PCH2CSD STATUS ON **27/11/19**

COLOR CODES FOR STATUS and NEXT TD SECTIONS:

GREEN – OK

LIGHT GREEN – OK WITH SOME TODOS

YELLOW – JUST A QUESTION OF TIME

ORANGE – (PROBABLY) TOUGH

RED – PROBABLY LEADS TO ABYSS..

GREEN COLOR IN GROUP SECTION MEANS IT WAS UPDATED FROM THE PREVIOUS DOC UPDATE

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| **Group** | **Description** | **Status** | **Next TO-DOs** |
| **In/Out** | Contains audio IO modules and some MIDI related modules | All outs (stereo, quad) are implemented. | MIDI related modules |
| **Osc (Oscillators)** | Contains oscillators (basic waveforms, phase mod, shaping oscil, simple physical model), noise generators, DrumSynth and DX7 model. | OscA – OscPM more or less implemented. OscDual and OscPerc should at least work. Noise is just white noise so far. NOsc is OK. | DrumOsc (just a matter of time). Modules with waveform morphing, |
| **Rnd (Random Generators)** | Contains random generators and triggers | The status has been lowered from red to orange. RandomA & B are OK in statistical sense. | Probably to try get the whole rand sequence.. also analyze Rnd1 vs Rnd2 and impl RndTrig |
| **Filter** | Contains filters of several types (from basic ones to equalizers, comb filter and wah-wah effect) | LP, HP, all EQs. | Multi, Static and Wah just a matter of time. Find the closest opcode to *Nord* and *Classic* filters. |
| **Delay** | Contains several delays (from single to multitap) | Completed in the first version. Need revisiting. | Need revisiting and checking |
| **Level** | Contains a lot modules related to value modulation, comparison etc. | Almost everything is implemented | *NoiseGate* |
| **Switch** | Contains a number of different switches | Completed in the first version. Need revisiting. | Need revisiting and checking |
| **Seq** | Contains several sequencers | The toughest *NoteSeq* is almost completed. Just need some more work around parking etc. | To downgrade *NoteSeq* model to others. Should be quite easy. |
| **Note** | Contains note quantizers, gliders, zero crossing counter etc. | Nothing is implemented yet | Need someone to start it |
| **LFO** | Contains several LFOs and also a Clock generator | LFO works fine, but without two last waves. Clk generator is done. | *LFOA* should be fully finished asap. |
| **Env** | Contains several types of envelopes (H, D, ADSR, AHD etc.) | Just a matter of time. | Nothing special |
| **FX** | Contains typical set of digital effects (chorus, flanger, phaser, reverb, digitizer, pitch shifter, scratcher and compressor). | Some more or less positive actions in Chorus reversing. Not yet published. | *Chorus* and *Flanger* are probably the easiest to model. And both are of high use in original patches! |
| **Shaper** | Contains typical shaping modules | only *Rectifier, Shape Static* and *Clip* are implemented, but still need careful checking | *Overdrive, Saturate* |
| **Mixers** | Contains a number of mixers | Completed | Four last modules need checking in modulation mode |
| **Logic** | Contains logic modules (from AND, OR, XOR etc to binary counter and ADC/DAC) | Completed | Check switch time for better simulation |
| **MIDI** | Typical MIDI section (note on, program change etc). | Almost everything is completed | Nothing special |