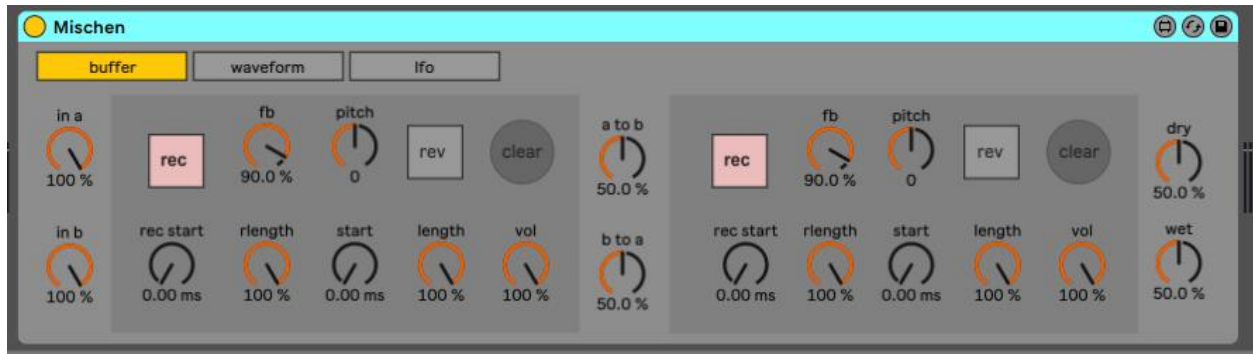


# Mischen Manual

Mischen has 3 UI tabs: buffer, waveform, and lfo.

## Buffer



“Buffer” contains the buffer controls. Buffer A is represented by the left panel. Buffer B is represented by the right panel. Each buffer has the following controls:

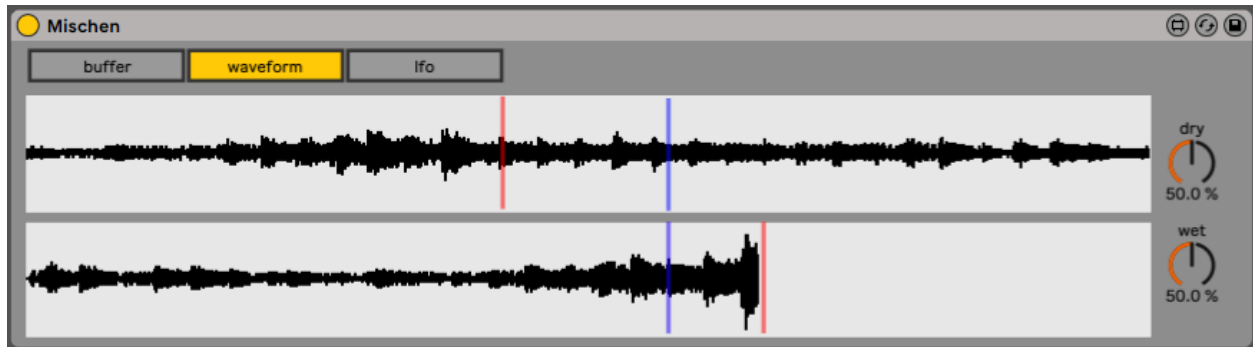
- Rec: toggles recording into the buffer (including feedback)
- FB: Feedback amount of buffer’s play head into it’s own record head.
- Pitch: Pitch shift in octaves
- Rev: Toggles reverse
- Clear: Clears the buffer
- Rec start: Record head loop start position
- Rlength: Record head loop length
- Start: Play head loop start position
- Length: Play head loop length
- Vol: Volume of the buffer

There are two other pairs of controls

- In A / In B: amount of input signal fed to corresponding buffer
- A to b / B to A: amount of signal fed from one buffer to the other

## Waveform

“Waveform” contains a waveform overview of the content of each buffer. Blue represents the playhead, red represents the record head.



## LFO



“LFO” contains four lfos. Each lfo has four controls.

- “Frequency”: sets the between .01hz and 10hz
- “Atten”: is an attenuverter, the knob value is being multiplied by the lfo value.
- Type: sets the waveshape. There are currently 3 waveshapes:
  - o Sine: sine wave
  - o Ramp: ramp up wave
  - o S+h: noise fed into a sample and hold

## A note on modulation

All modulation in Mischen is bipolar and *summed* with the knob position of the parameter being modulated. When a parameter is modulated, the knob can be seen as a offset. This behavior is to make room for future updates where the position of the knob is updated to reflect the modulation. Multiple modulation sources can be directed towards the same destination.