

Group	Description	Status	Next TO-DOs
<b>In/Out</b>	Contains audio IO modules and some MIDI related modules	All outs (stereo, quad) are implemented	MIDI related modules
<b>Osc (Oscillators)</b>	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
<b>Rnd (Random Generators)</b>	Contains random generators and triggers	Probably the hardest section to be implemented. The random modules are using various random generators.	-
<b>Filter</b>	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 <i>Nord</i> and <i>Classic</i> filters
<b>Delay</b>	Contains several delays (from single to multitap)	Completed	-
<b>Level</b>	Contains a lot modules related to value modulation, comparison etc.	Almost everything is implemented	<i>NoiseGate</i>
<b>Switch</b>	Contains a number of different switches	Completed	-
<b>Seq</b>	Contains several sequencers	Nothing is implemented yet	<i>Sequencer Event</i> is in the test mode
<b>Note</b>	Contains note quantizers, gliders, zero crossing counter etc.	Nothing is implemented yet	-
<b>LFO</b>	Contains several LFOs and also a Clock generator	several basic LFO generators are implemented	<i>Clock Generator</i> works! <i>LfoA</i> and <i>LfoC</i> to be done next
<b>Env</b>	Contains several types of envelopes (H, D, ADSR, AHD etc.)	several basic envelope generators are implemented	-
<b>FX</b>	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.	<i>Chorus</i> and <i>Flanger</i> are probably the easiest to model.
<b>Shaper</b>	Contains typical shaping modules	only <i>Rectifier</i> , <i>Shape Static</i> and <i>Clip</i> are implemented.	<i>Overdrive</i> , <i>Saturate</i>
<b>Mixers</b>	Contains a number of mixers	Completed	-

<b>Logic</b>	Contains logic modules (from AND, OR, XOR etc to binary counter and ADC/DAC)	Completed	-
<b>MIDI</b>	Typical MIDI section (note on, program change etc).	Few UDOs in test mode	<i>PCSend, CtrlSend, CtrlReceive, NoteRcv</i> to be tested