

Multiwave Page 2 controls

Osc A Follow button: Quantization

OFF: No Quantization.
YELLOW: 12-TET quantization enabled.
Affects Pitch, Transpose and V/Oct.
Also affects Osc A Expo control in Free and Detune modes (including when channels are Spread).
The oscillators are also locked to A=440 when this is on and the fine tune is at noon.

Osc A Mod Shape button: Mod Region (the region of the wavetable that will be modulated by Mod Shapes).

OFF: Default. Modulates from Wave position to end of table.
PURPLE: Modulates from beginning of table

Osc A Wave control: select Table (for Osc A)

If the current position of the Wave control is different from the previously selected wavetable, then the current position will appear as a white cursor and the currently selected table will appear as a brighter version of the bank's color. In this way you can check which table is loaded without loading another one. After navigating the cursor to the current table it will become live for selection of a new table.

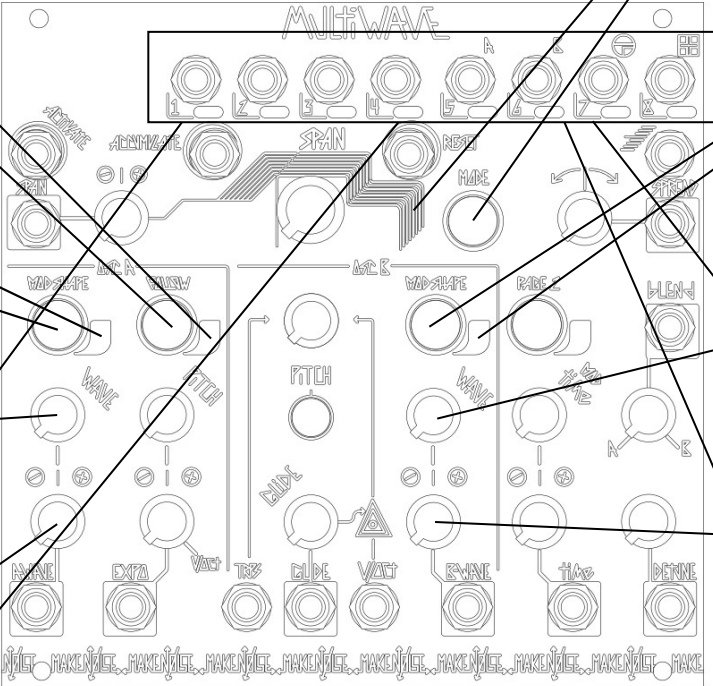
Osc A Wave Attenuverter: select Bank (for Osc A)

There are eight banks, each a different color, displayed at channel outputs with currently selected table shown by the Cursor in White.

RED - CLASSIC SHAPES
BLUE - MAKE NOISE
GREEN - WARP AND FOLD
PURPLE - ADDITIVE
PINK - SYNC
ORANGE - ORGANS
YELLOW - VOCAL
CYAN - FM

On Page 2, Wavetable Selection is previewed.
Once Page 2 is exited, the selected table is loaded, which takes 2 seconds.

The tables in these banks may be replaced with user-defined tables by connecting the MultiWAVE to a computer using the USB jack.



Mode button: Output Mixing

Mode Button turns output mixing on/ off.
SPAN window lights GREEN to indicate Mixing is ON, or RED to indicate Mixing is OFF.
Output mixing allows for easier use outside the QXG/PoliMaths chain. Outputs are as follows:
1-4: individual channel outputs
5: mono mix of all eight channels, Osc A only
6: mono mix of all eight channels, Osc B only
7: odd channels only
8: even channels only
When output mixing is OFF, each channel appears at its own output.

Osc B Mod Shape button: Multimod Activation behavior

OFF: Multi-Mod Shapes are free running and not affected by Activations.
MAGENTA: Activation Reset. A channels' Multi-Mod shape resets upon Activation.
CYAN: Activation One-Shot. The shape is read through once upon Activation, then stops.

In Multimod Activation One-Shot Mode, the Yellow and Orange Multimod shapes act differently.

- YELLOW: TIME sets an adjustable slew rate.
- ORANGE: TIME does nothing.

Osc B Wave control: select Table (for Osc B)

If the current position of the Wave control is different from the previously selected wavetable, then the current position will appear as a white cursor and the currently selected table will appear as a brighter version of the bank's color.
In this way you can check which table is loaded without loading another one. After navigating the cursor to the current table it will become live for selection of a new table.

Osc B Wave Attenuverter: select Bank (for Osc B)

There are eight banks, each a different color, displayed at channel outputs with currently selected table shown by the Cursor in White.

RED - CLASSIC SHAPES
BLUE - MAKE NOISE
GREEN - WARP AND FOLD
PURPLE - ADDITIVE
PINK - SYNC
ORANGE - ORGANS
YELLOW - VOCAL
CYAN - FM

CLASSIC SHAPES

1_tri_saw
2_tri_square
3_tri_saw_square_pwm
4_square_pwm
5_sine_square_saw
6_saw_ramp_combo
7_super_saw_index
8_sine_dc_clip

SYNC

1_flip_sync_sine
2_sync_sine
3_dpo_sync_sine
4_sync_saw
5_dpo_sync_saw
6_sync_square
7_dpo_sync_square
8_sto_sync

MAKE NOISE

1_maths_curve_tri
2_0coast_ot
3_0coast_mult_even
4_0coast_mult_full
5_xpo_modulate
6_strega_tone
7_mod_demix_intervals
8_mod_demix_packets

KEYS

1_organ_odds
2_organ_harm
3_organ_harm_clip
4_organ_simmer
5_organ_full
6_fm_bell
7_fm_epiano
8_fm_pluck

WARP AND FOLD

1_warp_sine
2_pw_sine
3_fold_sine
4_mirrored_sine
5_wrap_sine
6_horizontal_fold_sine
7_horizontal_fold_saw
8_0coast_mult_odd

VOWEL

1_vow_u_a
2_vow_o_i
3_vow_a_i
4_vowel_multi
5_vowel_multi_rounded
6_vintage_vox_1
7_vintage_vox_2
8_vintage_vox_3

ADDITIVE

1_additive_saw
2_additive_saw_formant
3_additive_square
4_additive_square_formant
5_additive_saw_hp
6_additive_harm_lp
7_additive_harm_hp
8_additive_harm_sweep

FM

1_fm_index_1
2_fm_index_2
3_fm_index_3
4_fm_index_4
5_fm_index_5
6_fm_index_6
7_fm_index_7
8_fm_index_8