The Clavia Nord Modular G2 Patch Converter Project
Status List by Groups

Group	Description	Status	Next TO-DOs
In/Out	Contains audio IO modules and some MIDI related modules	All outs (stereo, quad) are implemented	MIDI related modules
Osc (Oscillators)	Contains oscillators (basic waveforms, phase mod, shaping oscil, simple physical model), noise generators, DrumSynth and DX7 model.	only OscD and Noise are partly implemented	Modules with waveform morphing
Rnd (Random Generators)	Contains random generators and triggers	Probably the hardest section to be implemented. The random modules are using various random generators.	-
Filter	Contains filters of several types (from basic ones to equalizers, comb filter and wah-wah effect)	only basic ones (like LP and HP, which are very close to ordinary Csound tone/atone opcodes) are implemented	Find the closest opcode to *Nord* and *Classic* filters
Delay	Contains several delays (from single to multitap)	Completed	-
Level	Contains a lot modules related to value modulation, comparison etc.	Almost everything is implemented	*NoiseGate*
Switch	Contains a number of different switches	Almost everything is implemented	*Mux81X*
Seq	Contains several sequencers	Some seqs in a test mode	*Sequencer Event* is the easiest
Note	Contains note quantizers, gliders, zero crossing counter etc.	Nothing is implemented yet	-
LFO	Contains several LFOs and also a Clock generator	several basic LFO generators are implemented	*Clock Generator* should be implemented asap. All sequencers depend on it.
Env	Contains several types of envelopes	several basic envelope generators are implemented	*EnvADSR, EnvADR*

	(H, D, ADSR, AHD etc.)		
FX	Contains typical set of digital effects (chorus, flanger, phaser, reverb, digitizer, pitch shifter, scratcher and compressor).	Nothing is implemented. This is probably the most controversial part. The level of effects is not so good comparing to state-of-art plug-ins.	*Chorus* and *Flanger* are probably the easiest to model.
Shaper	Contains typical shaping modules	only *Rectifier, Shape Static* and *Clip* are implemented.	*Overdrive, Saturate*
Mixers	Contains a number of mixers	Completed	-
Logic	Contains logic modules (from AND, OR, XOR etc to binary counter and ADC/DAC)	Completed	-
MIDI	Typical MIDI section (note on, program change etc).	Almost everything is implemented	*NoteZone, Automate*

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