Oscillator Types

TYPE	WAVE	TIMBRE	SHAPE
BasicWaves	Morph	Sym	Sub
	Morphing from square to saw to 2 saw	*Pulse width or phasing between saws*	*Sine sub*
SuperWave	Wave	Detune	Volume
	Saw, square, triangle or sinus	*Detuning amount*	*Detuned waves amplitude*
Wavetable	Table	Position	Chorus
	Wave selection	*Cycle position within wave*	*Chorus effect amount*
Harmo	Content	Sculpting	Chorus
	Morphing through harmonic amplitude tables	*Morphing between sine and triangle*	*Chorus effect amount*
KarplusStr	Bow	Position	Decay
	Amount of bow applied besides the strike	*Position of the strike on the resonator*	*Amount of resonance*
V.Analog	Detune	Shape	Wave
	Detuning between the two waves	*Morphing from narrow pulse to square to hard sync formants*	*Morphing betweeen triangle and saw*
Waveshaper	Wave	Amount	Asym
	Waveshaper waveform	*Wavefolder amount*	*Waveform asymmetry*
Two Op. FM	Ratio	Amount	Shape
	Frequency ratio bewtween oscillators	*Modulation index*	*Feedback amount*
Formant	Interval	Formant	Shape
	Frequency ratio between formants 1 and 2	*Formant frequency*	*Formant width and shape*
Chords	Type	Inv/Transp	Waveform
	Octave, 5h, sus4, m, m7, m9, m11, 6th+9th, M9, M7, M	*Changes inversion and frequency range of the chords*	*Waveform type: [0-50] = string-machine like waveform, [50-100] = 16 wavetables*
Speech	Type	Timbre	Word
	Formants, colors, numbers, letters, words	*Shift the formans up or down*	*Scan through words, depending on Type*
Modal	Inharm	Timbre	Decay
	Amount of inharmonicity	*Excitation brightness and dust density*	*Damping, decay time*

Oscillator Types (cont)

Noise	Tune		Rate		Balance
	Particle noise to white noise to metallic noise		*Sample rate reduction (+ pitch control for square waves in metallic noise)*		*Morph between noise only (0%), noise+sine (33%), noise+triangle (66%), noise+square (100%)*
Vocoder	Wave		Shift		Bandwidth
	[0-11] saw, [11-90] pulse width 50% to 99%, [91-100] noise		*Vocoder frequency range*		*Vocoder's filer bandwidths*