



# ELECTRO

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## SUITE

### Soundbank Manual

Version 1.5  
EN 160307

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# Introduction



## Electro Suite

Being more than fans of electro, we harnessed the storm and set out to develop a unique collection of powerful instruments, combined with a massive sound library specifically suited to dance.

Simple to use yet rich with sound design potential, Electro Suite includes an advanced drum designer, two synths (a bass/mono synth and a lead/poly), a sweep machine and a looper to help get the flow started.

The instruments of UVI Electro Suite come packed with nearly 4.5 GB of sample material carefully recorded from over 2 decades of choice equipment at 24-bit / 96 kHz and then professionally mastered. Giving you a huge palette of sounds ready to go straight away.

Whether you're looking for solid preset kits to lay down or versatile sound design tools built to advance your style, Electro Suite is a powerful addition to your arsenal.

### Minimum System Requirements

- UVI Workstation 2.5.12+ or Falcon 1.0+
- 3.3GB of disk space

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



UES DrumShaper

A unique and robust drum designer, DrumShaper gives you absolute control over the core percussion sounds of dance; bass drum, snare, claps and hi-hats. Start with a wide range of samples and refine and shape them with advanced analog modeled filters and controls (an entire page for each sound) intuitively arranged to provide maximum efficiency and flexibility.



UES DirtyMONO

The rubber hits the road with this wild and gritty monophonic synth. 4 sound generators including VCO1, dedicated to pure analog rendered wavetables, VCO2, a digital multi-sampled oscillator, an analog modeled sub oscillator, and an analog sampled noise oscillator. Each generator can be mixed and routed to an enormous sounding low pass filter. Other features include analog modeled LFOs, envelopes, FX and a fantastic phrase sequencer.



UES CarminePoly

A polyphonic synth with attitude, CarminePoly features two hybrid VCOs with both stereo, unison and raw waveforms using a deep sampling process for CPU efficiency. These VCOs can be mixed, panned, transposed and routed through a fully tweakable analog modeled filter. Finally, 4 FX are available to shape the sound further; Drive - for harmonics and grit, Delay and Phaser, and the all new Sparkle reverb from UVI.



UES SweepMachine

SweepMachine is a straightforward yet versatile noise and sweep designer. Those looking for typical sweeps can make them in moments while those favoring deeper sound design will find complex, evolving noise beds and a near endless variety of combinations waiting to be explored through an intuitive and easy-to-use interface.



UES MissionControl

Choose from a huge list of presets and get the track started with this amazing sounding looper. Independent control of 6 sections allows complete control of mix volume, filtering and pan.

# UES CarminePoly - User Interface



UES CarminePoly is an exclusive polyphonic synth, featuring two hybrid VCOs containing stereo, unison and raw waveforms. Using sampling methods rather than modeling, UES CarminePoly uses less CPU and offers quality sound. These VCOs can be mixed, panned, transposed. Also included is a juicy analog-modeled filter with full controls like cutoff, Q and drive, and four excellent master FXs: drive, delay and phaser, and sparkle reverb.

## 1 ▶ Master

- » Preset Menu
- » Volume

## 2 ▶ Oscillators

- » Power On/Off  
Per-osc power switch
- » Wave Menu  
Select wave type
- » Coarse  
Tune in semitones (+/-24)
- » Volume  
Set osc volume
- » Pan  
Set osc pan
- » Octave  
Set osc pitch/octave (+/-1)
- » Fine  
Set osc fine pitch

## 3 ▶ Amp

- » Velocity  
Amount of velocity applied to amp envelope
- » ADSR  
Typical attack, decay, sustain, release envelope

## 4 ▶ Filter

- » Type  
LPF, BPF, & HPF
- » Cutoff  
Amount of filter applied
- » Q  
Resonance of the filter
- » Drive  
Change the filter's harmonics

## » Offset

Add a frequency offset in semitones between VCO1 and VCO2 filters

## » Modwheel

On/Off connect between the modwheel and cutoff

## » ADSR

Typical attack, decay, sustain, release envelope

## » Depth

Amount of the ADSR applied to the filter

## 5 ▶ LFO

- » Wave Menu
- » Sync  
Sync LFO to host tempo

## » Rate

Speed of the LFO

## » Cutoff

LFO applied to filter

## » Pitch

LFO applied to pitch

## » Modwheel

Control LFO depth

## 6 ▶ FX Panel

- » Glide  
Portamento time
- » Drive
- » Phaser
- » Delay
- » Sparkle

## UES CarminePoly - Presets

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Default Preset  
Modwheel Filter Pluck  
Very Big Saw  
Polykeys Filter Wheel  
Analog Bells  
Dark Pad Modwheel  
Funk Analog Clav  
Sine Walker Organ  
Soft Carmine Piano  
Space Pad  
Electro Perc Organ  
Garage Bell  
FX Omnia  
Eve and Jelly  
My Tangerine  
Auto Gate Fifth  
Poly Carlos  
HPF Sync Gate  
Uni Jarre Eve  
BPF Filter Wheel

# UES DirtyMONO - Synth



UES DirtyMONO is a monophonic synth with a smart phraser. it contains 4 sounds generators: VCO1 - a pure analog rendered wavetable, VCO2 - a deeply multi-sampled oscillator, a thick analog sub oscillator, and an analog sampled noise plus standard shaping tools such as LFOs, envelope, and FX.

**1 ▶ Master**

- » Preset Menu
- » Volume

**2 ▶ VCO1 - Analog**

- » On/Off
- » Preset Menu  
Select waveform
- » Volume
- » Octave  
-1 to +1 octave

**3 ▶ VCO2 - Digital**

- » On/Off
- » Volume
- » HPF  
High-pass filter cutoff frequency
- » Tune  
Adjust pitch [ +/-24 semi] semitones

**4 ▶ Sub & Noise Osc**

- » On/Off  
Toggle the osc on/off
- » Volume  
Volume amount

**5 ▶ Filter**

- » Cutoff / Res  
LPF, cutoff and resonance
- » Drive  
Adjust the filters drive amt
- » Modwheel  
Set the cutoff frequency

**6 ▶ Envelope**

- » Attack  
Typical ADSR envelope settings
- » Vel  
Velocity applied to sound

- » Depth  
Depth of ADSR action

**7 ▶ LFO**

- » Combo List  
Waveform of LFO
- » Sync  
Sync LFO to host tempo
- » Rate  
Speed of the LFO
- » Cutoff  
LFO applied to filter
- » Pitch  
LFO applied to pitch
- » Modwheel  
Control LFO depth

**8 ▶ Pitch**

- » Mono Mode  
Select portamento mode
- » Glide  
Portamento time

- » Bend AMT  
Pitch bend limit in semitones

**9 ▶ Page**

- Select the visible UI page

# UES DirtyMONO - FX



## 1 ▶ Bit Crusher

- » **Bits**  
0 to 24 bit
- » **Frequency**  
0 to 48000 Hz
- » **Drive**  
Add drive to the output

## 2 ▶ Phaser

- » **Sync**  
Sync phaser to host tempo
- » **Speed**  
Adjust phaser speed
- » **Depth**  
Adjust the amount of the effect
- » **Feedback**  
Adjust the amount of the re-injected signal

## 3 ▶ Delay

- » **Mix**  
Adjust dry/wet setting
- » **Time**  
Adjust delay time
- » **Feedback**  
Adjust the amount of the re-injected signal
- » **Cutoff**  
Adjust the filter cutoff of the delayed signal
- » **Spread**  
Adjust stereo spread of the delayed signal

## 4 ▶ Sparkle (Sparkverb)

- » **Mix**  
Adjust dry/wet setting
- » **Size**  
Adjust the room size
- » **Decay**  
Adjust the decay of the reverb
- » **Lo Decay**  
Adjust the level under the cross-over frequency
- » **X-Over1**  
Adjust the crossover frequency of the low decay
- » **Hi Decay**  
Adjust the level beyond the cross-over frequency
- » **X-Over2**  
Adjust the crossover frequency of the high decay

# UES DirtyMONO - Phraser



Create and play step sequences using UES DirtyMONO phraser. Using your MIDI keyboard, press record and play the keys. The number of steps will be adjusted to the number of notes played (you can change it at any time). You can also create and combine your phrase step by step.

- |  |   |   |
|--|---|---|
| <p><b>1 ▶ Resolution</b><br/>Select the phraser's speed</p> <p><b>2 ▶ Groove</b><br/>Adjust the amount of extra groove</p> <p><b>3 ▶ Gate</b><br/>Adjust the note length</p> | <p><b>4 ▶ Record / Add</b><br/>» <b>Record</b><br/>Enable/disable record<br/>» <b>Add</b><br/>Add a blank step</p> <p><b>5 ▶ Step</b><br/>Select the number of steps played</p> | <p><b>6 ▶ Column</b><br/>Adjust the velocity of a step</p> <p><b>7 ▶ Pitch</b><br/>Adjust the pitch of a step [in semitones]</p> <p><b>8 ▶ Link</b><br/>Link a step to the previous one</p> |
|--|---|---|

## UES DirtyMONO - Presets

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Init  
PHR Dirty  
PHR Modwheel me  
PHR Dreaming  
PHR Peach Di Mode  
PHR The Rider  
PHR One Finger Bass  
PHR Disco Kitsch  
PHR Pop Corning  
PHR Mayhem of Loops  
Master Lead  
Wheel my Bass  
Crushing Drone  
Almost Funky Bass  
Reversible Bass  
Very Noisy Lead  
Solo in Space  
Ba Lead Balow  
FX Space Radio  
Ultra Portamento  
FX PHR Coach On

# UES DrumShaper - Overview



## 1 ► Master

The master section contains buttons to change the current instrument page along with volume, solo and mute toggles for each instrument.

- » **BD / SD / CP / HH / PATTERN**  
Changes the current instrument page
- » **Volume**  
Changes the volume for the instrument
- » **Mute / Solo**  
Mute or Solo the instrument

## MIDI Mapping



- » **Bass Drum** B0 and C1
- » **Snare Drum** D1 and E1
- » **Clap** C#1 and D#1
- » **Closed Hat** F#1 and G#1
- » **Open Hat** A#1
- » **Play/Stop** C2

# UES DrumShaper - Bass Drum



Each instrument in UES DrumShaper has a dedicated edit page. The Bass Drum page deals specifically with the bass (kick) drum. The bass drum sound is divided into 3 discrete sections: Attack, Body and Tone. Attack and Body are sample-based, the Tone section is based on a sine wave oscillator. Controls are provided to completely customize every nuance of the bass drum sound as well as tweak it in realtime.

## 1 ▶ Attack

- » **On/Off**  
Toggle the Attack sound on/off
- » **Volume**  
Adjust the Attack volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HPF**  
High-pass filter cutoff frequency
- » **Decay**  
Attack section decay time
- » **Air**  
Attack section reverb amount
- » **Preset : Screen**  
Click to access Attack sample menu
- » **Preset : Prev/Next**  
Navigate the available Attack samples

## 2 ▶ Body

- » **On/Off**  
Toggle the Body sound on/off
- » **Volume**  
Adjust the Body volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HF**  
High-pass filter cutoff frequency
- » **LF**  
Low-pass filter cutoff frequency
- » **Attack**  
Body section attack time
- » **Decay**  
Body section decay time
- » **Preset : Screen**  
Click to access Body sample menu
- » **Preset : Prev/Next**  
Navigate the available Body samples

## 3 ▶ Tone

- » **On/Off**  
Toggle the Tone sound on/off
- » **Volume**  
Adjust the Tone volume
- » **Pitch**  
Change the Tone pitch from G0 to G1
- » **Attack**  
Tone section attack time
- » **Decay**  
Tone section decay time
- » **Depth**  
Adjust the amount of pitch modulation
- » **Rate**  
Adjust the speed of pitch modulation
- » **Drive**  
Adjust the amount of drive

# UES DrumShaper - Snare Drum



The Snare sound is constructed from 4 parts: Main, Part 1, Part 2, and Tone. Main, Part 1 and Part 2 sections are sample-based, the Tone section is based on a sine wave oscillator. Essential controls are provided for each section including pan pots for Part 1 and 2. The snare drum module allows you to quickly dial in simple or complex sounds able to fit your mix perfectly.

## 1 ► Main

- » **On/Off**  
Toggle the Main sound on/off
- » **Volume**  
Adjust the Main section volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **Preset : Screen**  
Click to access the Main sample menu
- » **Preset : Prev/Next**  
Navigate the available Main samples

## 2 ► Globals

- » **HPF**  
High-pass filter cutoff frequency
- » **LPF**  
Low-pass filter cutoff frequency
- » **Decay**  
Decay time for Main, Part 1 and 2
- » **Sparkle**  
Reverb amount for Main, Part 1 and 2

## 3 ► Part 1 / Part 2

- » **On/Off**  
Toggle the sound on/off
- » **Volume**  
Adjust the part volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HPF**  
High-pass filter cutoff frequency
- » **Pan**  
Adjust the sounds stereo position
- » **Preset : Screen**  
Click to access the Part sample menu
- » **Preset : Prev/Next**  
Navigate the available Main samples

## 4 ► Tone

- » **On/Off**  
Toggle the Tone sound on/off
- » **Volume**  
Adjust the Tone volume
- » **Pitch**  
Change the Tone pitch from G0 to G1
- » **Attack**  
Tone section attack time
- » **Decay**  
Tone section decay time
- » **Depth**  
Adjust the amount of pitch modulation»
- » **Rate**  
Adjust the speed of pitch modulation
- » **Drive**  
Adjust the amount of drive

# UES DrumShaper - Clap



UES DrumShaper's Clap instrument provides 2 layers with some unique controls to construct Electro-style clap sounds. Each layer is sample-based and offers a proprietary mode control paired with a detune and a high-pass filter, allowing you precise control over the sounds depth and tonality. Global controls allow you to introduce offset between the layers, apply filtering, and add reverb, punch or delay.

## 1 ► Part 1 / Part 2

- » **On/Off**  
Toggle the sound on/off
- » **Volume**  
Adjust the part volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **Mode**  
Adjust the sound character: 1-4, from simple to complex
- » **Detune**  
Adjust the mode detune amount
- » **HPF**  
High-pass filter cutoff frequency
- » **Preset : Screen**  
Click to access the Clap sample menu
- » **Preset : Prev/Next**  
Navigate the available samples

## 2 ► Globals

- » **Offset**  
Adjust the time between part 1 and 2
- » **LPF**  
Low-pass filter cutoff frequency
- » **Freq**  
Equalizer frequency
- » **Gain**  
Equalizer gain amount
- » **Snap**  
Mix in some 'snap' sound
- » **Decay**  
Adjust the clap decay amount
- » **Delay**  
Delay amount
- » **Sparkle**  
Reverb amount

# UES DrumShaper - HiHat



The HiHat instrument is divided into 3 sections: a sample-based layer for the closed hat, an analog modeled layer for the closed hat, and a sample-based layer for the open hat. Essential controls are provided for each section allowing you to tune, shape and customize the right sound for your mix.

## 1 ► CH Sample Layer

- » **On/Off**  
Toggle the sound on/off
- » **Volume**  
Adjust the layer volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HPF**  
High-pass filter cutoff frequency
- » **LPF**  
Low-pass filter cutoff frequency
- » **Decay**  
Decay time for the CH sample layer
- » **Drive**  
Drive amount for the CH Sample layer
- » **Sparkle**  
Reverb amount for the CH Sample Layer
- » **Preset : Screen**  
Click to access the CH sample menu
- » **Preset : Prev/Next**  
Navigate the available samples

## 2 ► CH Modeled Layer

- » **On/Off**  
Toggle the sound on/off
- » **HPF**  
High-pass filter cutoff frequency
- » **Freq**  
Equalizer frequency
- » **Gain**  
Equalizer gain amount
- » **Decay**  
Decay time for the CH Modeled layer
- » **Amplitude Envelope Shape**  
Select the desired amp envelope shape
- » **Delay**  
Delay amount for the CH Modeled layer
- » **Sparkle**  
Reverb amount for the CH Modeled layer

## 3 ► OH Layer

- » **On/Off**  
Toggle the sound on/off
- » **Volume**  
Adjust the OH volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HPF**  
High-pass filter cutoff frequency
- » **LPF**  
Low-pass filter cutoff frequency
- » **Decay**  
Decay time for the OH sample layer
- » **Drive**  
Drive amount for the OH Sample layer
- » **Sparkle**  
Reverb amount for the OH Sample layer
- » **Preset : Screen**  
Click to access the OH sample menu
- » **Preset : Prev/Next**  
Navigate the available samples

# UES DrumShaper - Pattern



UES DrumShaper includes a basic 16-step sequencer that can be used in a typical sense in your compositions or merely as a quick way to review how your drum sounds mix together in real time. The sequencer is synchronized to the main tempo of UVI Workstation/Falcon.

## 1 ▶ Step Sequencer

### » Step Entry

Step entries can have 1 of 3 states:

OFF: no sound triggered

RED: trigger at maximum volume

ORANGE: trigger at medium volume

## 2 ▶ Seq Controls

### » Play/Pause

Start/stop the sequencer

### » Clear

Initializes the sequencer

### » Groove

Adjust the amount of Groove/Swing

### » Clap Shift

Pre-delay amount for the clap

# UES MissionControl



## 1 ► Globals

- » Play/Pause Button
- » Momentary Play/Pause note

## 2 ► Section Controls

- » **BD + SD / HH / Percs**  
Individual instrument control
- » **Bassline / Synth1 / Synth2**  
Individual instrument control
- » **Volume**  
Changes the volume for the instrument
- » **Mute / Solo**  
Mute or Solo the instrument
- » **LP / HP**  
Adjust low and high pass filter cutoff frequency
- » **Tune**  
Adjust pitch in semitones/cents
- » **Octave**  
Adjust pitch from -1 to +1 octave
- » **Previous / Next**  
Browse between loops

## MIDI Mapping



- » **Play/Stop** C1 - B1

# UES SweepMachine



UES SweepMachine is 100% dedicated to creating the best noise sweeps possible. Like all the Electro Suite instruments, it's easy to use. Simply trigger a MIDI note, select one of the four presets, set the number of bars you want the sweep to last and that's it! Three noise generators are available including Noise, Sub Noise, and Metal.

## 1 ► Noise

- » **On/Off**
- » **Noise Type**  
Choose a noise model from the menu
- » **Volume**
- » **Filter Q**  
Adjust the resonance of the filter
- » **Filter Type**  
Set the filter type: low pass, band pass or high pass

## 2 ► Sub Noise

- » **On/Off**
- » **Volume**  
Adjust the part volume
- » **Q**  
Adjust the filter resonance
- » **Filter**  
Select filter type

## 3 ► Metal

- » **On/Off**
- » **Noise Type**
- » **Volume**
- » **Q**  
Adjust the filter resonance
- » **Filter**  
Select filter type

## 4 ► Sweep Control

- » **IN/OUT**  
Toggle ramp-in/out fades on/off
- » **Modwheel**  
Control filter with the modwheel
- » **Time Slider**  
Adjust the duration of the sweep
- » **Curve**  
Set envelope curve shape

## 5 ► LFO

- » **List**  
Select LFO waveform
- » **Sync**  
Sync to host tempo
- » **Speed**  
Set LFO speed
- » **Max Depth**  
Adjust maximum depth of the LFO
- » **Rise to Depth**  
Adjust time to LFO maximum depth
- » **Rise to Speed**  
Adjust time to LFO maximum speed

## 6 ► FX Panel

- » **Flanger**  
Enable/disable, feedback, and dry/wet settings
- » **Delay**  
Enable/disable, time, feedback, and dry/wet settings
- » **Sparkle**  
Enable/disable, room size, and dry/wet settings

## 7 ► Presets

- Select a factory preset from the menu

## UES SweepMachine - Presets

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00-Init  
01-Preset 1  
02-Preset 2  
03-Preset 3  
04-Preset 4 Wheel  
Classic Sweep 4 Bars  
Eight Bars Metallic  
Emergency  
Evolunoise  
From Sub to Sky  
Glasstmospheric  
Insect Landing  
LFO Crashlog  
LFO River  
LFO Simple Triple Mix  
Making Bubbles  
Mayhem Machine  
Mini Choper  
PacMan in Space  
Platinum  
Quasar T Show  
Radio Transition  
Revercymbals  
Riding  
Rythm Sweepical  
Slave Drone  
Sweep Dragon  
Trooper Falling  
Uranian Dolphin  
Water Open  
Wenesday One  
Wheel Classweep  
Wheel Gold Gong  
Wheel LFO Metal  
Wheel Metal Break  
Wheel Sub to Space  
Wheel Talking LFO  
Wheel White Noise  
Wind Machine  
X-Plosion  
Xtra Large Drone

## Construction Kits and Samples



### Overview

Electro Suite comes with construction kits made up of drum samples, loops and melodic loops and phrases. Construction kits load as playable instruments complete with FX within UVI Workstation or Falcon. Each construction kit has a custom MIDI map specific to the kit.

One of the great things about construction kits is that all tempo synced loops and samples will automatically sync to your host tempo (or the global tempo if you're working in standalone mode).

Additionally, construction kits have been broken down into individual samples and loops (wav files) for use in your DAW or other plugins. Files are organized both by construction kit and by sample/loop type so that you can find what you're looking for quickly. Wav files can be drag-and-dropped directly from the browser or single part window into your DAW or onto your desktop, or loaded as parts and played directly in UVI Workstation or Falcon.

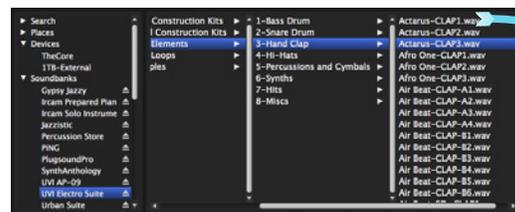
For more information on using sample parts in UVI Workstation or Falcon please consult the respective user guide.

### Using Construction Kits, Loops and Samples

Load a construction kit, loop or sample through the browser, just like you would a regular UVI instrument.



MIDI map and macro effect details vary per construction kit and are documented in the info screen [1] as seen above



Drag-and-drop to DAW, Desktop, etc.

WAV files can be double-clicked and loaded as playable parts within UVI Workstation, or drag-and-dropped directly from the browser



Drag-and-drop to DAW, Desktop, etc.

Additionally you can drag-and-drop samples or loops to your DAW or desktop with the DGD button in a single part

# Construction Kits

Bass  
 Bass-Actarus  
 Bass-Afro One  
 Bass-Basta Ring  
 Bass-Blond Maniac  
 Bass-Bread Of Sugar  
 Bass-City Mobile  
 Bass-Do It Move It  
 Bass-Doggistic.M5p  
 Bass-Down To The DR  
 Bass-Elasti City  
 Bass-Emolead  
 Bass-From Hell  
 Bass-From River  
 Bass-Hall Thug  
 Bass-Hardy Soon  
 Bass-Heighteasing  
 Bass-Home Age  
 Bass-House App  
 Bass-Jack In  
 Bass-Just Like That  
 Bass-Laborious  
 Bass-Liberation  
 Bass-Loungistic  
 Bass-My Bipper  
 Bass-Nectar Club  
 Bass-Nelly Dream  
 Bass-Number One  
 Bass-Oh Doll  
 Bass-Old Nerd  
 Bass-Oliver Train  
 Bass-On Fire  
 Bass-Out Of The Box  
 Bass-Perc Lounge  
 Bass-Pianoptical  
 Bass-Pop Tek  
 Bass-Progressive Work  
 Bass-Pure 80s  
 Bass-Rider  
 Bass-Rock Steady  
 Bass-Say What  
 Bass-Too Hot  
 Bass-Two LFOs  
 Bass-Typical D  
 Bass-Vacuum  
 Bass-Vulcania  
 Bass-Wanna Fight

**Bell, Piano**

Bell-Hardy Soon  
 Glock-Loungistic  
 Key-Men Da Riot  
 Key-Pianoptical  
 Piano-Pianoptical  
 Pizz-DoubleYou  
 Pizz-Hardy Soon  
 Pizz-On Fire

**Guitar**

Guitar-Do It Move It  
 Guitar-Happy End  
 Guitar-Home Age  
 Guitar-House Mess  
 Guitar-Nectar Club  
 Guitar-Tech All

**Hits**

Hit-Afro One  
 Hit-Hall Thug  
 Hit-Nectar Club  
 Hit-On Fire  
 Hit-Out Of The Box

**Lead - Pad**

Lead-Bread Of Sugar  
 Lead-Happy End  
 Lead-Home Age  
 Lead-Jack In  
 Lead-Pure 80s  
 Lead-Too Hot  
 Pad-Progressive Work  
 Pad-VIPing

**Synth-Seq**

Synth-Actarus 1  
 Synth-Actarus 2  
 Synth-Afro One 1  
 Synth-Afro One 2  
 Synth-Appollo 1  
 Synth-Appollo 2  
 Synth-Basta Ring 1  
 Synth-Basta Ring 2  
 Synth-Blond Maniac  
 Synth-City Mobile  
 Synth-Confidential  
 Synth-Do It Move It

Synth-Domestic 1  
 Synth-Domestic 2  
 Synth-DoubleYou  
 Synth-Down To The DR 1  
 Synth-Down To The DR 2  
 Synth-Down To The DR 3  
 Synth-Elasti City  
 Synth-Electro FAQ  
 Synth-EmoLead  
 Synth-From Hell 1  
 Synth-From Hell 2  
 Synth-From Hell 3  
 Synth-From River  
 Synth-Hall Thug  
 Synth-Happy End  
 Synth-Hardy Soon 1  
 Synth-Hardy Soon 2  
 Synth-Heighteasing  
 Synth-House App 1  
 Synth-House App 2  
 Synth-House App 3  
 Synth-Iceberger 1  
 Synth-Iceberger 2  
 Synth-Jack In 1  
 Synth-Jack In 2  
 Synth-Just Like That 1  
 Synth-Just Like That 2  
 Synth-Laborious 1  
 Synth-Laborious 2  
 Synth-Laborious 3  
 Synth-Land House  
 Synth-Liberation 1  
 Synth-Liberation 2  
 Synth-Liberation 3  
 Synth-LOL To Date 1  
 Synth-LOL To Date 2  
 Synth-Loungistic 1  
 Synth-Loungistic 2  
 Synth-Loungistic 3  
 Synth-Men Da Riot  
 Synth-My Bipper 1  
 Synth-My Bipper 2  
 Synth-My Bipper 3  
 Synth-Nectar Club  
 Synth-Nelly Dream 1  
 Synth-Nelly Dream 2  
 Synth-Number One 1  
 Synth-Number One 2

Synth-Oh Doll 1  
 Synth-Oh Doll 2  
 Synth-Oh Doll 3  
 Synth-Old Nerd  
 Synth-Oliver Train 1  
 Synth-Oliver Train 2  
 Synth-On Fire 1  
 Synth-On Fire 2  
 Synth-Out Of The Box  
 Synth-Perc Lounge 1  
 Synth-Perc Lounge 2  
 Synth-Perc Lounge 3  
 Synth-Pop Tek  
 Synth-Progressive Work  
 Synth-Rider 1  
 Synth-Rider 2  
 Synth-Rock Steady 1  
 Synth-Rock Steady 2  
 Synth-Tech All  
 Synth-Two LFOs  
 Synth-Typical D 1  
 Synth-Typical D 2  
 Synth-Typical D 3  
 Synth-Vacuum  
 Synth-VIPing  
 Synth-Vulcania 1  
 Synth-Vulcania 2  
 Synth-Vulcania 3  
 Synth-Wanna Fight 1  
 Synth-Wanna Fight 2  
 Synth-Yes We Can 1  
 Synth-Yes We Can 2  
 Synth-Yes We Can 3

# Samples

**Drums Construction Kits**

- 126-Delicious  
5 Loops, 19 Elements
- 128-Air Beat  
4 Loops, 30 Elements
- 128-Clu Beat  
4 Loops, 19 Elements
- 128-Da Buzz  
4 Loops, 21 Elements
- 128-Djembe Nerd  
11 Loops, 14 Elements
- 128-Fiesta Beer  
4 Loops, 23 Elements
- 128-Funkyness  
4 Loops, 10 Elements
- 128-Lost In Dance  
5 Loops, 22 Elements
- 128-Miamibiza  
4 Loops, 15 Elements
- 128-Mixing Genre  
6 Loops, 14 Elements
- 128-Motor Clap  
4 Loops, 34 Elements
- 128-My Pride  
5 Loops, 14 Elements
- 128-Santiago  
4 Loops, 24 Elements
- 128-Twenty Times  
5 Loops, 14 Elements
- 128-Working Flow  
4 Loops, 6 Elements
- 130-Chorus Line  
4 Loops, 6 Elements
- 130-Fat and Co  
4 Loops, 17 Elements
- 132-Big Clapping  
5 Loops, 6 Elements
- 132-Chanon  
5 Loops, 16 Elements
- 132-In The Club  
4 Loops, 12 Elements

**Musical Construction Kits**

- 125-A-Basta Ring  
9 Loops, 9 Elements
- 125-A-Double You  
8 Loops, 12 Elements
- 125-B-EmoLead

- 11 Loops, 8 Elements
- 125-B-Iceberger  
10 Loops, 8 Elements
- 125-C-Electro FAQ  
9 Loops, 16 Elements
- 125-C-House Mess  
11 Loops, 12 Elements
- 125-C-Oliver Train  
9 Loops, 10 Elements
- 125-D-Land House  
8 Loops, 15 Elements
- 125-D-Wanna Fight  
8 Loops, 12 Elements
- 125-D#-Heighteasing  
8 Loops, 11 Elements
- 125-E-Do It Move It  
11 Loops, 15 Elements
- 125-F-Laborious  
12 Loops, 16 Elements
- 125-F-Vacuum  
9 Loops, 13 Elements
- 126-A-Afro One  
12 Loops, 10 Elements
- 126-A-Appollo  
11 Loops, 11 Elements
- 126-B-Down To DR  
9 Loops, 12 Elements
- 126-C#-Actarus  
8 Loops, 14 Elements
- 126-D-Doggistic  
7 Loops, 12 Elements
- 126-D-From Hell  
11 Loops, 11 Elements
- 126-D-Oh Doll  
10 Loops, 12 Elements
- 126-D-Perc Lounge  
12 Loops, 9 Elements
- 126-E-Bread Of Sugar  
9 Loops, 9 Elements
- 126-F-Rider  
8 Loops, 9 Elements
- 126-F#-Two LFOs  
12 Loops, 13 Elements
- 127-C#-Say What  
9 Loops, 11 Elements
- 127-D#-Progress Work  
10 Loops, 10 Elements
- 128-A-Liberation

- 8 Loops, 18 Elements
- 128-A-PianoOptical  
15 Loops, 10 Elements
- 128-A-Pure 80s  
10 Loops, 9 Elements
- 128-A-Too Hot  
9 Loops, 12 Elements
- 128-A#-Nelly Dream  
15 Loops, 9 Elements
- 128-B-Pop Tek  
8 Loops, 15 Elements
- 128-C-Out Of The Box  
12 Loops, 16 Elements
- 128-C#-Happy End  
10 Loops, 9 Elements
- 128-C#-Home Age  
9 Loops, 8 Elements
- 128-D-City Mobile  
8 Loops, 12 Elements
- 128-D-LOL To Date  
10 Loops, 17 Elements
- 128-D-Rock Steady  
9 Loops, 5 Elements
- 128-D#-Hall Thug  
9 Loops, 7 Elements
- 128-D#-Jack In  
10 Loops, 12 Elements
- 128-D#-Men Da Riot  
8 Loops, 11 Elements
- 128-D#-Number One  
10 Loops, 7 Elements
- 128-D#-Yes We Can  
8 Loops, 9 Elements
- 128-E-Blond Maniac  
9 Loops, 26 Elements
- 128-E-Confidential  
9 Loops, 9 Elements
- 128-E-Domestic  
10 Loops, 14 Elements
- 128-E-Hardy Soon  
10 Loops, 9 Elements
- 128-E-Nectar Club  
12 Loops, 10 Elements
- 128-E-Tech All  
8 Loops, 13 Elements
- 128-E-Typical D  
7 Loops, 14 Elements
- 128-E-VIPing

- 14 Loops, 5 Elements
- 128-F#-On Fire  
10 Loops, 20 Elements
- 128-G-Elasti City  
9 Loops, 14 Elements
- 128-G-House App  
9 Loops, 6 Elements
- 128-G-Loungistic  
11 Loops, 7 Elements
- 130-B-Vulcania  
9 Loops, 12 Elements
- 130-C-Old Nerd  
8 Loops, 11 Elements
- 130-C#-Just Like That  
11 Loops, 12 Elements
- 130-G-My Bipper  
12 Loops, 5 Elements
- 132-A-From Rive  
10 Loops, 21 Elements

**Sorted Elements**

- Bass Drum - 215 samples
- Snare Drum - 267 samples
- Hand Clap - 199 samples
- Hi-Hats - 154 samples
- Percussion/Cymbals - 136 samples
- Synths - 23 samples
- Hits - 15 samples
- Miscs - 37 samples

**Sorted Loops**

- FullNoBD - 60 loops
- Drums - 82 loops
- DrumsNoBD - 81 loops
- Instrumental - 60 loops
- BD+SD - 80 loops
- HH - 56 loops
- Percs-Misc - 93 loops
- Bass - 48 loops
- Synths - 111 loops

## Links

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### UVI

- Home . . . . . [uvi.net/](http://uvi.net/) 
- Soundbank Installation Guide . . . . . [installing\\_uvi\\_soundbanks\\_en.pdf](#) 
- UVI Workstation User Guide . . . . . [uviworkstation\\_user\\_guide\\_en.pdf](#) 
- Your Registered Product Serial Numbers and Download Links. . . . . [uvi.net/my-products](http://uvi.net/my-products) 
- FAQ . . . . . [uvi.net/faq](http://uvi.net/faq) 
- Tutorial and Demo Videos . . . . . [youtube.com/](http://youtube.com/) 
- Support . . . . . [uvi.net/contact-support](http://uvi.net/contact-support) 

### iLok

- Home . . . . . [ilok.com/](http://ilok.com/) 
- iLok License Manager . . . . . [ilok.com/ilm.html](http://ilok.com/ilm.html) 
- FAQ . . . . . [ilok.com/supportfaq](http://ilok.com/supportfaq) 

# ELECTRO

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## SUITE

### Credits and Thanks

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UVI.NET