

# pilot wave

## PRESETS AND SEQUENCES

### Chase Bliss | Condor | Quick Start Presets

**Preset: 1**  
**Name: Condor Settings**

**Type: 1-Step**  
**Steps: 8**

**Description:**  
Step through virtual  
presets.  
Step 1 = Bypassed

**Preset: 2**  
**Name: Condor Solo**

**Type: Tap**  
**Steps: 16**

**Description:**  
LPF and Frequency  
modulation

**Preset: 3**  
**Name: Gain Riser**

**Type: Rebound**  
**Steps: 16**

**Description:**  
Gain rise and fall

**Preset: 4**  
**Name: Freq Peaker**

**Type: Tap**  
**Steps: 8**

**Description:**  
Frequency-based tremolo

**Preset: 5**  
**Name: Slush Bucket**

**Type: 2-Step**  
**Steps: 4**

**Description:**  
LPF Decliner.  
Get your feet wet

**Preset: 6**  
**Name: Huevos**

**Type: Split**  
**Steps: 10**

**Description:**  
LPF drop then pulse

**Preset: 7**  
**Name: WowWow**

**Type: One-Shot**  
**Steps: 8**

**Description:**  
Escalating wah.  
Hold to repeat

**Preset: 8**  
**Name: Crater Creator**

**Type: Rebound | Saw Up**  
**Steps: 5**

**Description:**  
LPF clamp.  
For aggressive muting

**Preset: 9**  
**Name: Chop Trem**

**Type: 2-Step**  
**Steps: 4**

**Description:**  
Volume-based tremolo.  
Step 3 is quieter

**Preset: 10**  
**Name: Disco Biscuits**

**Type: Tap**  
**Steps: 6**

**Description:**  
Wacka Wacka Wah

**Preset: 11**  
**Name: Strange Magic**

**Type: Tap**  
**Steps: 16**

**Description:**  
Phaser emulator.  
ELO - Face the Music

**Preset: 12**  
**Name: Four-Pack**

**Type: 2-Step**  
**Steps: 8**

**Description:**  
Four slick tones to cycle  
through when button  
is pressed

**Preset: 13**  
**Name: Stones Throw**

**Type: Tap**  
**Steps: 8**

**Description:**  
Phasy & Tremmish

**Preset: 14**  
**Name: Hold For Tremolo**

**Type: One-Shot**  
**Steps: 12**

**Description:**  
12 step tremolo  
waveform

**Preset: 15**  
**Name: Shanpe**

**Type: Rebound**  
**Steps: 8**

**Description:**  
Silent start LPF.  
r/SurrealMemes

**Preset: 16**  
**Name: Saltines**

**Type: Tap**  
**Steps: 16**

**Description:**  
Pattern wah.