DuoPoly

Quick Operation Guide

Version 2.42

Cornfield Electronics

main>

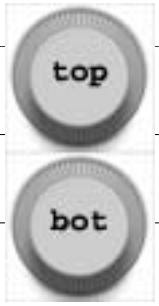
r	**right voice**
l	**left voice**
k	**push console's virtual keyboard**
p	**select preset (0, 1, 2, 3, 4)**
v	**set volume (0 to 255)**
w	**select waveform (0, 1, 2*)**
*****	**latch oscillator frequencies (geometric)**
+	**latch oscillator frequencies (arithmetic)**
u	**unlatch oscillator frequencies**
x	**set transposition amount (in semi-tones)**
[	**start sequencers**
]	**stop sequencers**
|	**pause/resume sequencers**
.	**mute**
<	**unmute**
!	**reset**
?	**display info**
ESC *or* **`**	**exit sketch**

*** waveform 2 available only for __STNDLONE__ and __BAREBONE runtime models**

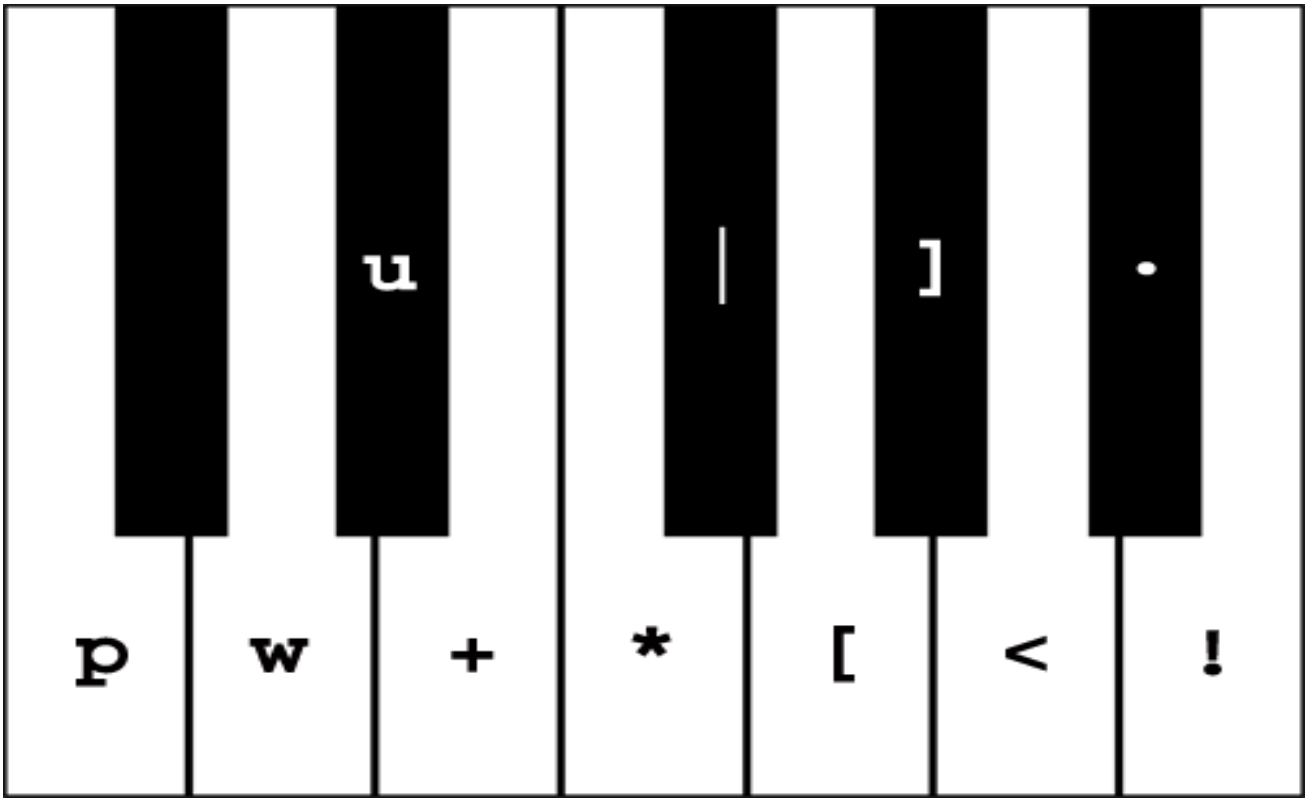
(continued ...)

main

left button		right button	
press	**left voice**	*press*	**right voice**
tap		*tap*	
tap-tap	**exit sketch**	*tap-tap*	



volume



right> *or* left>

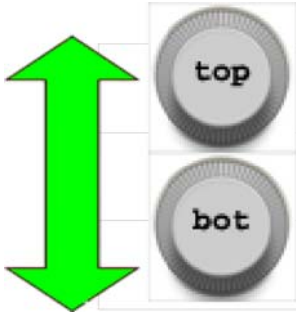
d	**detune oscillator (-128 to 127, *total range is a quarter tone*)**
e	**push envelope control**
E	**push effects chain**
f	**set oscillator frequency (20.0 to 20000.0)**
g	**set glide speed (0 to 255, 0 = off)**
k	**push console's virtual keyboard**
S	**push sequencer**
t	**set sequencer tempo (15.0 to 20000.0)**
T	**push tremolo control**
V	**push vibrato control**
v	**set volume (0 to 255)**
w	**select waveform (0, 1, 2*)**
*****	**latch frequency geometrically**
+	**latch frequency arithmetically**
[	**start sequencer**
]	**stop sequencer**
|	**pause/resume sequencer**
.	**mute**
<	**unmute**
!	**reset**
?	**display info**
ESC *or* **`**	**return to main panel**

*** waveform 2 available only for __STNDLONE__ and __BAREBONE__ runtime models**

(continued ...)

right *or* left

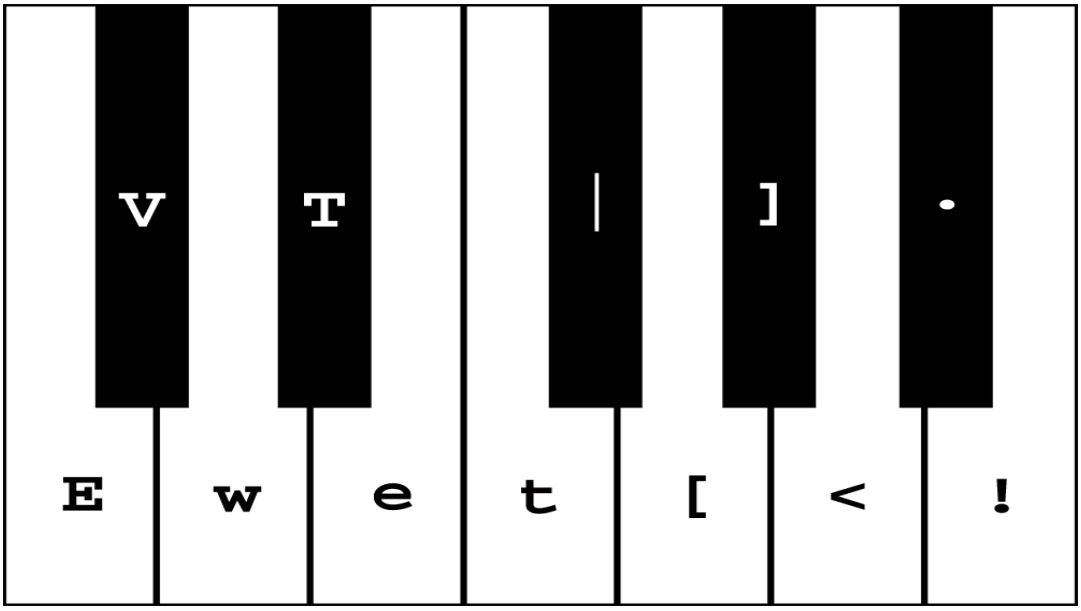
left button		right button	
press	**scroll pots up**	*press*	**scroll pots down**
tap	**- 1 octave**	*tap*	**+ 1 octave**
tap-tap	**return to main panel**	*tap-tap*	**run key menu once**
tap-press		*tap-press*	**program a sequence**



volume

detune

glide



Sqnc>

r record a sequence (push step programmer)
t set sequencer tempo **(15.0 to 20000.0)**
[start sequencer
] stop sequencer
| pause/resume sequencer
! reset
? display info

step>

SPACE *or*	**.**	**++duration**
	z	**C**
	s	**C#**
	x	**D**
	d	**D#**
	c	**E**
	v	**F**
	g	**F#**
	b	**G**
	h	**G#**
	n	**A**
	j	**A#**
	m	**B**
	,	**high C**
0 *thru* **8**		**select octave 0 thru 8**
	?	**display current octave**
ESC *or*	**`**	**commit sequence**

left button		**right button**	
press		*press*	++**duration**
tap	**- 1 octave**	*tap*	**+ 1 octave**
tap-tap	**commit sequence**	*tap-tap*	

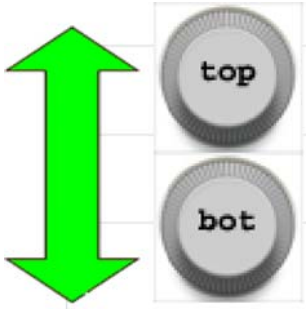
envelope>

a	**set attack time (0 to 255)**
d	**set decay time (0 to 255)**
r	**set release time (0 to 255, 0 = hold)**
s	**set sustain level (0 to 255)**
~	**set legato retriggering**
'	**set staccato retriggering**
.	**mute**
<	**unmute**
!	**reset**
?	**display envelope state**
ESC *or* **`**	**exit emvelope panel**

(continued ...)

envelope

left button		right button	
press	**scroll pots up**	*press*	**scroll pots down**
tap	**-1 octave**	*tap*	**+1 octave**
tap-tap	**exit envelope panel**	*tap-tap*	**run key menu once**

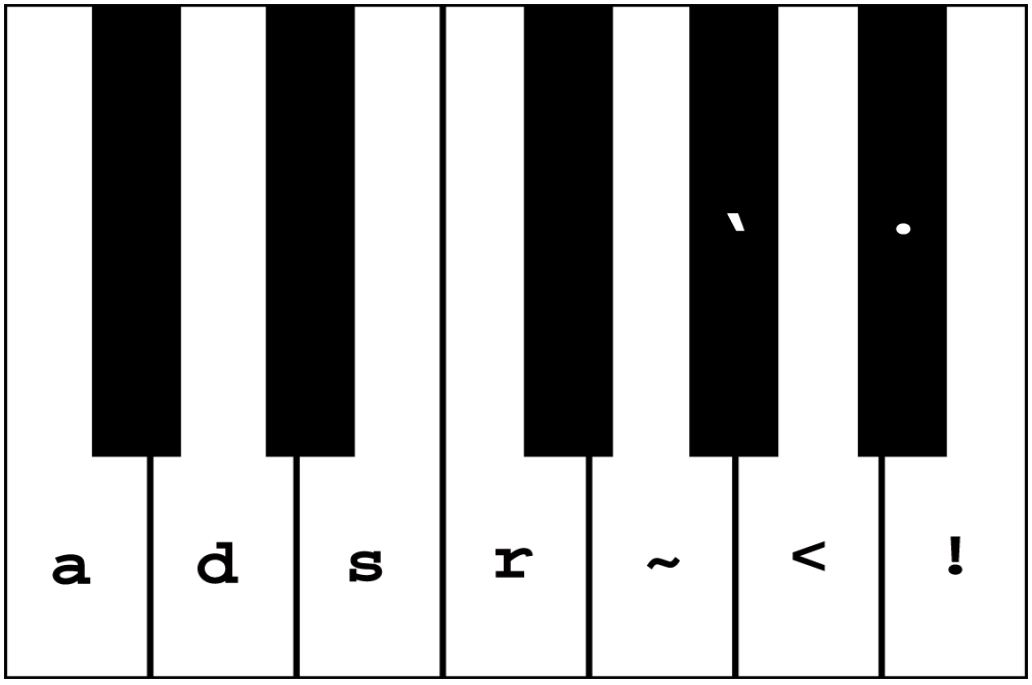


attack

decay

sustain

release



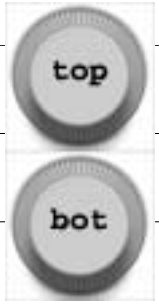
tremolo>

f	**set tremolo frequency (0.01 to 20.0)**
d	**set tremolo depth (0.0 to 1.0)**
t	**set trigger count (# half-cycles to traverse: 0-255)**
~	**set legato retriggering**
'	**set staccato retriggering**
+	**trigger starts af “softest” level, and increases**
-	**trigger starts at “loudest” level, and decreases**
.	**mute**
<	**unmute**
!	**reset**
?	**display tremolo state**
ESC *or* **`**	**exit tremolo panel**

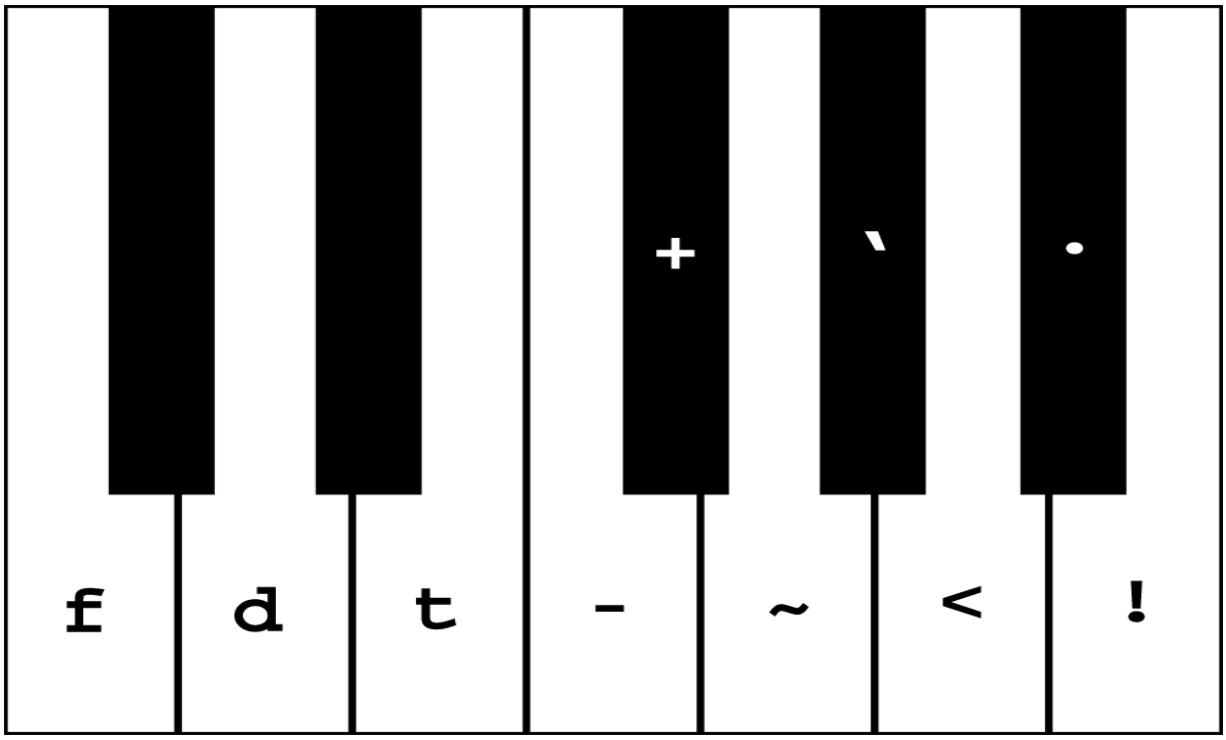
(continued ...)

tremolo

left button		right button	
press		*press*	
tap	**-1 octave**	*tap*	**+1 octave**
tap-tap	**exit tremolo panel**	*tap-tap*	**run key menu once**



frequency
depth



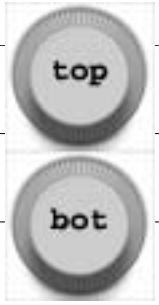
vibrato>

f	**set vibrato frequency (0.01 to 20.0)**
d	**set vibrato depth (0.0 to 1.0)**
t	**set fade time (in 1/8ths of sec: 0-255)**
~	**set legato retriggering**
'	**set staccato retriggering**
+	**set positive polarity (“fade in”)**
-	**set negative polarity (“fade out”)**
.	**mute**
<	**unmute**
!	**reset**
?	**display vibrato state**
ESC *or* **`**	**exit vibrato panel**

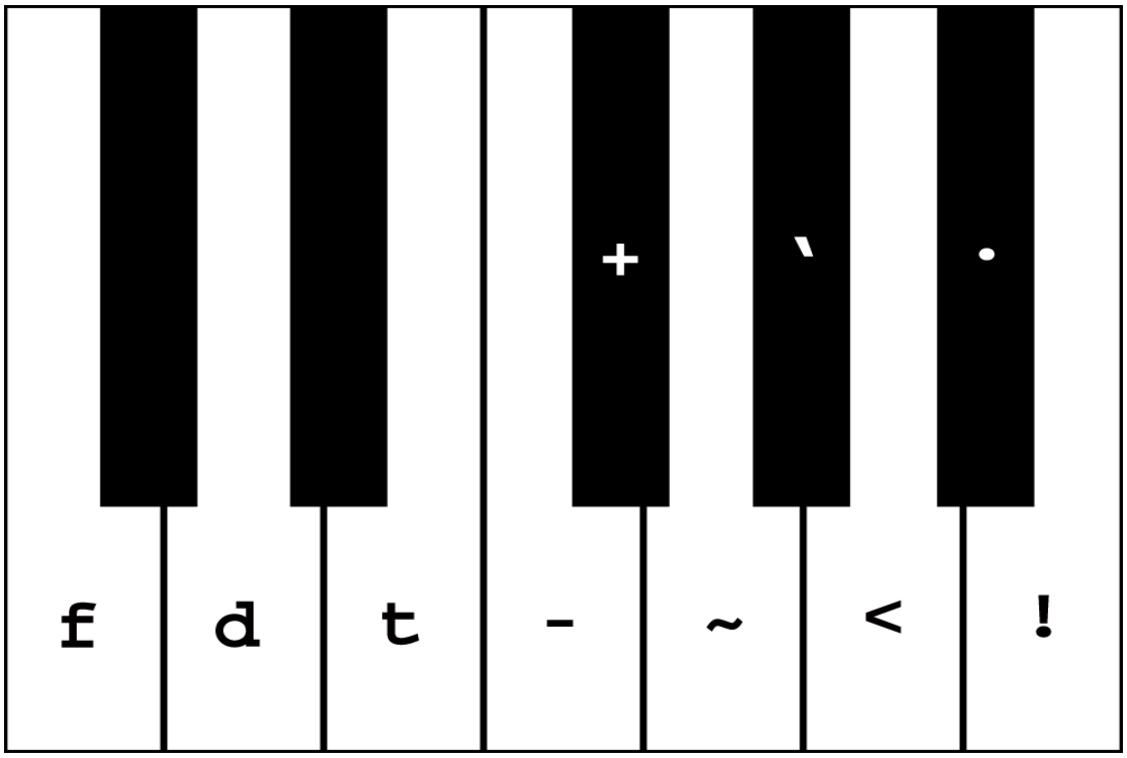
(continued ...)

vibrato

left button		right button	
press		*press*	
tap	**-1 octave**	*tap*	**+1 octave**
tap-tap	**exit vibrato panel**	*tap-tap*	**run key menu once**



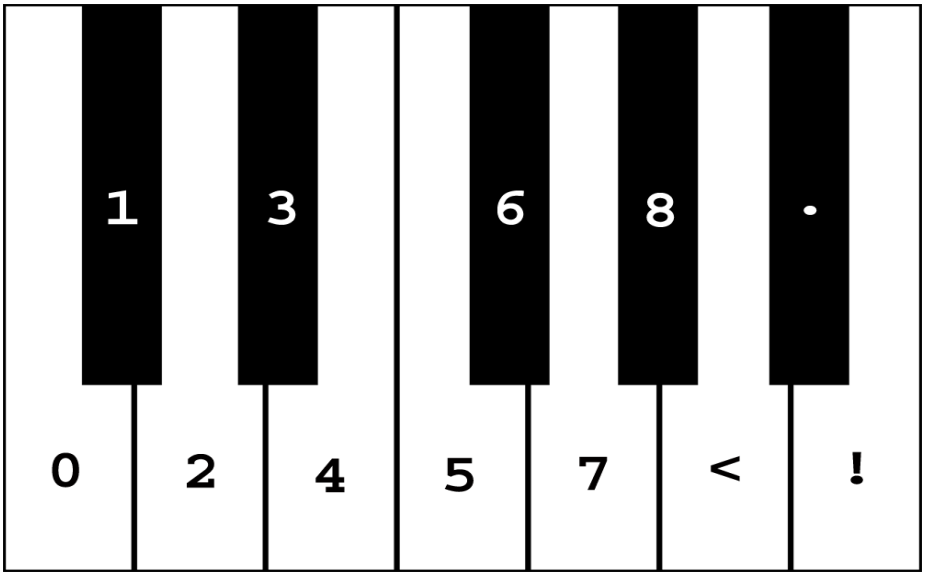
frequency
depth



effects>

	b	**select bsf effect**
	l	**select lpf effect**
0 *thru* **8**		**select effect by number (0 - bsf; 1 - lpf)**
	.	**mute all effects**
	<	**unmute all effects**
	!	**reset all effects**
	?	**list effects**
ESC *or*	**`**	**exit effects panel**

left button	**right button**
press	*press*
tap	*tap*
tap-tap **exit effects panel**	*tap-tap*



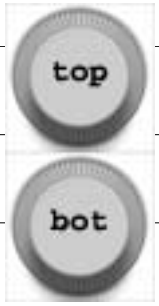
bsf> *(Binary Shift Filter)*

c	**set number of bits to clip (0-7)**
s	**set number of bits to shift (0-7)**
+	**normal filter output**
-	**complement filter output**
.	**mute**
<	**unmute**
!	**reset**
?	**display filter state**
ESC *or* **`**	**exit filter panel**

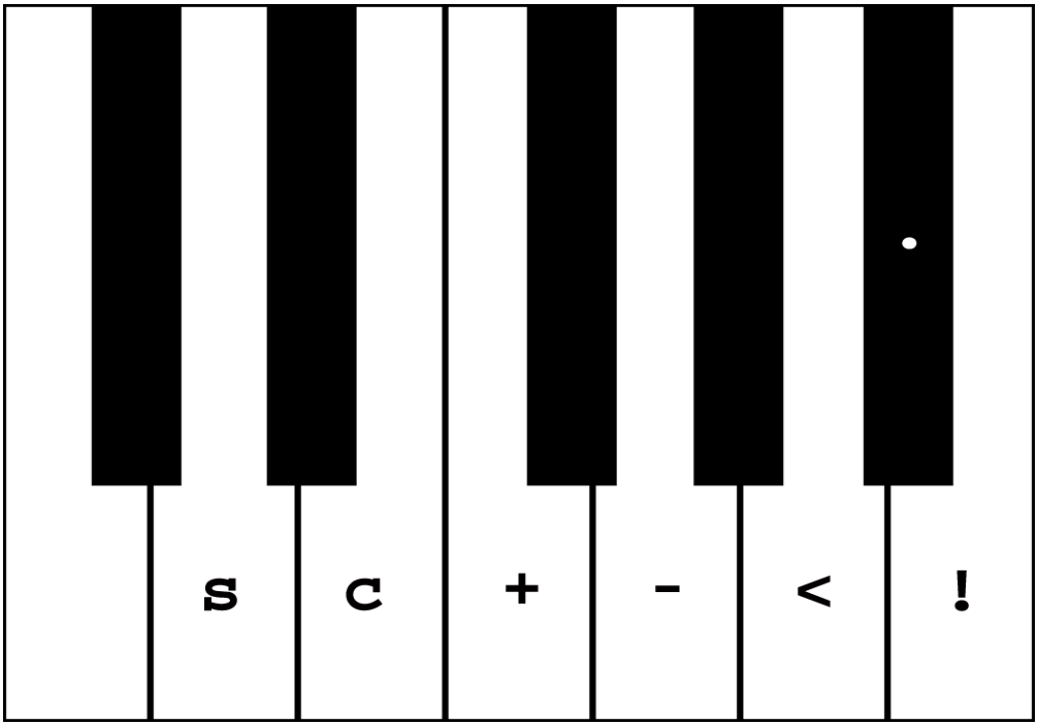
(continued ...)

bsf

left button		right button	
press		*press*	
tap	**-1 octave**	*tap*	**+1 octave**
tap-tap	**exit filter panel**	*tap-tap*	**run key menu once**



shift
clip



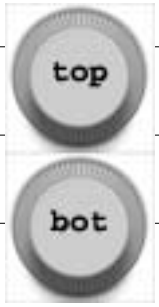
lpf> *(Low-Pass Filter)*

	c	**set cutoff freq level (parts per 255: 0-255)**
	.	**mute**
	<	**unmute**
	!	**reset**
	?	**display filter state**
ESC *or*	**`**	**exit filter panel**

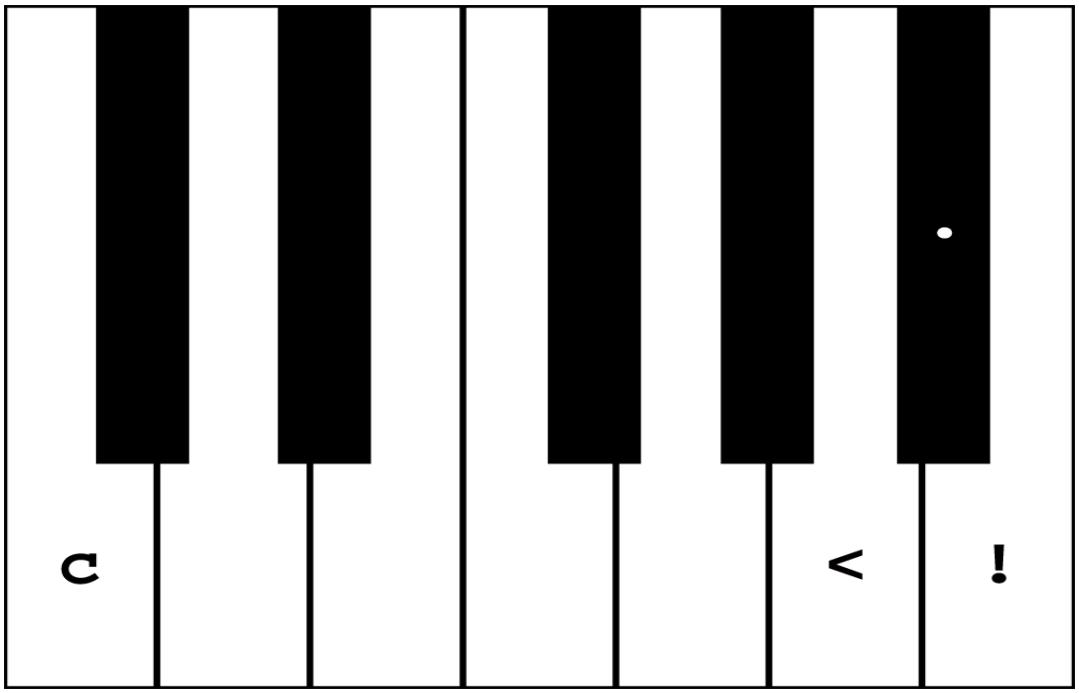
(continued ...)

lpf

left button	right button
press	*press*
tap **-1 octave**	*tap* **+1 octave**
tap-tap **exit filter panel**	*tap-tap* **run key menu once**



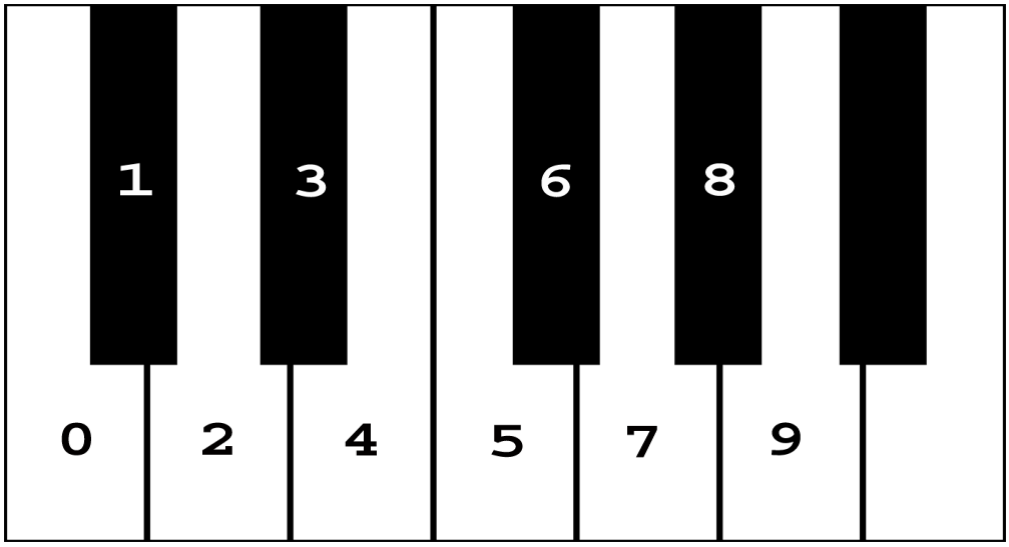
cutoff



preset>

0 *thru* **9** **select preset by number (0, 1, 2, 3, 4)**
? **list presets**
ESC *or* **`** **abort preset selection**

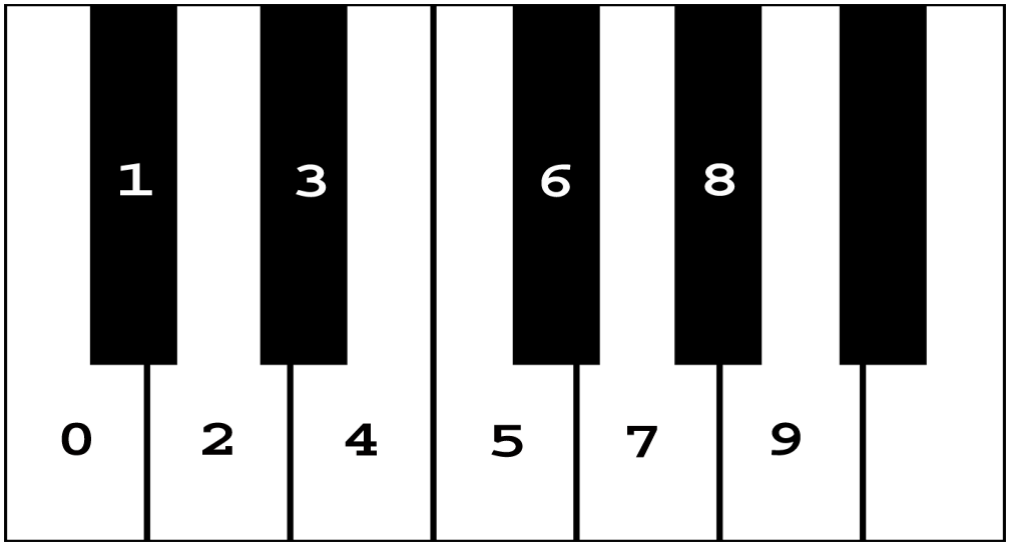
	left button	**right button**
press		*press*
tap		*tap*
tap-tap	**abort preset selection**	*tap-tap*



waveform>

0 *thru* **9** **select waveform by number (0, 1, or 2)**
? **list waveforms**
ESC *or* **`** **abort waveform selection**

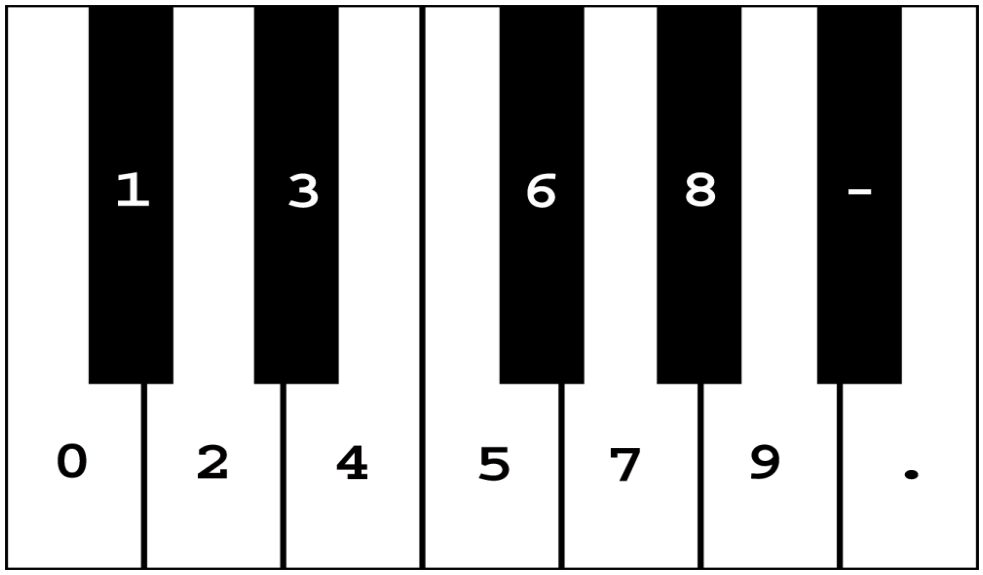
left button		**right button**
press		*press*
tap		*tap*
tap-tap	**abort waveform selection**	*tap-tap*



(numeric input)

0 *thru* **9**	**decimal digit**
-	**minus sign**
.	**decimal point**
CR *or* **/**	**commit input**
ESC *or* **`**	**abort input**

left button	**right button**
press	*press* **commit input**
tap	*tap* **commit input**
tap-tap **abort input**	*tap-tap*



keybrd>

z	**C**
s	**C#**
x	**D**
d	**D#**
c	**E**
v	**F**
g	**F#**
b	**G**
h	**G#**
n	**A**
j	**A#**
m	**B**
,	**high C**
0 *thru* **8**	**select octave 0 thru 8**
?	**display current octave**
ESC *or* **`**	**exit virtual keyboard**

left button		**right button**	
press		*press*	
tap	**- 1 octave**	*tap*	**+ 1 octave**
tap-tap	**exit virtual keyboard**	*tap-tap*	