

# SPACEDRUM PS-3



The SPACEDRUM PS-3 percussion pad is dynamic and level dependent. There are two oscillators. Oscillator one can produce noise or an adjustable pitch. Oscillator two can generate an LFO (called SLO on the unit) or an adjustable pitch. Either oscillator can be turned off if single oscillator operation is desired. There is a filter on the unit as well, with the following controls: Tune (filter frequency), Oscillator 2 level, Sweep, Resonance, and Decay. The final amplifier section has Volume and Decay time controls. The resonance in the filter section can be turned up to get self oscillation.

**DYNAMIC CONTROL** - The SPACEDRUM PS-3 will act and respond like any mechanical drum. If you hit it harder, the sound gets louder. A softer strike will yield a softer sound. This dynamic action can also be applied to work other ways as well. The harder you hit it, the higher the pitch will shoot, or the brighter the sound gets. Perfect for accents.