SoMono LFNoise

LFNoise is a controller machine that is inspired by the SuperCollider UGen off the same name. It generates a new random value once every number of rows the number being specified by an appropriate parameter of the machine. The value this machine outputs is one that is interpolated between two adjacent random values by a chosen interpolation method. There are three methods of interpolation implemented: None, Linear and Cubic. None simply outputs a random value when it is generated. Linear attempts to draw a straight line between two adjacent values. Cubic draws a smooth curve and uses four points for interpolation. You can also specify how the ouput of this machine is scaled through Min and Max parameters. Suppose the output after interpolation is x, the machine outputs $Min + x \times (Max - Min)$. You can use LFNoise to create random fluctuations in parameter values of other machines thus adding life and a random element to your sounds. Just connect it to whatever you want to slowly change in an unpredicted way over time.

Parameter	**Min**	**Max**	**Units**	**Meaning**
Rate	1	128	Rows	A new random value will be generate every this value rows.
Type	-	-	-	Choose an interpolation method from None, Linear or Cubic.
Min	0.0	1.0	Float	Minimum value the output can reach.
Max	0.0	1.0	Float	Maximum value the output can reach.