LXR-OWL Drumsynth Firmware V0.37

This version is a fork from PLD/RUDEOG + Official Julain Firmware (V0.37, the latest !) that contains all original code and many new features (I called this version OWL as some of the plug ins added are coming from the nice project called OWL http://hoxtonowl.com/):

1. You can select among 72 pre filled patterns for each voice

- Select a track (1-7), then,
- Click on the button VOICE, then,
- Click on the OSC menu to access the extra features :-)

2. You can randomize steps/patterns for each voice, creating surprising drum lines!

- Select a track (1-7), then,
- Click on the button VOICE, then,
- Click on the OSC menu to access the extra features :-)

3. You can randomize the sound parameters of each voice, creating quickly news percussion sounds!

- Select a track (1-7), then,
- Click on the button VOICE, then,
- Click on the OSC menu to access the extra features :-)
- You will see a menu called RND turn the knob from OFF to ON to listen to the new sound!
- Knob 1 is used to choose which parameters you want to randomize:
- Knob 2 is used to ARM the randomize function (ON/OFF).

4. You can make a LOOP/DIVIDE effect like on the Arturia Spark machine

- Select the PERF button, then,
- Choose from steps 9 to 16.
- Step 9 = Reset the loop to its original state.
- Step 10 = Loop from x to y
- Step 11 = Loop from x to y
- Step 12 = Loop from x to y
- Step 13 = Loop from x to y
- Step 14 = Loop from x to y
- Step 15 = Loop from x to y
- Step 16 = Loop from x to y

5. Sounds effect (Compressor, Bit crusher, Bit reduce, OTO biscuit FX alike, Bit reverse, etc)

- Select the PERF button, then,
- Click again the PERF button to access the sub menu.
- You will see a menu **FX VL1 VL2 WET**

FX : Select the FX you want to apply :

- 1: Simple compressor (VL1 = sensitivity, VL2 = Compression level)
- 2: OTO biscuit - (VL1 = Forward/Backward, VL2 = Bit Rotate level)
- 3: Strange Low Pass Filter (VL1 = Lambda, VL2 = Filter Gain)
- 4: Decimator (VL1 = ReduceBits, VL2 = Rate)
- 5: Bit Reversed (VL1 = BitRotate, VL2 = nothing)
- 6: Small Bit Reversed (VL1 = VL2 = nothing, level)
- 7: Tabaria Wave Shaper
- 8: Disto Wave Shaper
- 9-16: not working yet.

Advice: If you use the FXs, they will bring a lot of overdrive and 8 bits sounds : To fully enjoy the sounds, mute the track1 (the BD/kick), otherwise you may get very strong OVERDRIVE sounds.

Enjoy! :-)