

Hello Gang,

Following Spogg's lead making percussion instruments, I made this percussion synth. I call it "Ring Synth", because of the way it works. Basically, it's six filters set right on the verge of oscillating. When a sharp pulse is sent to them, they RING (a burst of sound at the resonant frequency).

Features:

1. Midi input with velocity.
2. Six ringing filters, three 24db "Chebyshev" filters and three dual "State Variable" filters in series, and one noise source.
3. A selection of wave shapers to add harmonics, rectifier (half & full), sigmod to square, 1/2freq (sub) (3 filters only), Sub plus 2xFreq, and Ring Modulator.
4. Three lfo's, used mostly for special effect sounds. LFO 1 is for filters 1 and 5, LFO 2 is for filters 2 and 6, and LFO 3 is for filters 3 and 7.
5. ADSR envelope control, mostly used for attacks.
6. The ability to use the output of filter 3 to trigger filters 5, 6, and 7.
7. One Arpeggiator.
8. One Scope and One FFT analyzer

How to use it:

To start make sure all the LFO's are at zero (depth knobs), waveshapers are on thru, sigmod is disabled (little white button (white NOT green)), Ring Modulator is not selected (little white button), 3 out to 5,6, and 7 is also NOT selected (also, little white button), and ADSR is set for no attack and a long decay, or just start playing with the presets.

Make sure the filters resonance is set just below oscillation (at least .9xxx)

Select an octave range, start around 4 for the Chebyshev filters and -3 for the State Variables, and set tuning pointer near straight up (Study the presets) .

Adjust the volume and play some notes. Again, STUDY the presets for a while and you should soon be making your own cool percussive sounds.

Cautions, watch your volume when experimenting! Some settings can cause wild oscillations, howling, and so on.

Have fun and PLEASE post your comments and patches.

Later then, BobF.....

