



SYNCUSSION COMPONENTS
SHOWN INCLUDE:

- SY-1 2-Channel Synthesizer Board
- N-1 Stand for Board
- CU-1 Drum Activator (pair)
- 773 Stand for Drums
- AC ADAPTER 12V 300mA
- CABLES
- CARRYING BAG FOR SYNTHESIZER BOARD

With Syncussion you can have the popular Ronstadt sound, chime, vibraphone and anvil. Noise generation permits wind, thundersheet and surf. Conventional sounds such as bass drums, snare drums, tom-tom's, conga, tubular and bells can also be created. Your imagination is the only limit to the sounds you can create with SYNCUSSION.



Illustrated at left are two of the many possible settings for Syncussion I.

Channel 1 is set to produce a snare drum sound.

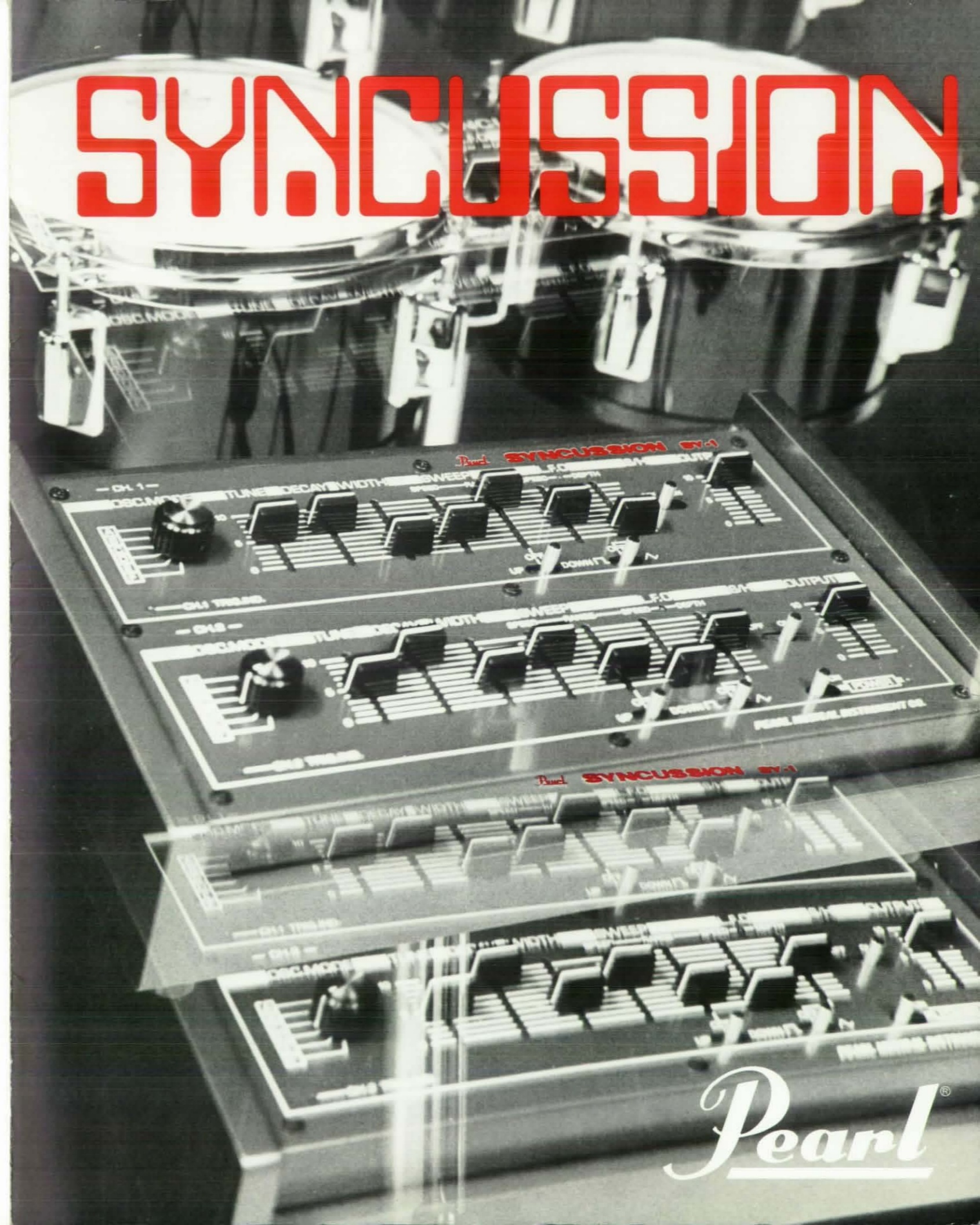
Channel 2 is set to produce a bass drum sound.

For technical information write to Pearl Advertising.

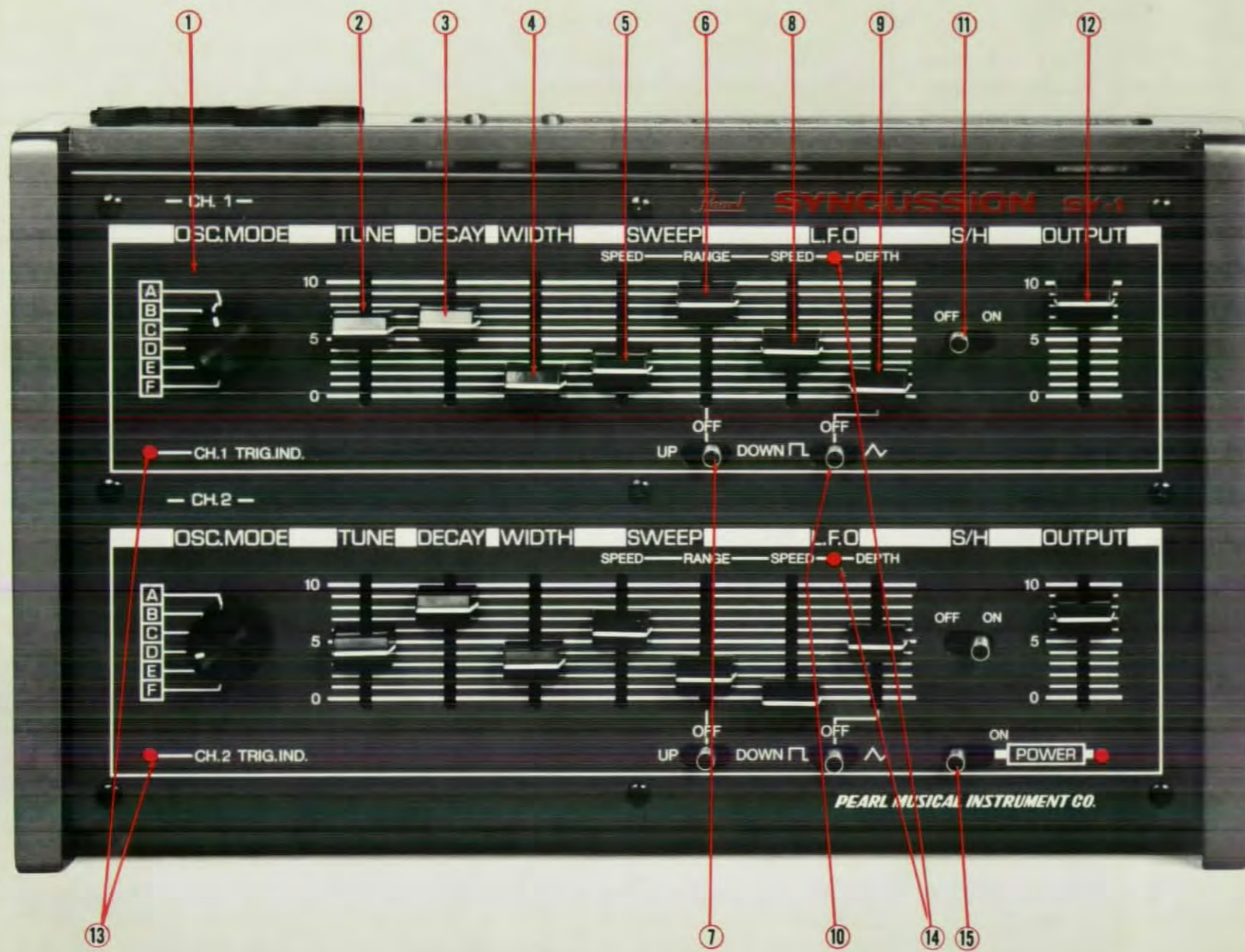
Pearl

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SYNCUSSION



Pearl



Pearl Syncoussion I gives you all the new sounds you want... in a player-designed unit!

Syncoussion I was made to become a part of your percussion act. Concert Tom style activators allow more "drum feel," your choice of Pearl finishes, and compatibility with Pearl concert tom stands and Vari-Set mounting hardware.

Syncoussion I's synthesizer board is separate to reduce potential shock damage and allows you to choose the right location. Slide Pots and an A/C adapter insure quick setting changes and battery free reliability. Syncoussion I is a two channel drum synthesizer that can also be microphone activated and includes Sample & Hold.

The SY-1 2 Channel Synthesizer Board features

SIGNAL SOURCE SECTION

- ① **OSC. MODE** Presets (A-F) control wave frequency variation and noise for two oscillators for each channel.
- ② **TUNE** Controls pitch of tone that is preset by the **OSC. MODE**.
- ③ **DECAY** Adjusts the sustain of individual notes.
- ④ **WIDTH** Controls filter bandwidth on synthesizers. This function is often labeled "filter."

SWEEP SECTION

- ⑤ **SPEED** Adjusts the rate of transition from the original pitch sounded when a drum is struck to a final pitch determined by the **SWEEP** section **DEPTH** control.
- ⑥ **RANGE** Controls the final pitch heard of each note sounded when the **SWEEP** section movement switch is **UP** or **DN**. The **DEPTH** control tracks the **TUNE** control.
- ⑦ **OFF UP-DN** Controls direction of pitch movement both **UP** and **DOWN**. In the **OFF** position, the **SWEEP** section **SPEED** and **DEPTH** controls are inoperative.

LOW FREQUENCY OSCILLATOR (LFO) SECTION

- ⑧ **SPEED** Adjusts the speed of the low frequency oscillator to enable vibrato to be added to the basic sound selected by the **SIGNAL SOURCE** and **SWEEP** sections.
- ⑨ **DEPTH** Controls the amount of pitch movement, at the speed determined by the **LFO** section. **SPEED**, is controlled by **DEPTH**.
- ⑩ **OFF** This switch determines the wave shape employed by the **LFO** section, a square wave, , results in abrupt pitch changes and noticeable pitch

at upper and lower extremes. A Triangle wave, results in almost continuous movement and little time spent at the pitch extremes.

When the off Switch is **OFF**, **LFO** section **SPEED** and **DEPTH** controls are inoperative.

- ⑪ **S/H** This switch adds a sample and hold output signal to the main output. **S/H** speed is set by the **LFO** section **SPEED** control. **S/H** will operate even if **LFO** section off is **OFF**.
- ⑫ **OUTPUT** Sets volume level.
- ⑬ **CHANNEL TRIGGER INDICATOR** L.E.D. lights upon impact of CU-1 controller or microphone signal.
- ⑭ **LFO INDICATOR L.E.D.** Indicates speed of low frequency oscillator.
- ⑮ **POWER** On-Off control.

BACK PANEL

- ⑯ **AC** Power supply connector—DC 12V 300mA.
- ⑰ **OUTPUT** For connecting to amplifier.
- ⑱ **TUNE** Is for insertion of a foot control to adjust pitch of channel 1 and 2.
- ⑲ **MUTE** Allows connection of a foot pedal on/off switch.
- ⑳ **INPUT** For connecting CU-1 to drums to SY-1 synthesizer board. Microphones can also be connected to either input.
- ㉑ **SENSITIVITY** Allows individual playing style adjustment for each channel. Adjusts so that the channel trigger light comes on when controller is struck.