter and Transient.

Try **SABOTAGE** now in Reason Rack!

... **Sabotage** classic line effects!!!
Morph them in Bands!

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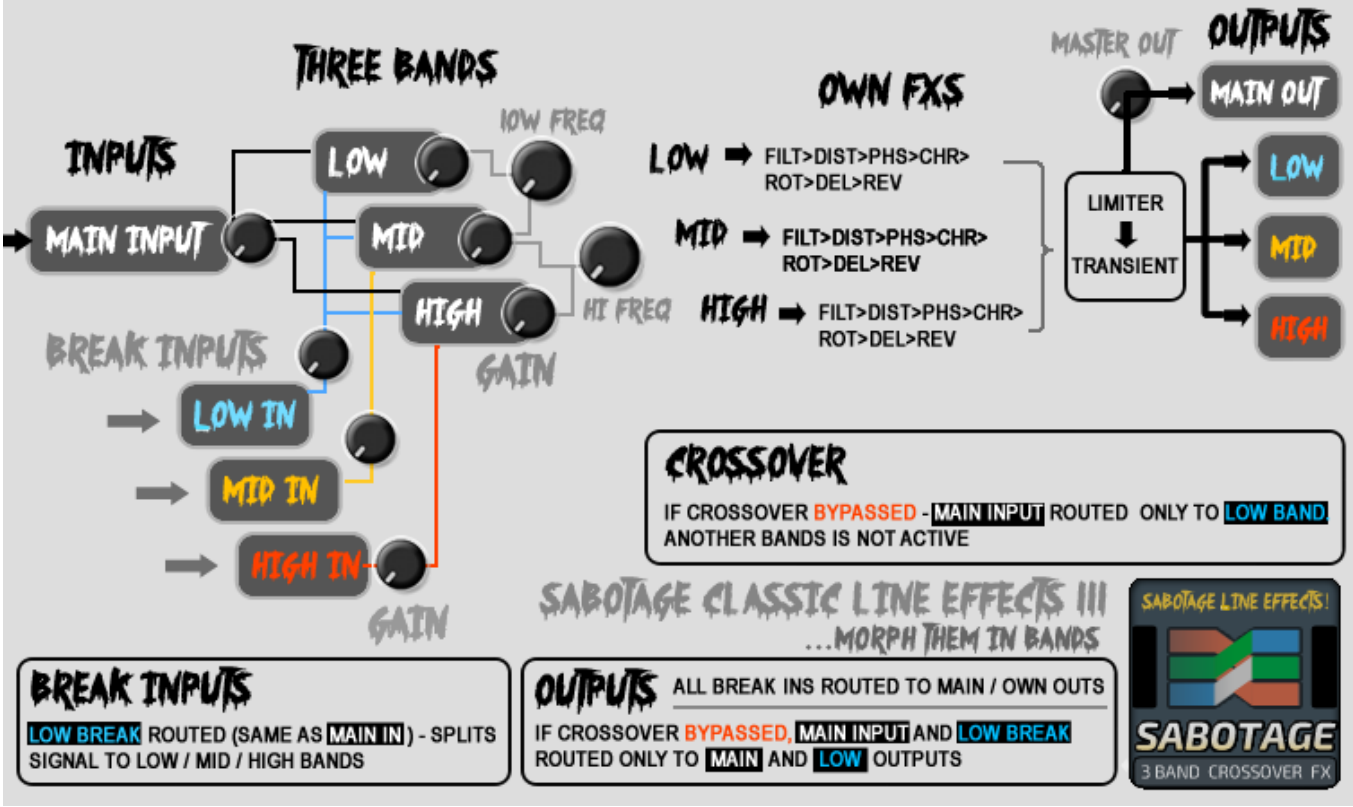
SPLIT WITH CROSSFADE

The Crossover effects splits the incoming audio signal into three frequency bands [Low / Mid / High]. If you activate the Crossover section and have a signal connected to the Main inputs of the device, you have 3 bands. This classic crossover effect includes Low and High Frequency control for morphing around three bands.

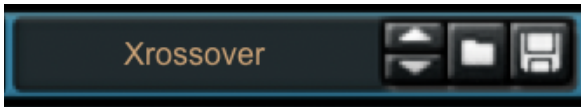


SABOTAGE is a three band crossover effect that splits an audio signal into Low / Mid / High bands, sending the signal to the Main Output and individual 3-band outputs. Each of these Bands [Low / Mid / High] includes its own effects allowing you to morph between these three bands and their effects. The device also includes Break Inputs for additional incoming signals for each band.

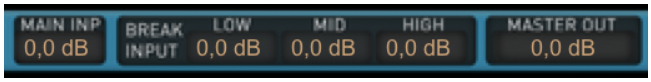
SABOTAGE CLASSIC EFFECTS

...**Morph them in bands!**

FRONT SIDE PANEL



Patch Browser	
PATCH BROWSER	Select patches from the browser, save your own patches



Input Output Control	
MAIN IN	Gain of the Main input level
LOW BREAK IN	Gain of the Low Break input level
MID BREAK IN	Gain of the Mid Break input level
HIGH BREAK IN	Gain of the High Break input level
MASTER OUTPUT	Output level of the processed signal to Main Output

BYPASS - disable effect
ON - enable effect
OFF - mute incoming signal

CROSSFADE	
BAND GAIN	Gain correction for bands of input signal / Break Input Gain control
LOW-MID	Frequency control below Low-Mid bands
MID-HIGH	Frequency control below Mid-High bands
PAN	Pan control for Low / Mid / High bands and Break Inputs
SLOPE	6/12/24 db/oct. Crossover roll-off. Higher values give more separation between the bands
BYPASS	Disable Crossover effect. If Bypassed: Main Inputs and Low Break Inputs routed only to Main and Low Outputs (Mid and High bands bypassed).
EDIT BAND	Select which Band to edit in the FX section

EFFECTS

MULTIMODE FILTER	
CUTOFF	Cutoff Frequency
RESONANCE	Strength of resonant peak at cutoff frequency
TYPE	LP12 [Lowpass 12 db/oct] LP24 [Lowpass 24 db/oct] BP6 [Bandpass 6 db/oct roll-offs] HP12 [Highpass 12 db/oct] COMB- [Comb filter with inverted phase] COMB+ [Comb filter]
ON/OFF	Enable / Disable effect

MULTIMODE DISTORTION [MONO/STEREO]	
DRIVE	Input Gain to Distortion
RECTIFY	Degree to which negative signal peaks are converted to positive
AMOUNT	Dry/Wet control for unprocessed input signal and effected signal
MODE	TRANSISTORS [stereo hard clipping model] TUBE [soft clipping with DC bias] SMD [analog waveshaped model]
ON/OFF	Enable / Disable effect

PHASER	
RATE	Modulation Rate
DEPTH	Center Frequency Modulation
FEEDBACK	Add resonant peaks between the notches
CENTER	Center Frequency
POLES	Number of stages (more stages = more peaks / notches)
SYNC	Synced to Time Signature Rate parameter
AMOUNT	Dry/Wet control for unprocessed input signal and effected signal
ON/OFF	Enable / Disable effect

CHORUS	
RATE	Modulation Rate
DEPTH	Depth of delay (pitch) modulation
AMOUNT	Dry/Wet control for unprocessed input signal and effected signal
VOICES	Number of chorus voices
ON/OFF	Enable / Disable effect

ROTARY SPEAKER SIMULATION	
SPEED	Stop, Slow, Fast
CROSS FRQ	Crossover frequency between Bass and Horn
BALANCE	Volume balance between Balance and Horn
MIC ANGLE	The simulated Microphone angle towards the simulated rotary speaker cabinet
BASS ACCEL	Acceleration and deceleration time of the Bass rotor
BASS SLOW	Rotation Speed of the Bass rotor at SLOW speed
BASS FAST	Rotation Speed of the Bass rotor at FAST speed
BASS AMP MOD	Amplitude modulation of the Bass signal
HORN ACCEL	Acceleration and deceleration time of the Horn rotor
HORN SLOW	Rotation Speed of the Horn rotor at SLOW speed
HORN FAST	Rotation Speed of the Horn rotor at FAST speed
HORN AMP MOD	Amplitude modulation of the Horn signal
HORN FREQ MOD	Frequency modulation of the Horn signal
ON/OFF	Enable / Disable effect

SYNCED DELAY	
TIME	Delay Time synced to Time Signature Size quarternote beats
RATIO	Negative values reduce the Left channel delay, positive values reduce the Right channel delay
FEEDBACK	Feedback from Delay output to input to create multiple repeats
MODE	Sets which channel feedback is taken from
AMOUNT	Mix between unprocessed signal and effected (unaffected at 50%)
ON/OFF	Enable / Disable effect

REVERB	
TIME	Length of reverb tail
ROOM	Mix of unprocessed signal and effected for ROOM algorithm
AMBIENCE	Mix of unprocessed signal and effected for AMBIENCE algorithm
PREDELAY	Initial delay before Reverb
ON/OFF	Enable / Disable effect

BACK SIDE PANEL

AUDIO INPUTS

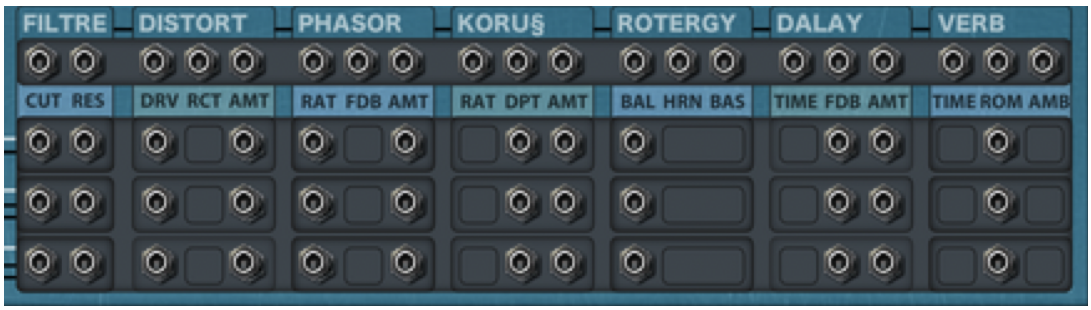
MAIN Inputs routed to LOW/MID/HIGH Bands if Crossover is **active**.
If Crossover is **Bypassed** - Main Input routed to only **LOW Band**. Other bands is not active.
BREAK Inputs: LOW BREAK IN routed (same as MAIN IN), splits signal to LOW / MID / HIGH Bands.

AUDIO OUTPUTS

If Crossover is BYPASSED, the MAIN INPUT and LOW BREAK IN are routed only to the MAIN and LOW Outputs. **All Break Inputs** routed to MAIN / OWN outputs

CV INPUTS

Use these CV inputs for modulation



REVERB

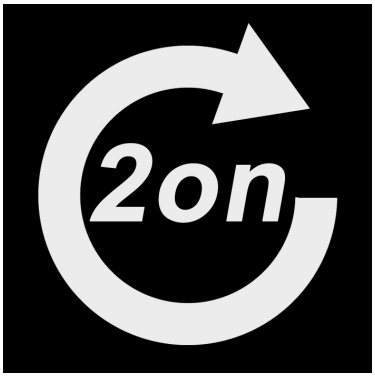
DRY / WET - gain levels of unprocessed and effected signal
AMBIENCE MODE - Black / Grave / Reso / Airy / Wave / Spacy algorithms

LIMITER / TRANSIENTS

LIMITER	
RELEASE	Recovery Time
DRIVE	Maximizer input level (boost+comp)
MODE	Soft knee, Hard knee, Clipping
ON/OFF	Enable / Disable effect

TRANSIENT	
ATTACK	Boost or Cut the attack transients
HOLD	Lenght of the attack boost/cut
ON/OFF	Enable / Disable effect

SABOTAGE
3-Band Crossover FX



Turn2on

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Special thanks to all beta-testers