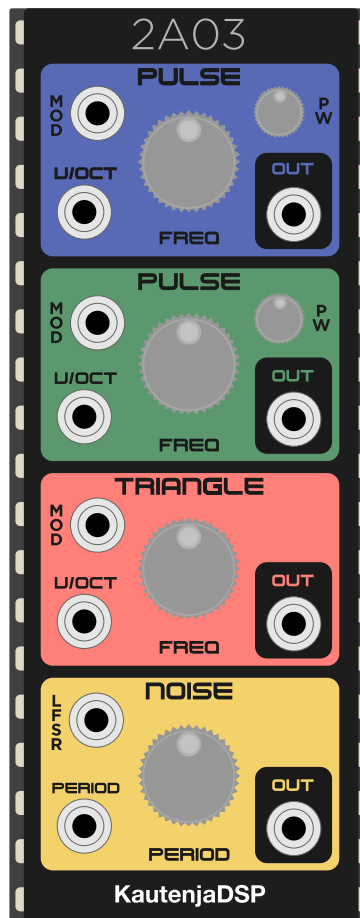


# 2A03



# KautenjaDSP

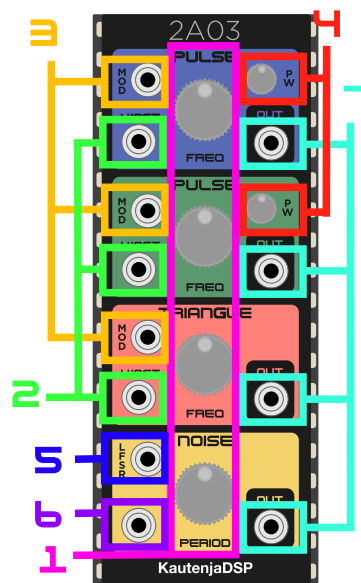
# 1 Overview

2A03 is an emulation of the 2A03 sound chip from the Nintendo Entertainment System (NES) for VCV Rack. The 2A03 chip contains two pulse wave generators, a quantized triangle wave generator, and a noise generator. The original chip featured a DMC loader for playing samples that has been omitted in this emulation.

2A03 provides the key features of the 2A03 chip, namely,

- **Dual pulse wave generator:** Dual 8-bit pulse waves with four duty cycles: 12.5%, 25%, 50%, and 75%;
- **Quantized triangle wave generator:** Generate NES style triangle wave with 16 steps of quantization;
- **Noise generator:** generate pseudo-random numbers at 16 different frequencies; and
- **Linear Feedback Shift Register (LFSR):** for that old-school 8-bit randomness!

## 2 Panel Layout



1. Coarse frequency control over the four channels.
2.  $V/Octave$  inputs for pulse1, pulse2, and triangle waveform generators.
3. linear CV frequency modulation for pulse1, pulse2, and triangle waveform generators.
4. Pulse width selector. Chooses between four duty cycles: 12.5%, 25%, 50%, and 75%.
5. CV LFSR gate, high at  $2V$ . Holds the LFSR generator as long as the input voltage is  $> 2V$ .
6. Period of randomness  $\in [0, 15]$  for the noise generator. See [https://wiki.nesdev.com/w/index.php/APU\\_Noise](https://wiki.nesdev.com/w/index.php/APU_Noise) for approximate frequency and pitch mappings.
7. Channel outputs,  $\approx 10V_{pp}$ .

## References & Acknowledgments

Green, S. (2003). Nes\_Snd\_Emu. <http://www.slack.net/~ant/libs/>.