

DuoPoly

Quick Operation Guide

Version 1.61

Cornfield Electronics

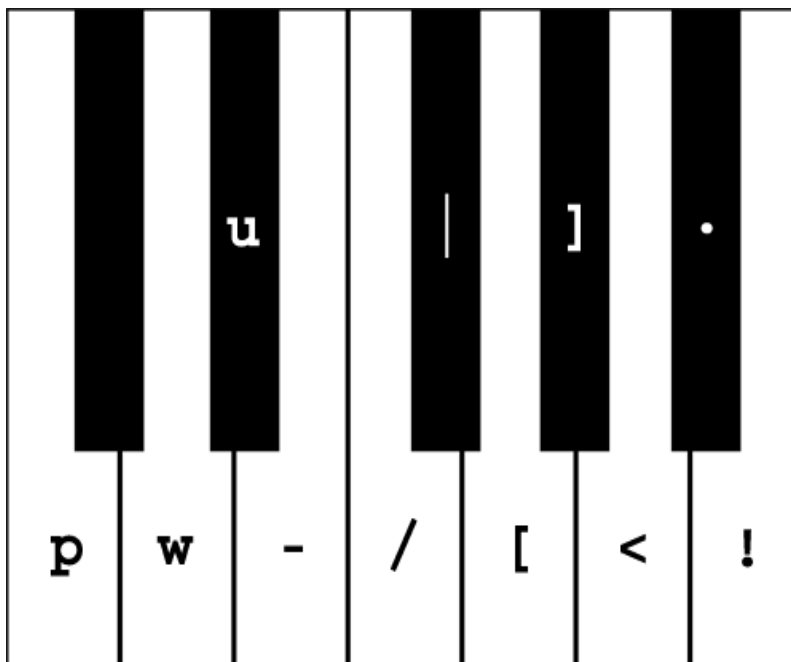
main>

- r right panel
- l left panel
- p select preset (0, 1, 2)
- w select waveform (0, 1, 2)
- / latch oscillator frequencies (geometric)
- latch oscillator frequencies (arithmetic)
- u unlatch oscillator frequencies
- [start sequencers
-] stop sequencers
- | pause/resume sequencers
- . mute
- < unmute
- ! reset
- ? display info
- ESC or ` exit sketch

top button

bottom button

<i>press</i>	left panel	<i>press</i>	right panel
<i>tap</i>	left panel	<i>tap</i>	right panel
<i>tap-tap</i>	exit sketch	<i>tap-tap</i>	



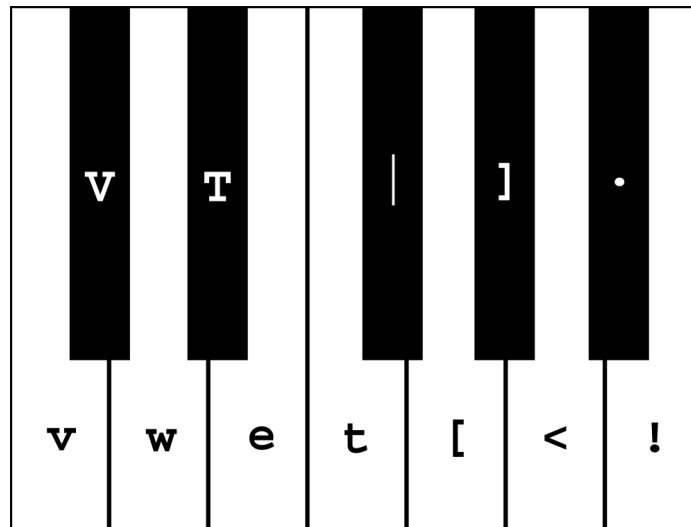
right> or left>

- e effects panel
- f set oscillator frequency (20.0 to 20000.0)
- k play console's virtual keyboard
- S program a sequence
- t set sequencer tempo (15.0 to 20000.0)
- T tremolo panel
- V vibrato panel
- v set volume (0.0 to 1.0)
- w select waveform (0, 1, 2)
- * or / latch frequency as a ratio
- + or - latch frequency as a difference
- [start sequencer
-] stop sequencer
- | pause/resume sequencer
- . mute
- < unmute
- ! reset
- ? display info
- ESC or ` return to main panel

top button

bottom button

<i>press</i>		<i>press</i>	program a sequence
<i>tap</i>	- 1 octave	<i>tap</i>	+ 1 octave
<i>tap-tap</i>	return to main panel	<i>tap-tap</i>	run key menu once



sqnc>

SPACE or **.** **++duration** (e.g., **zxzx.zx..** will play the sequence:
C E C E C E but with longer E notes each time)

z **C**
s **C#**
x **D**
d **D#**
c **E**
v **F**
g **F#**
b **G**
h **G#**
n **A**
j **A#**
n **B**
m **high C**
? **display current octave**
ESC or **`** **commit sequence**

top button

bottom button

<i>press</i>		<i>press</i>	++duration
<i>tap</i>	- 1 octave	<i>tap</i>	+ 1 octave
<i>tap-tap</i>	commit sequence	<i>tap-tap</i>	

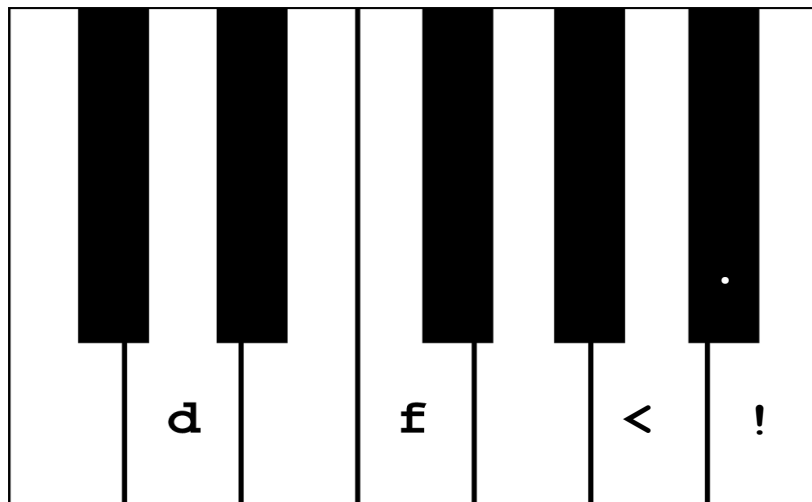
tremolo>

f set tremolo frequency (0.01 to 6.0)
d set tremolo depth (0.0 to 1.0)
. mute
< unmute
! reset
? display tremolo state
ESC or ` exit tremolo panel

top button

bottom button

<i>press</i>		<i>press</i>
<i>tap</i>		<i>tap</i>
<i>tap-tap</i>	exit tremolo panel	<i>tap-tap</i>



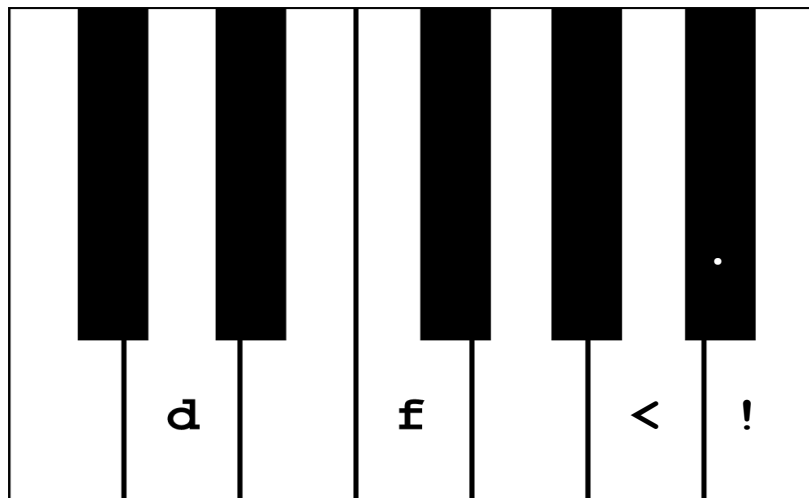
vibrato>

f set vibrato frequency (0.01 to 6.0)
d set vibrato depth (0.0 to 1.0)
. mute
< unmute
! reset
? display vibrato state
ESC or ` exit vibrato panel

top button

bottom button

<i>press</i>	<i>press</i>
<i>tap</i>	<i>tap</i>
<i>tap-tap</i> exit vibrato panel	<i>tap-tap</i>



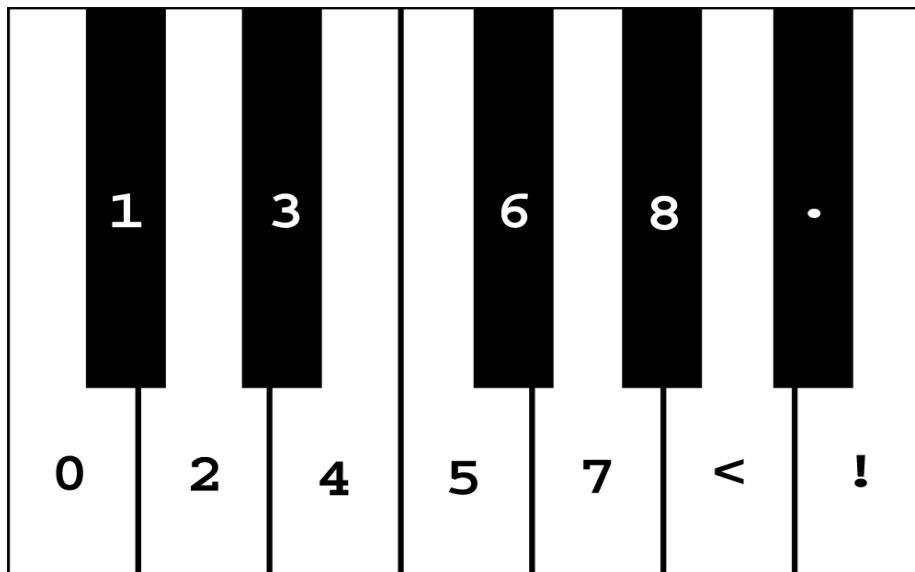
effects>

- b** select bsf effect
- 0 thru 8** select effect by number (current V1.61 only allows: 0, which is bsf)
- .** mute all effects
- <** unmute all effects
- !** reset all effects
- ?** list effects
- ESC or `** exit effects panel

top button

bottom button

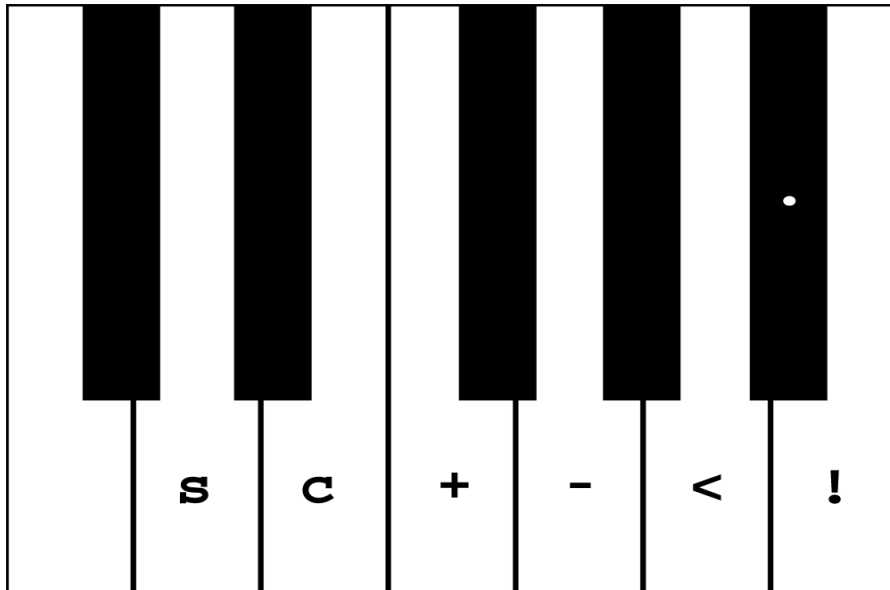
<i>press</i>	<i>press</i>
<i>tap</i>	<i>tap</i>
<i>tap-tap</i> exit effects panel	<i>tap-tap</i>



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

top button	bottom button
<i>press</i>	<i>press</i>
<i>tap</i>	<i>tap</i>
<i>tap-tap</i> exit filter panel	<i>tap-tap</i>



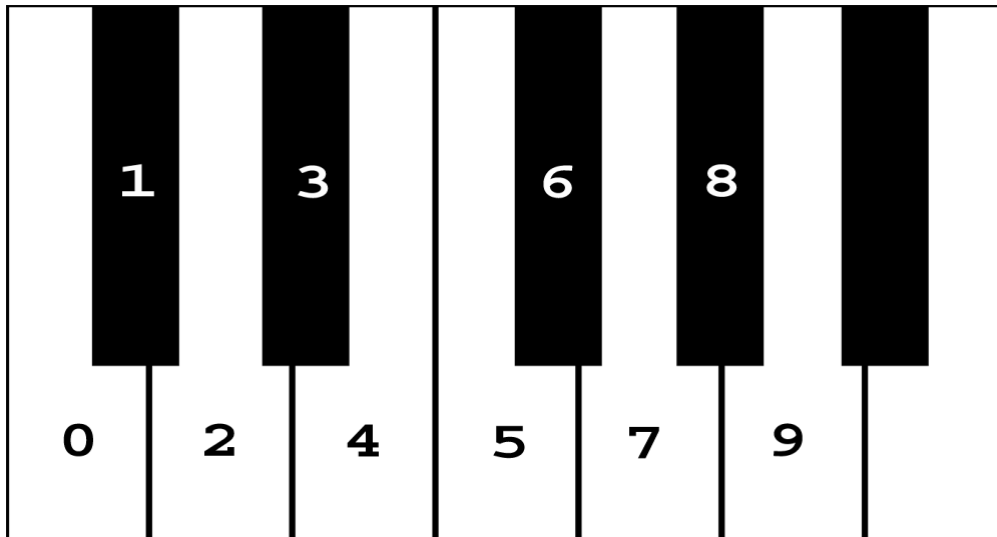
preset>

0 thru 9 select preset by number (current V1.61 allows: 0, 1, or 2)
? list presets
ESC or ` abort preset selection

top button

bottom button

<i>press</i>	<i>press</i>
<i>tap</i>	<i>tap</i>
<i>tap-tap</i> abort preset selection	<i>tap-tap</i>



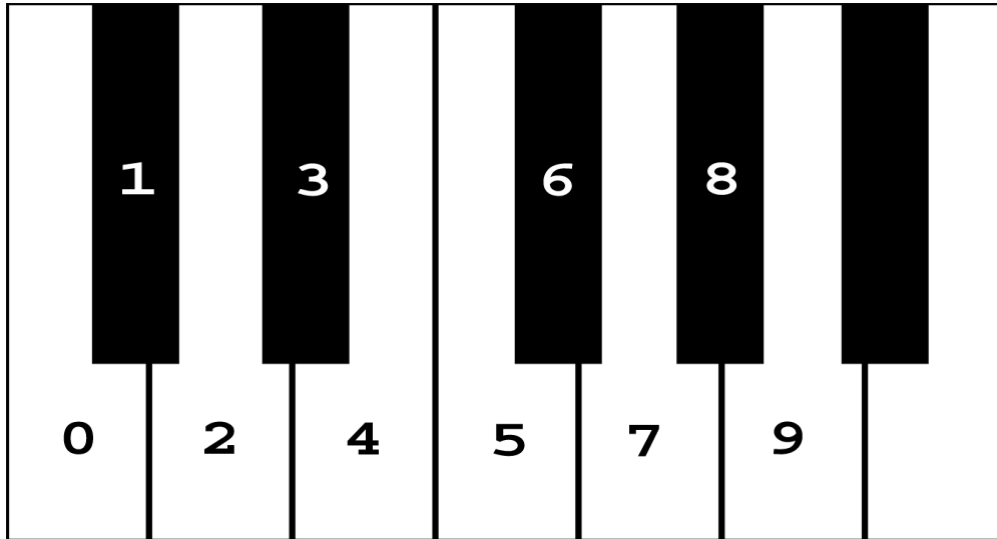
waveform>

- 0 thru 9** select waveform by number (current V1.61 allows: 0, 1, or 2)
- ?** list waveforms
- ESC or `** abort waveform selection

top button

bottom button

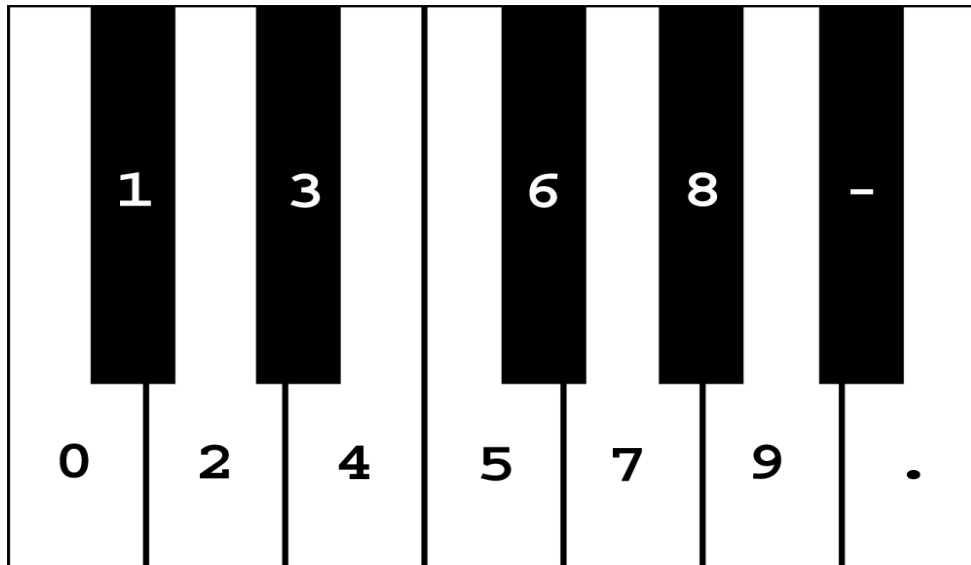
<i>press</i>	<i>press</i>
<i>tap</i>	<i>tap</i>
<i>tap-tap</i> abort waveform selection	<i>tap-tap</i>



(numeric input)

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

top button		bottom button	
<i>press</i>		<i>press</i>	commit input
<i>tap</i>		<i>tap</i>	commit input
<i>tap-tap</i>	abort input	<i>tap-tap</i>	



keybrd>

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

top button

bottom button

<i>press</i>		<i>press</i>	
<i>tap</i>	- 1 octave	<i>tap</i>	+ 1 octave
<i>tap-tap</i>	exit virtual keyboard	<i>tap-tap</i>	