# 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.