

**Timbre Name:** \_\_\_\_\_

**Timbre No.:** \_\_\_\_\_

**Oberheim OB • 12**

**Oscillator 1**

Saw Status	(On/Off)	
<i>Saw Level</i>	(0-100)	
<i>Saw Spread</i>	(0-100)	
Triangle Status	(On/Off)	
<i>Triangle Level</i>	(0-100)	
<i>Triangle Wrap</i>	(0-100)	
Pulse Status	(On/Off)	
<i>Pulse Level</i>	(0-100)	
<i>Pulse Width</i>	(0-100)	

Osc. 2 FM of Osc. 1 Depth	(0-100)	
LFO 1 Mod. Depth	(-50 to +50)	
<i>PWM</i> Depth from LFO 1	(-50 to +50)	
<i>PWM</i> Depth from LFO 2	(-50 to +50)	
<i>PWM</i> Depth from EG	(-50 to +50)	

**Osc. Common**

Balance 1: Osc. 2 Insert	(0-100)	
Balance 2: Ring Mod. Insert	(0-100)	
Balance 3: White Noise Insert	(0-100)	

Attack Time	(0-100)	
Decay 1 Time	(0-100)	
Decay 1 Level	(-50 to +50)	
Decay 2 Time	(0-100)	
Osc. 1 Envelope Depth	(-50 to +50)	
Osc. 2 Envelope Depth	(-50 to +50)	

**Keyboard Mode: Unison**

Unison Status	(On/Off)	
Detune Coarse	(0-24)	
Detune Fine	(0-100)	
Fine Random Influence	(0-100)	%

**Oscillator 2**

Saw Status	(On/Off)	
<i>Saw Level</i>	(0-100)	
Triangle Status	(On/Off)	
<i>Triangle Level</i>	(0-100)	
Pulse Status	(On/Off)	
<i>Pulse Level</i>	(0-100)	
<i>Pulse Width</i>	(0-100)	

LFO 1 Mod. Depth	(-50 to +50)	
<i>PWM</i> Depth from LFO 1	(-50 to +50)	
<i>PWM</i> Depth from LFO 2	(-50 to +50)	
<i>PWM</i> from EG	(-50 to +50)	
Sync. Status	(On/Off)	
Pitch Keyboard Tracking	(Yes/No)	
Pitch Shift Range	(-24 to +24)	
Pitch Shift Fine	(-50 to +50)	

**LFO 1**

Wave Type	(Saw, Tri., Squ., Rnd.)	
Rate	(0-100)	
Delay Time	(0-100)	
Fade Time	(0-100)	
LPF	(-1/2, 0, 1/2, 1, 1 1/2, 2, 3, Off)	

**LFO 2**

Wave Type	(Saw, Tri., Squ., Rnd.)	
Rate	(0-100)	
Depth on Osc. 1	(-50 to +50)	
Depth on Osc. 2	(-50 to +50)	
Depth on Filter	(-50 to +50)	
Depth on Amp	(-50 to +50)	
LPF	(-1/2, 0, 1/2, 1, 1 1/2, 2, 3, Off)	

