Additional features

Glide:

The glide slider **(A)** controls portamento time when control voltages are sent to the v/oct input **(E)**. This smooths the transition between note changes, rather than being instantaneous.

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:

LFO Mode is enabled by toggling the LFO mode switch **(F).** When enabled, the fequency ranges of the square/sin/tri **(N, O, P)** wave outputs are drastically reduced, allowing frequencies well below the audible range. This is turns Bend into a flexible modulation source.

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

Sync:

Bend features a hard sync input **(J)**. Try hooking the square wave output of another oscillator to this input and varying the two oscillators frequencies independently of eachother for some interesting sonic cababilities.

Bend, Frequency, and Amp modulation:

Bend features 3 modulation inputs:

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 the classic frequency modulation that is commonplace on most oscillators via the FM input **(L)**.

Amplitude: Modulating the amplitude of a wave can drastically alter the characteristics of the resulting sound created by an oscillator. This is why I decided to include this parameter which is often missing from other oscillator modules. Try hooking another VCO or LFO to the AM input **(Q)** For some very interesting results.