

STARLIGHT EFFECT CONTROL MAPS



**DELAY**      **FEEDBACK**      **MIX**  
 Time      Repeats      Dry/Wet  
 Max = Kill Dry

● ○ ○ **TAPE EP-III**      Mint  
 Used + Warm      A  
 Dark + Worn      B  
    C

**Division**      **Record Level**      **Wow, Flutter, Splice**  
 DIVISION      COLOR      MOD  
 Default Level = Noon      Default Hardware Match = Noon

**DELAY**      **FEEDBACK**      **MIX**  
 Time      Repeats      Dry/Wet  
 Max = Kill Dry

○ ● ○ **ANALOG DMM**      Vibrato Mod      A  
 Mod Off      B  
 Chorus Mod      C  
 Mod Disabled

**Division**      **Input Gain**      **Mod Depth**  
 DIVISION      COLOR      MOD  
 Default Level = Noon

**DELAY**      **FEEDBACK**      **MIX**  
 Time      Repeats      Dry/Wet  
 Max = Kill Dry

○ ○ ● **PRECISION**      Flanger Mod      A  
 Mod Off      B  
 Chorus Mod      C  
 Mod Disabled

**Division**      **Treble, Bass**      **Rate, Depth, F.Back**  
 DIVISION      COLOR      MOD  
 EQ Flat = Noon

**DELAY**      **FEEDBACK**      **MIX**  
 Time      Repeats      Dry/Wet  
 Max = Kill Dry

● ○ ○ **COOPER TIME CUBE**      Filter Off      A  
 Filter Mid      B  
 Filter Hi      C

**Division**      **Treble**      **Bass**  
 DIVISION      COLOR      MOD  
 Flat = Noon      Flat = Noon