

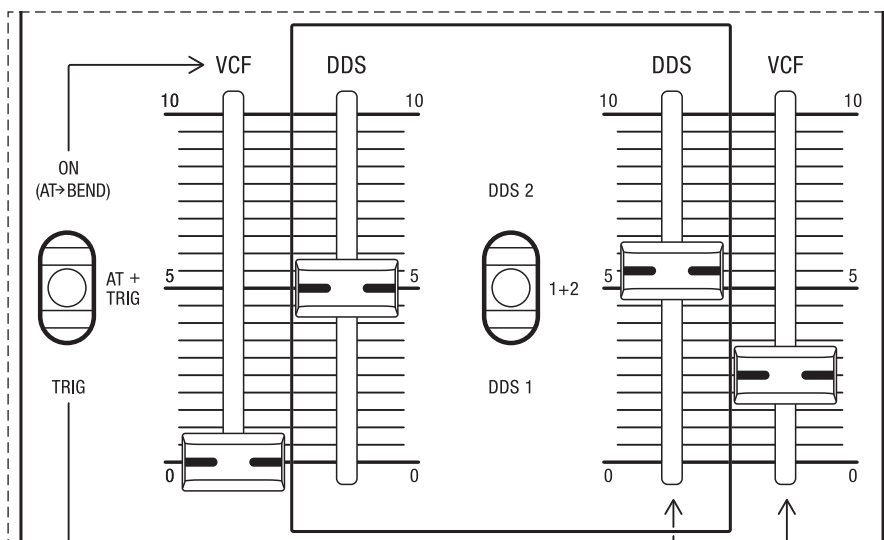
MANUAL ADDENDUM: USING POLYPHONIC AFTERTOUCH

Your Super 6 has the SuperTouch 49 keyboard upgrade installed! This means you can change the sound of each held note individually by applying pressure to the corresponding keys.

The ST49 keyboard is an upgrade from the monophonic aftertouch of the base model Super 6, but it utilizes the same controls on the front panel. Use the aftertouch-related controls in the performance control section or the modulation matrix to determine what should be modulated by polyphonic aftertouch. See below and overleaf for details.

Assigning Polyphonic Aftertouch via the Performance Control Section

In the performance control section, you can use the LFO 2 trigger switch to map modulations to polyphonic aftertouch.



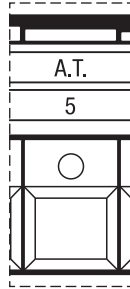
The controls relevant for polyphonic aftertouch in the performance control section, including the LFO 2 trigger switch on the left.

Use the following LFO 2 trigger switch settings to apply polyphonic aftertouch:

- **AT+TRIG:** With this setting, both polyphonic aftertouch and pushing the bender upwards will trigger LFO 2. (If you use the bender and simultaneously apply pressure to a key, only the gesture with the greater effect on the triggering of LFO 2 controls the modulation depth.) Use this setting to control LFO 2 modulations polyphonically, the depth of which is set by the leftmost **VCF** and **DDS** faders.
- **ON (AT->BEND):** With this setting, LFO 2 is permanently on. Additionally, polyphonic aftertouch is now set to trigger the same modulations controlled by horizontal bender movements. Use this setting to control pitch bends that affect one or both oscillators and/or the filter cutoff frequency polyphonically, with the depth set by the rightmost **DDS** and **VCF** faders. Pitch bend using bender lever will be defaulted to +/- 2 semitones.

Assigning Polyphonic Aftertouch via the Modulation Matrix

In the modulation matrix, you can use the modulation source **A.T.** to specify what should be modulated by polyphonic aftertouch.




The modulation source aftertouch in the modulation matrix.

To map polyphonic aftertouch to one of the eight fixed destinations in the modulation matrix:

1. Press the **MOD ASSIGN** button to enter the modulation matrix. Its LED starts flashing.
2. Press the **A.T.** button. Its LED now lights up. If polyphonic aftertouch is already modulating a destination in the matrix, the LEDs of the respective buttons (**A-H**) start flashing.
3. Press any destination button (**A-H**) to create a mapping. The LEDs of the source and destination buttons then light up continuously to indicate the mapping lock.
4. Once you have created a modulation mapping, use the **MOD AMOUNT** encoder to dial in the modulation amount. The LEDs of buttons **1-8** and **A-H** indicate the respective setting.
5. Press the **PATCH** button once to exit the modulation matrix and return to patch mode.

To map polyphonic aftertouch to parameters that are not available in the modulation matrix:

1. Press the **MOD ASSIGN** button to enter the modulation matrix. Its LED starts flashing.
2. Press and hold the button labelled **A.T.**
3. While holding the **A.T.** button, move any patch-related parameter on the front panel you wish to modulate. An LED scroll across buttons **1-8** and **A-H** indicates a mapping lock.
4. Once you have created a modulation mapping, use the **MOD AMOUNT** encoder to dial in the modulation amount. The LEDs of buttons **1-8** and **A-H** indicate the respective setting.
5. Press the **PATCH** button once to exit the modulation matrix and return to patch mode.

 *If a parameter cannot be assigned as a modulation destination, there will be no LED scroll. In general, only parameters that are represented by continuous controls can be assigned. This excludes toggle and rotary switches.*