## Based on: Core MIDI-To-CV

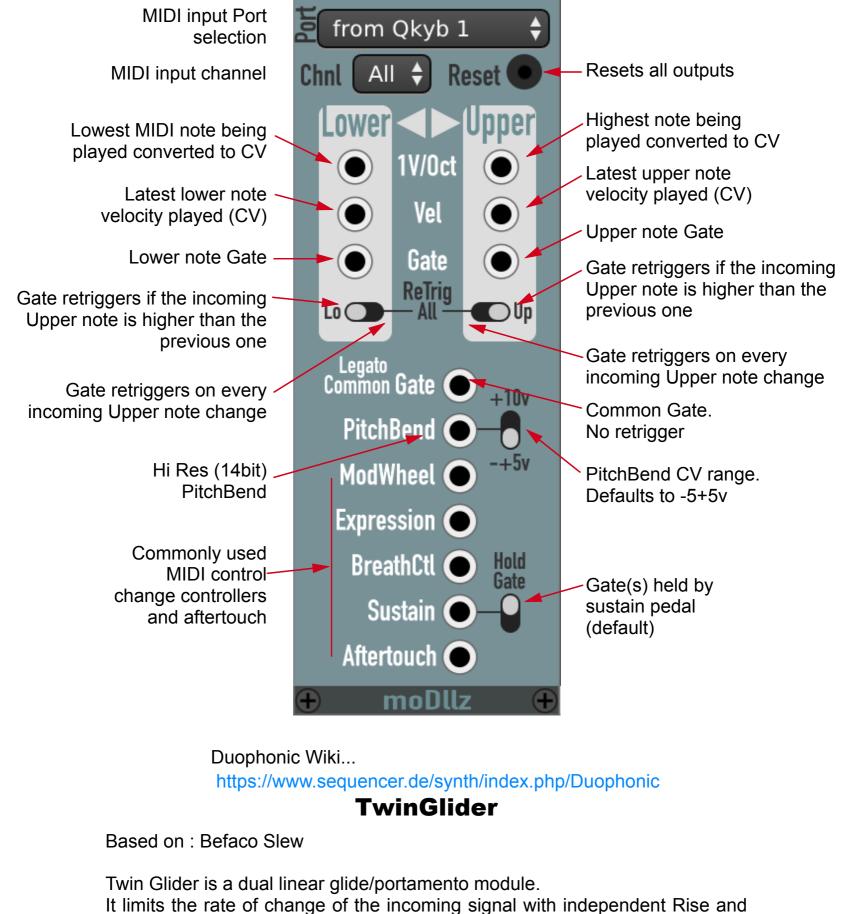
MIDI to dual CV interface

Simulates a duophonic keyboard sending 2 CVs / Vel / Gate (reTriggered) for

Lower and Upper notes being played

... if only one note is played Lower and Upper CVs are the same (Useful for unison / separate OSC with optional RingMod / Oscillator sync) There's also different options to retrigger Lower/Upper Gates independently.

MIDI to Dual CV



Gate

Gate

TwinGlider Fall Time/Rate

Link

Mode

knob value) Rise Gate +10v while

Rise Trigger: Triggers-

when Rise ramp is done

Rise Time/Rate

Rise Time/Rate

CVin (delimited by

Fall ramp is active

Fall times.

Triggers when any ramp is done Gate in: When connected, the Rise/Fall ramps are active only if a Gate is

received. Connect note gates here to produce

portamento on legato

Clock input for Sample to

clock event and Glide

notes only

Rise+Fall Trigger:

time independent from input jump)... constant **Rate** (ramp time directly related to input

Link Fall Time/Rate, CVin and Mode to Rise values

Fall Time/Rate

knob value)

Glide Mode:

jump)...

signals

CVin (delimited by

constant **Time**: (ramp

Fall Gate +10v while Fall ramp is active Fall Trigger: Triggers when Fall ramp is done

Sample & Glide:

(Without connected

is not active (Input is

**High Rate** for processing

audio (fast changing)

is done). When Clock is connected the input signal is

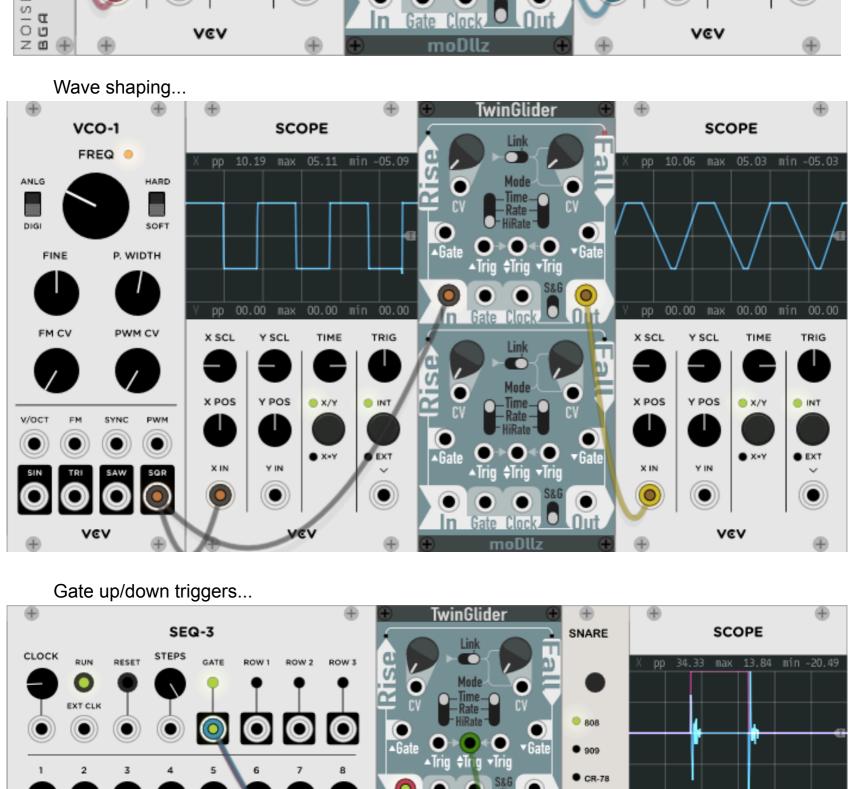
disregarded until the ramp

Clock) The input signal is sampled only when ramp

SCOPE 09.42

X IN





Gate Cloc

MiniPoops

LNDrum

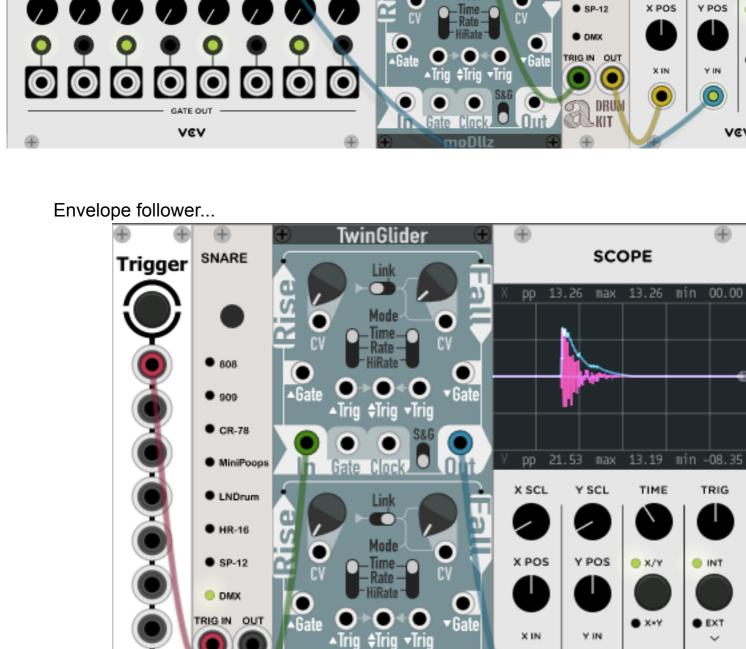
vev

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Y IN 0

VEV



DRUN