Hi!

Thanks for trying out these OSCs I made for the Korg's logue synthesizers (NTS-1, MinilogueXD, Prologue). I have only tested these on the NTS-1 and the XD so I have no idea how they will work on the Prologue series.

Use at your own risk. I can offer no support or guidance (other than this Read Me file).

katana: FORM BLAZING SWORD! This is a recreation of a certain arcade synth plugin with a couple of my own additions. 100 waveforms are rendered lovingly from 32 "columns" that each have 16 possible "heights". Wield one or two katanas!

SHAPE: Twist the knob to select one of the 100 different waveforms for waveform A.

SHIFT SHAPE: Twist the knob to select one of the 100 different waveforms for waveform B.

PARAM 1 (A-mix-B): The baseline mix between the two waveforms. By default, it is set to 100% waveform A.

PARAM 2 (swords): How many katanas do you wish to wield? 1 or 2?

LFO: When wielding a single katana, the lfo will modulate the waveform select for waveform A. Slice and dice your way through the various waveforms. This works well at low rate and int values. When wielding dual katanas, the LFO will blend the mix between waveform A and waveform B.

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draw8: Allows you to draw your own extremely lo-fi waveform! It has eight "bands" that are user configurable in integer scaled heights from 0-15. This limited resolution allows you to match levels easily as you adjust each band.

SHAPE: Band 1

SHIFT SHAPE Shape: Band 2

PARAM 3-8: Bands 3-8

LFO: Controls the WIDTH of each band for some sweet PWM. On the Prologue or Minilogue XD, the square LFO will strictly control the width, with no modulation. The saw and triangle LFOs will modulate the width of the bands*.

*(I'm inverting the negative values of the LFO, so the saw shape will act more like a triangle as the LFO passes below zero. The triangle shape will produce modulation at twice the rate of the saw.

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rando: Generates a random waveform of user selectable resolution and shape. YOU CANNOT SAVE THE SHAPE. IT IS RANDOM. LIFE IS IMPERMANENT. DEAL WITH THE LOSS.

SHAPE: Selects the resolution of the random waveform. Starts pretty chunky & low-fi and gets pretty irritatingly sqwonky and FM-like as you crank up the resolution.

SHIFT SHAPE: 0-50% = square, 51-100% = triangular

PARAM 1 (Thin): Controls the width between each randomly generated point, filling the distance between points with silence and thinning out the sound at higher levels.

LFO: The LFO generates a new random waveform at the selected complexity.

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Thanks for trying these out. Make some music! If you feel so inclined, you can listen to my music over here:

www.distropolis.com

Yours Truly,

Arman www.armanbohn.com

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