

Additional features

Glide:

The glide slider **(A)** is responsible for adjusting the portamento time when control voltages are applied to the v/oct input **(E)**. This feature introduces a smooth transition between note changes instead of sudden jumps.

Noise:

The noise output **(Q)** outputs white noise which can be used to add texture to a voice or, when paired with a sample & hold module, to generate random/unpredictable control voltages.

LFO Mode:

You can activate LFO Mode by toggling the LFO mode switch **(F)**. When activated, the frequency ranges of the square, sine, and triangle wave outputs **(N, O, P)** are significantly attenuated, extending into frequencies below the audible range. This transformation makes Bend a versatile modulation source.

Note: When LFO mode is enabled, the glide functionality of Bend is disabled.

Sync:

Bend features a hard sync input **(J)**. Experiment with connecting the square wave output of another oscillator to this input, and then adjust the frequencies of the two oscillators independently to unlock intriguing sonic possibilities.

Bend, Frequency, and Amp modulation:

Bend: by modulating the bend amount using the BM input **(K)** you can simulate a filter sweep effect on the tri/sin wave outputs, and PWM on the square output.

Frequency: Bend features frequency modulation that is commonplace on most oscillators via the FM input **(L)**.

Amplitude: Modulating the amplitude of a waveform can bring about significant changes in the sonic characteristics produced by an oscillator. This is why I've included this parameter, which is often absent in other oscillator modules. Experiment by connecting another VCO or LFO to the AM input **(Q)** to explore intriguing and creative outcomes.