AUTOSUB

USER MANUAL

by Forgotten Clank Studios
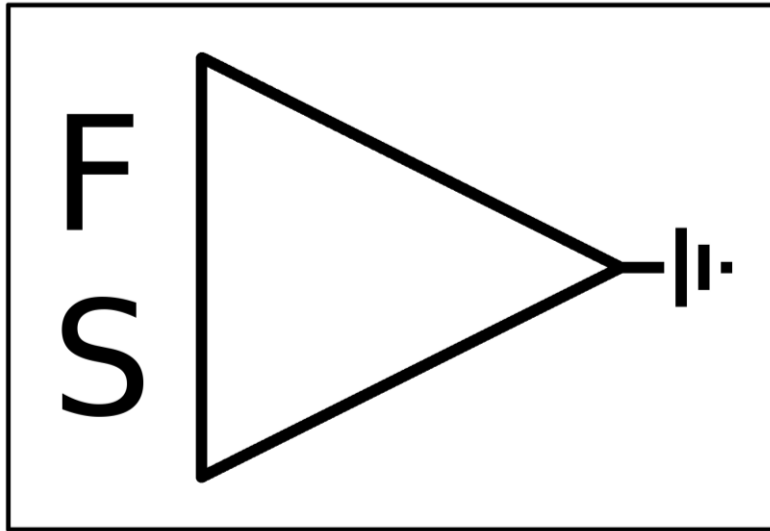
CONTENTS

CONTROLS FRONT PANEL

[PITCH] **Range**	Determines the number of semitones you can pitch shift the device by.
[PITCH] **Poly**	Sets the number of voices that is used by the device.
[PITCH] **Pitch**	Lets you shift the pitch up and down. The amount depends on the "Range" setting.
[PITCH] **Leg / Ret**	Sets the keyboard mode to either "legato" or "retrig". "Legato" will not re-engage the ADSR envelope or automatic pitch shift if the notes played overlap, "retrig", however, will.
[OSCILLATOR] **Amount**	Determines the amount of pitch shift at the start of the note.
[OSCILLATOR] **Time**	Determines the time it takes the pitch to go from "note + pitch shift" to "note".
[OSCILLATOR] **Octave**	Lets you transpose the whole note range up or down in steps of octaves.
[OSCILLATOR] **Semi**	Lets you transpose the whole note range up or down in steps of semitones.
[OSCILLATOR] **Fine**	Lets you transpose the device up or down by 100 cents (= 1 semitone).
[OSCILLATOR] **Key**	Determines how much the pressed note influences the frequency played.

[Filter] **Saturation**	Determines how prominent odd-order harmonics are. Turn it up to hear more odd-order harmonics. This will also depend on the note played (which can be changed by the "Frequency Dependency Amount" knob on the back).
[Filter] **Phoniness**	This will optimize the frequency behaviour so the bass is heard better on low-end devices, such as earbuds or laptop speakers. Turn it up to accentuate this effect. This will also depend on the note played (which can be changed by the "Frequency Dependency Amount" knob on the back).
[Filter] **Richness**	Determines the number of partials that should be used. Turn up for more partials. Turned up also slightly lessens the importance given to low frequencies (kind of like a "lite phoniness fader" effect).
[AMPLITUDE] **Attack**	Determines how fast the sound reaches full volume.
[AMPLITUDE] **Decay**	Determines how fast the sound reaches "sustain" level after the attack phase.
[AMPLITUDE] **Sustain**	Determines the sustained level after the attack and decay phase are over.
[AMPLITUDE] **Release**	Determines how fast the sound decays after letting go of a note. When turning it all the way down it switches to "Release ASAP". In this mode the oscillator waits until there is a good time to stop playing by waiting until the waveform crosses the 0 point. This way, no "release fade-out" is applied and clicking is reduced to a minimum. However, the note may extend a bit longer in some cases because the oscillator needs wait for a zero-crossing. The extension of the note length is very small, though, in extreme cases up to 25ms but most of the time between 0ms and 3ms.
[PORTAMENTO] **Fix / Adj**	Set the behaviour of the portamento. "Fix" means that it will always complete the transition from note to note in the same amount of time. "Adj" interprets the set time as a "time per octave" meaning (compared to "Fix") jumps greater than an octave will be slower and jumps smaller than an octave will be faster.
[PORTAMENTO] **Porta**	Determines the time it takes to adjust the frequency to the desired note played. Depends on the "Fix / Adj" switch. When "Poly" is > 1 new voices will take the place of the oldest voice so there will be portamento from the note of the oldest voice to the new note.
[VOLUME] **Fix / Adj**	Turns on (Adj) or off (Fix) the automatic gain compensation. This should be turned on at all times but you might prefer to turn it off if you don't like it.
[VOLUME] **Volume**	Sets the output gain of the synthesizer.

CONTROLS BACK PANEL

Audio Out	Mono audio output
[CV in] Gate	CV input for gate CV signals (like Reason's RPG-8).
[CV in] Note	CV input for note CV signals (like Reason's RPG-8).
Frequency Dependency Amount	Determines how much the "FILTER" faders are affected by the note played. Should be fully turned up but you might prefer to turn it down if you find certain FX to be too extreme.

WHAT'S NEW IN 1.1

- "Octave", "semitone" and "fine" will now also affect note CV input
- Updated all the knobs to make the shadows look more natural
- Changed octave knob to better represent the stepped nature

WHAT'S NEW IN 1.2

- Added polyphony parameter
- Added "Release ASAP" mode (release fader all the way down)
- Various minor bug fixes and adjustments

WHAT'S NEW IN 1.3

- Major bug fixes making it what 1.2 should have been

FAQ

I think I've found a bug. Where can I report it?

You can get in touch via E-Mail, Facebook or Instagram. I'll try to fix bugs as quickly as possible!

I've got this amazing idea for a new feature. Will you implement it?

It depends on many factors. I'm always happy when people that use my devices get in touch, so feel free to say hello! E-Mail | Facebook | Instagram

There's this awesome thing I can't do in Reason. Will you code a Rack Extension that does this thing?

There are still many Rack Extensions on my wish list that I would like to get to some time in the future. But I'm always interested in hearing your ideas! E-Mail | Facebook | Instagram