



noodle

four-operator FM synthesis

PRESET TABLES

Designed and developed by **Sinevibes** ©2020

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BASS



01 Not So Solid

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
8	0	2	8	12	1	25	55

02 Bass Attack

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
55	0	6	7	31	4	27	60

03 Cold Core

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
30	0	3	6	17	1	40	50

04 Buzzy Wub

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
35	0	11	1	20	3	17	65

BASS



05 Gritty Bass

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
10	7	2	7	101	4	38	65

06 Hard Sting

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
10	0	5	7	7	1	35	79

07 Resin Bass

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
18	5	24	8	44	4	35	30

08 Bass Blast

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
31	0	1	2	12	5	20	80

BASS



09 Filthy Gloss

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
8	7	2	21	74	4	30	60

10 Mr. Reese

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
40	40	4	2	1	1	0	0

11 Tack Sharp

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
40	0	5	6	1	1	7	80

12 E-Bass

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
40	0	15	7	81	1	25	100

SYNTH



01 Rubber Keys

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
8	0	6	1	21	8	20	35

02 Tekno 1988

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
60	5	14	6	23	5	13	70

03 Dual Pluck

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	0	15	13	14	1	35	100

04 Molten Lead

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
9	10	24	6	11	2	15	60

SYNTH



05 Polymer

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
35	3	16	1	11	4	35	75

06 Fourier

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
13	18	22	17	11	4	35	85

07 Digi Pluck

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	0	23	1	7	1	20	45

08 Abrasive

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
70	65	5	8	27	1	0	0

SYNTH



09 Toothy Lead

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
77	8	24	7	23	1	0	0

10 Robo Roar

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
73	18	17	6	12	1	65	40

11 Liquid Soap

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
58	21	21	1	11	4	55	75

12 Retroperator

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
18	0	15	6	61	4	40	100

KEYS



01 Almost Piano

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	12	13	12	30	1	30	65

02 Plasticine

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
13	0	14	7	4	1	25	100

03 Tubular EP

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
15	0	13	7	17	1	35	65

04 Cheesy Wurli

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
20	0	15	6	11	1	60	100

KEYS



05 Simplicity

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
48	0	19	10	14	1	25	100

06 Crystal EP

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	0	24	25	1	1	50	25

07 Vibrant EP

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
5	9	13	19	77	1	40	45

08 Bright EP

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
1	0	17	1	20	1	40	60

BELL



01 Rusty Bell

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
62	70	13	14	14	1	30	100

02 Gamelan Bell

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	31	13	24	53	1	25	60

03 Dreamy Bell

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
85	18	19	6	12	1	30	100

04 Clock Tower

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
77	77	21	12	11	1	30	50

ORGAN



01 HammonDX

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
10	25	14	16	29	1	25	30

02 Moonlight

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
13	16	19	21	14	4	30	100

03 Vox FM

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
33	9	9	8	29	1	0	0

04 Shiny Steel

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
14	20	13	7	26	4	25	100

PAD



01 Morph Bell

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	30	13	9	17	24	90	75

02 Shimmer Pad

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	8	18	28	12	24	40	80

03 Hollow Drone

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
14	9	17	9	12	22	15	50

04 Frosted Pad

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
52	6	11	10	45	9	10	15

MOTION



01 Step FM

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	6	11	10	20	23	88	100

02 Fiberglass

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
8	0	1	37	22	12	16	85

03 Pulsar

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
30	27	2	2	21	21	35	27

04 Monster Drone

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	15	24	9	36	21	15	50

MOTION



05 Sample & Buzz

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	99	5	17	11	23	75	65

06 Reverse Glass

Shape / A	Shift+Shape / B	Algorithm	Ratio 2:1	Ratio 4:3:2	MG Type	MG Speed	MG Depth
0	0	9	26	40	12	70	65



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