

DuoPoly

Quick Operation Guide

Version 2.05

Cornfield Electronics

main>

r right panel
l left panel
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
[start sequencers
] stop sequencers
| pause/resume sequencers
toggle mute status (*overrides unmute at reset; use in presets*)
. mute
< unmute
! reset
? display info
ESC or **`** exit sketch

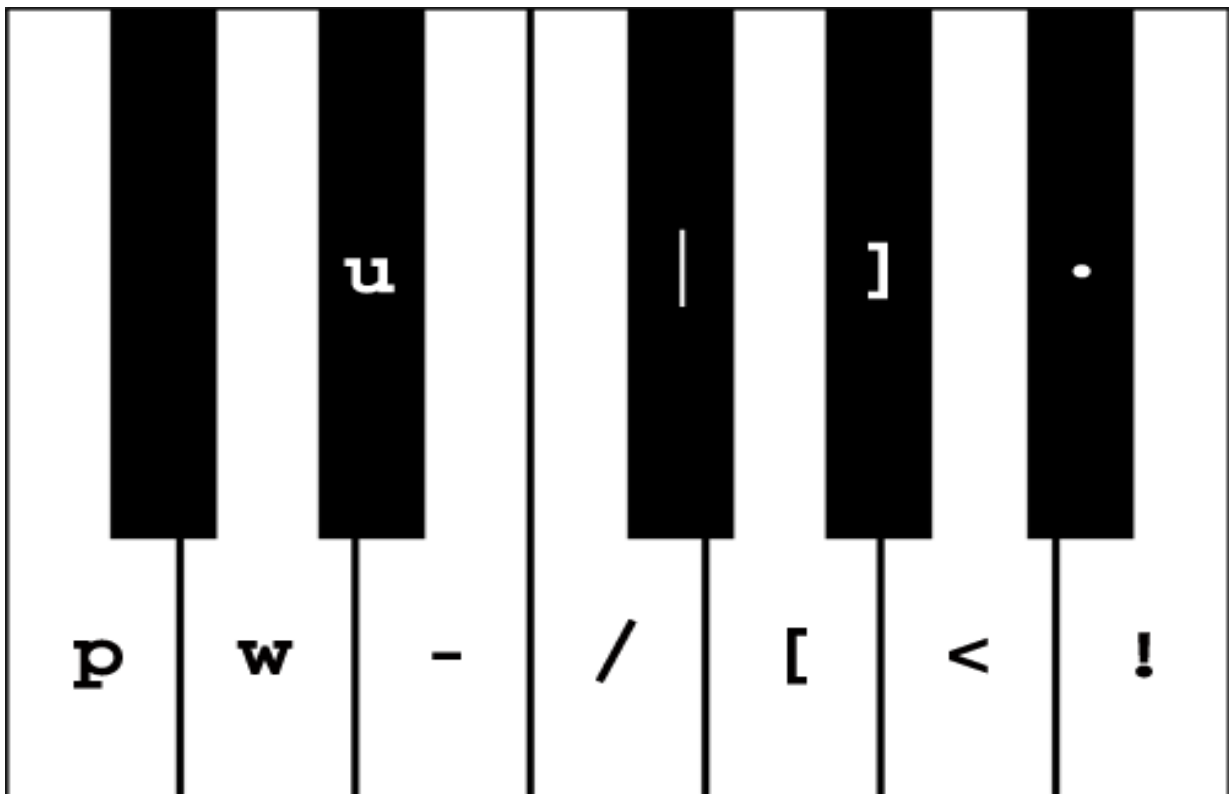
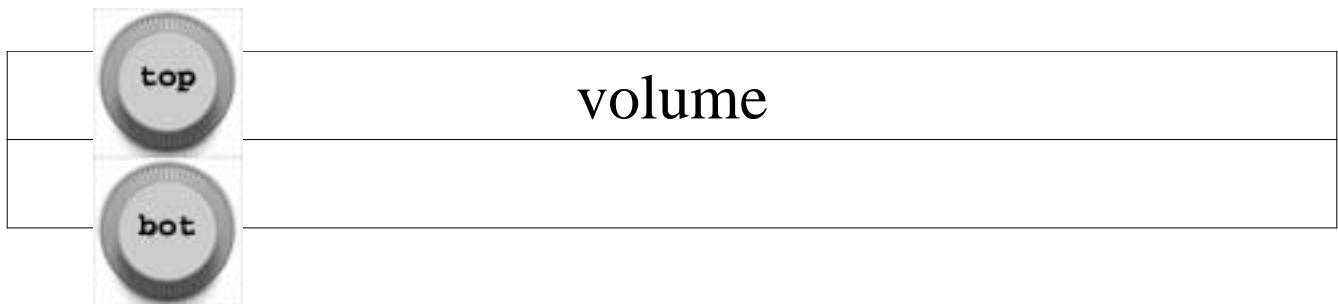
(continued ...)

main

top button

bottom button

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



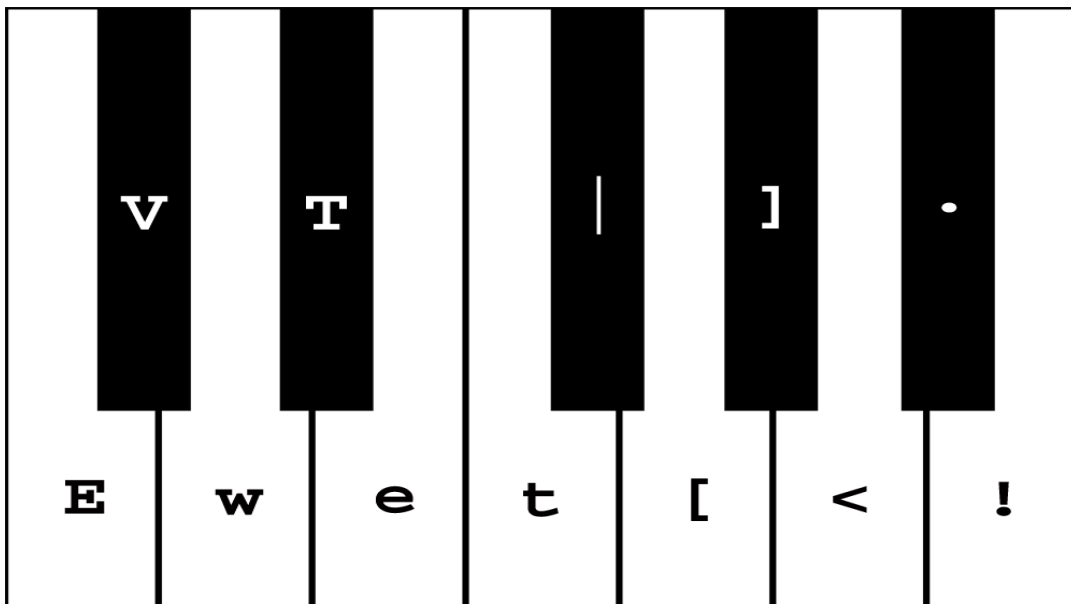
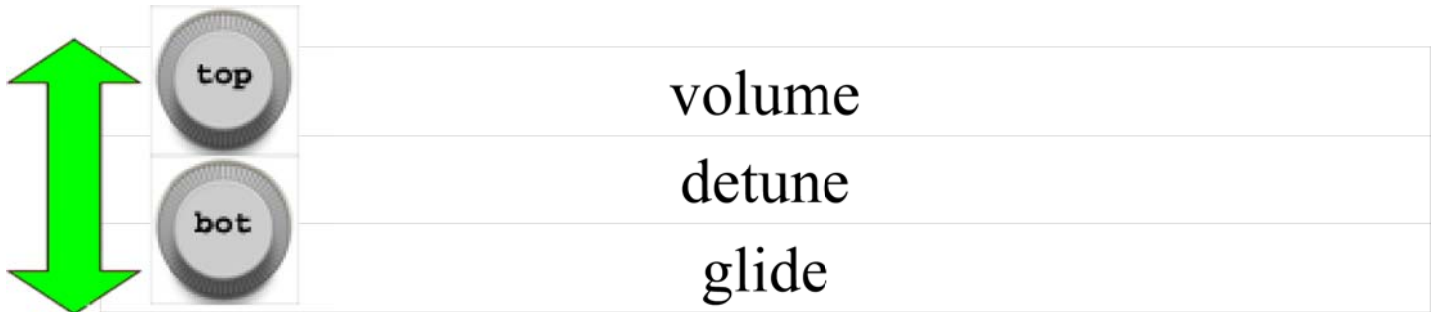
right> or left>

d	detune oscillator <i>(-128 to 127, total range is a quarter tone)</i>
e	effects panel
E	envelope panel
f	set oscillator frequency <i>(20.0 to 20000.0)</i>
g	set glide speed <i>(0 to 255, 0 = off)</i>
k	play console's virtual keyboard
S	program a sequence
t	set sequencer tempo <i>(15.0 to 20000.0)</i>
T	tremolo panel
V	vibrato panel
v	set volume <i>(0 to 255)</i>
w	select waveform <i>(0, 1, 2)</i>
* 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

(continued ...)

right *or* left

	top button	bottom button
<i>press</i>	scroll pots up	<i>press</i> scroll pots down
<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
<i>tap-press</i>		<i>tap-press</i> program a sequence



sqnc>

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**

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>	

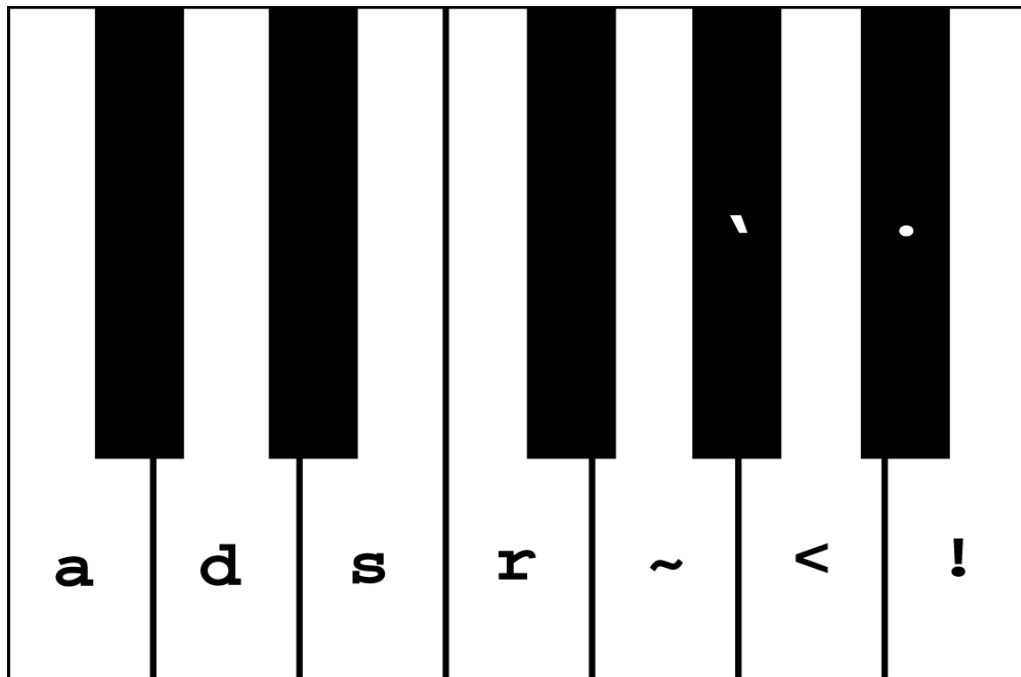
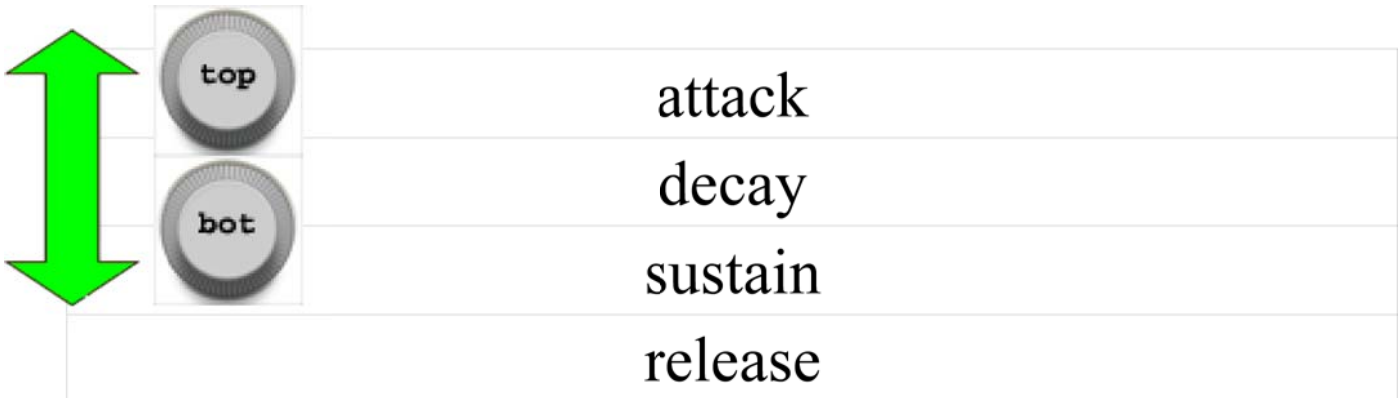
envelope>

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 envelope panel

(continued ...)

envelope

	top button	bottom button
<i>press</i>	scroll pots up	<i>press</i> scroll pots down
<i>tap</i>	-1 octave	<i>tap</i> +1 octave
<i>tap-tap</i>	exit envelope panel	<i>tap-tap</i> run key menu once



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 at “softest” level, and increases
- trigger starts at “loudest” level, and decreases
. mute
< unmute
! reset
? display tremolo state
ESC or ` exit tremolo panel

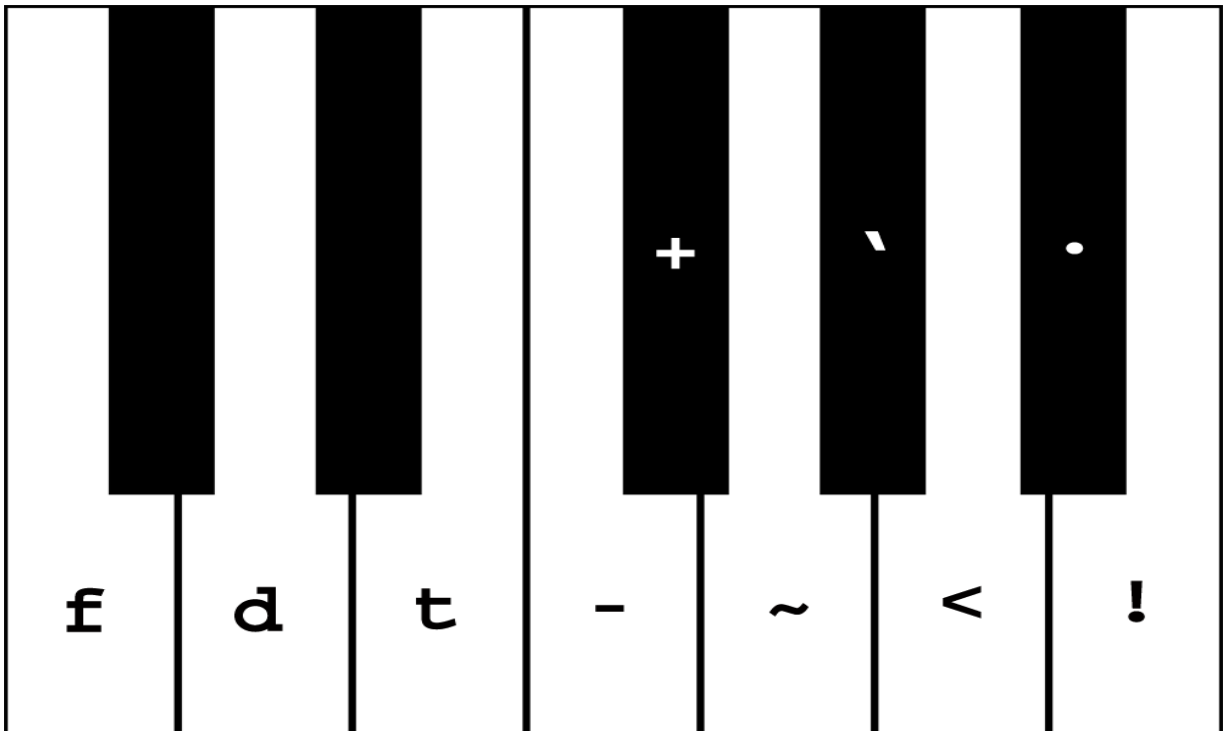
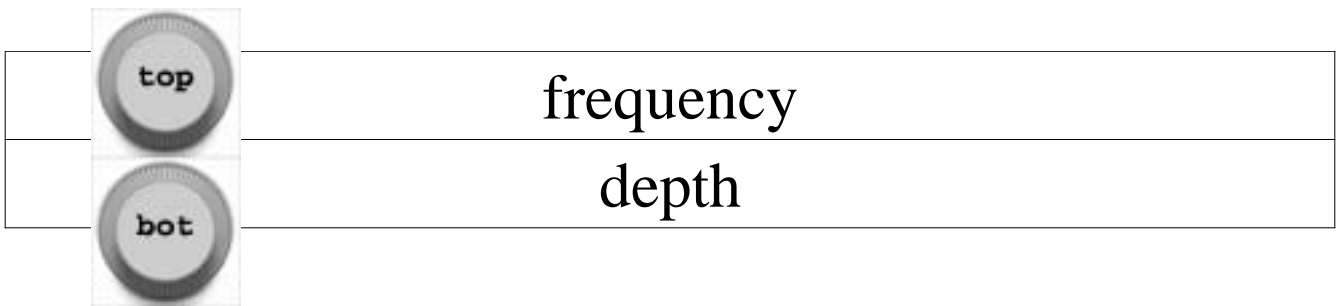
(continued ...)

tremolo

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 tremolo panel	<i>tap-tap</i>	run key menu once



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

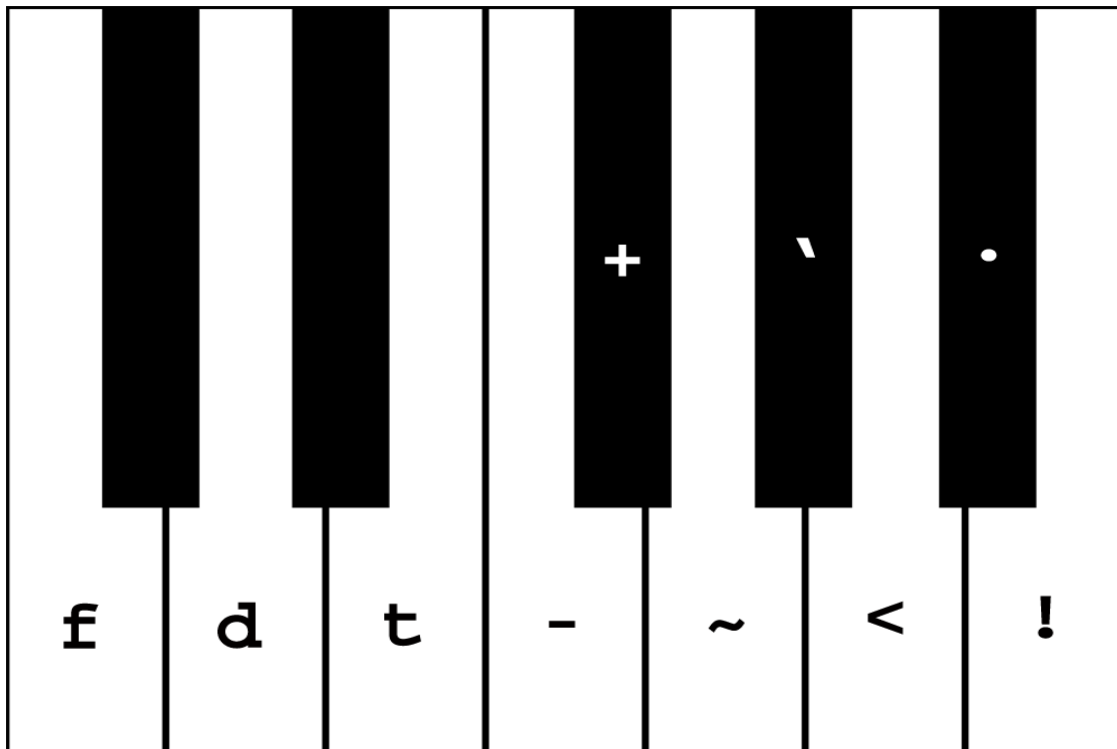
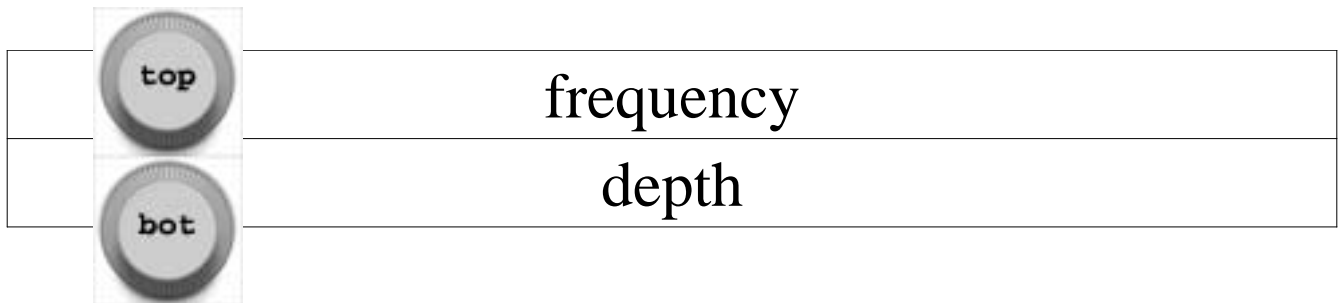
(continued ...)

vibrato

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 vibrato panel	<i>tap-tap</i>	run key menu once



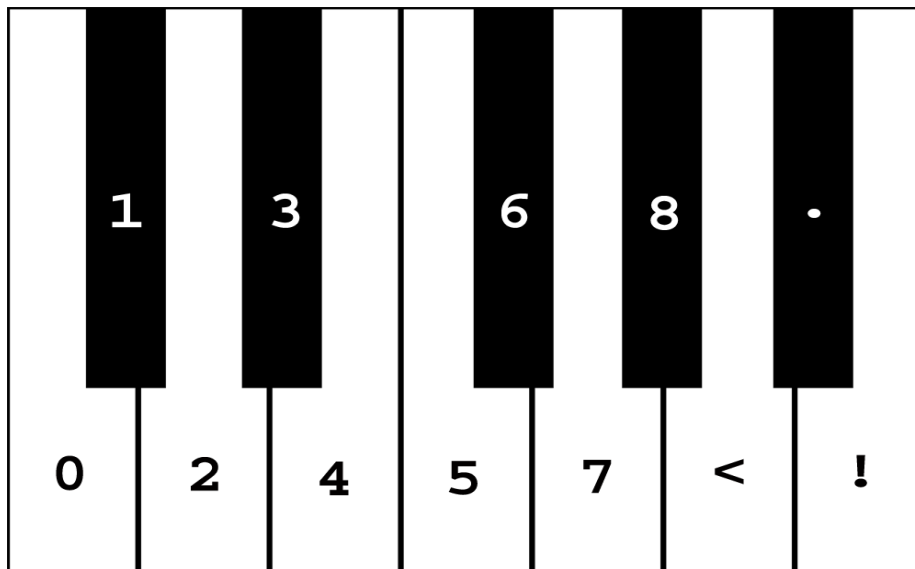
effects>

- b** select bsf effect
- x** select xmf effect
- 0 thru 8** select effect by number (**0 - bsf; 1 - xmf**)
- .** 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

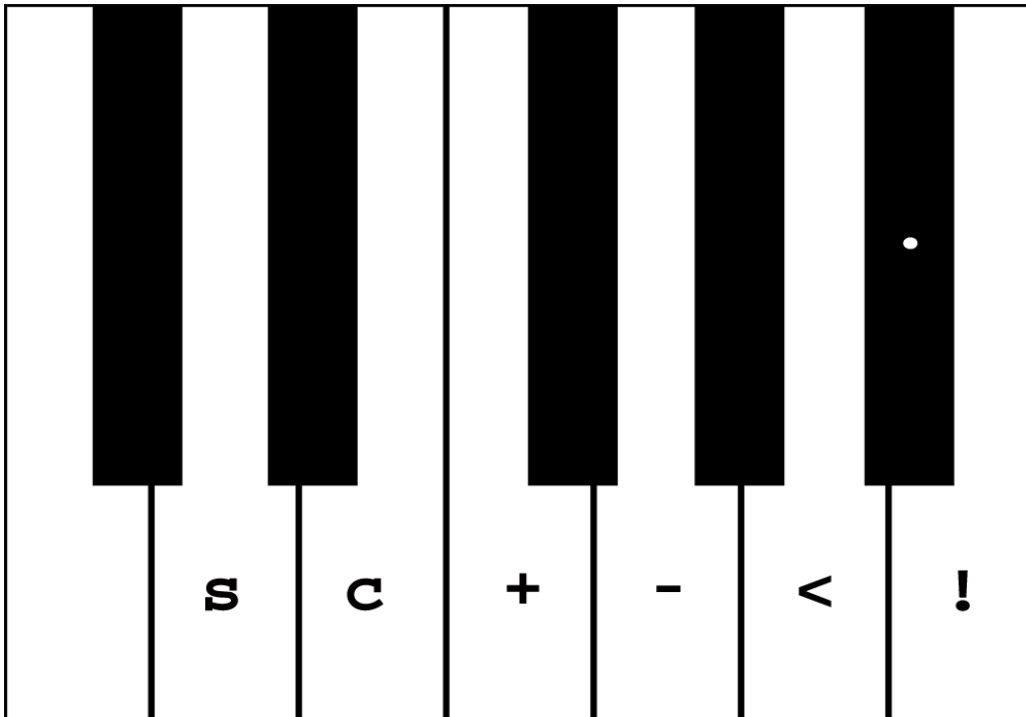
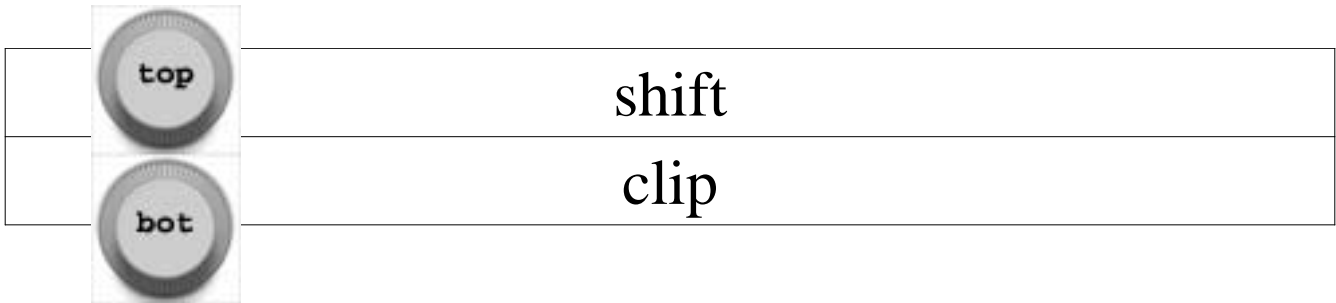
(continued ...)

bsf

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 filter panel	<i>tap-tap</i>	run key menu once



xmf> (*eXponential Movavg Filter*)

- w** set weight applied to input (parts per 255: **0-255**)
- +** normal filter output
- complement filter output
- .** mute
- <** unmute
- !** reset
- ?** display filter state
- ESC or `** exit filter panel

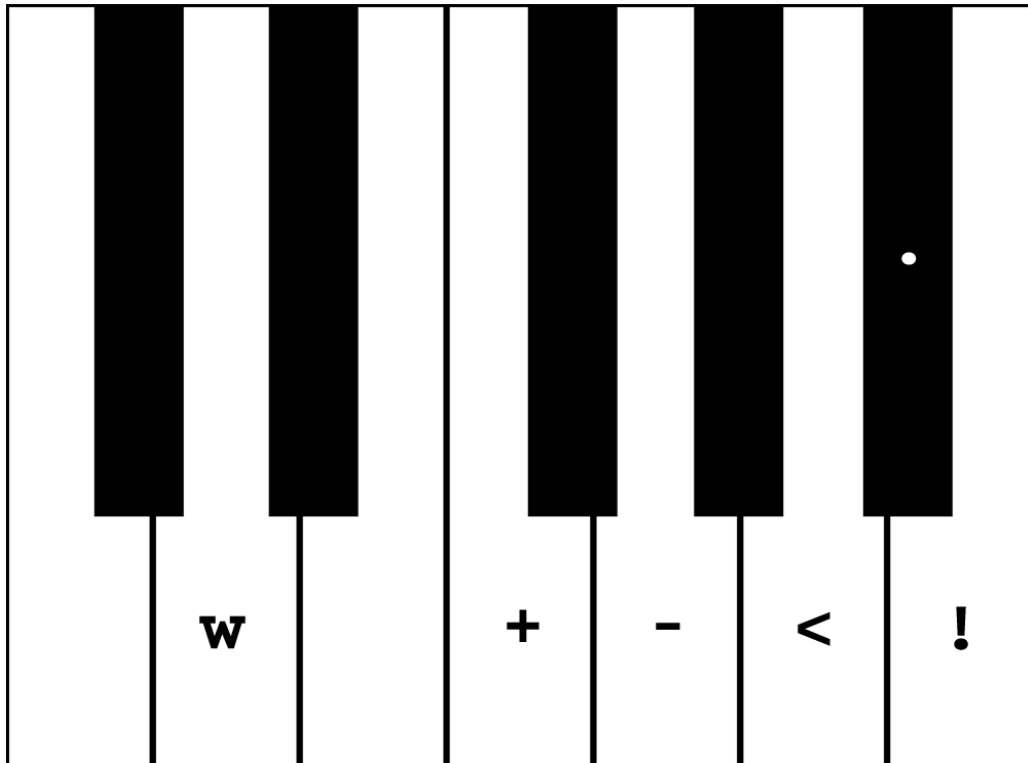
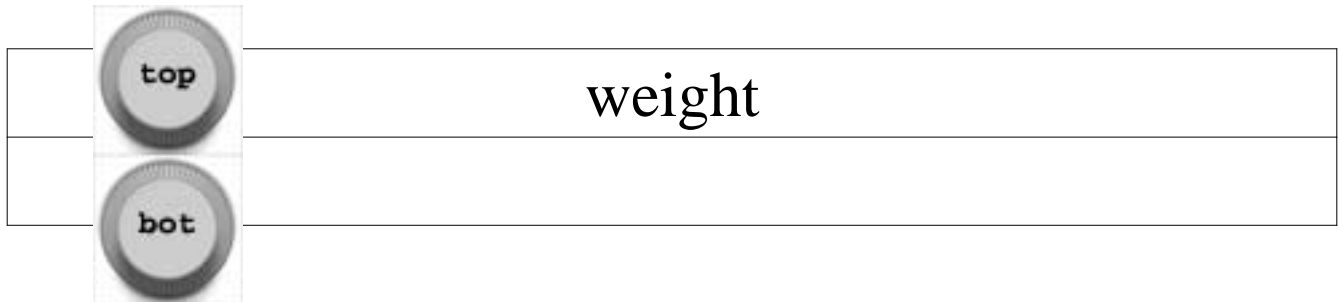
(continued ...)

xmf

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 filter panel	<i>tap-tap</i>	run key menu once



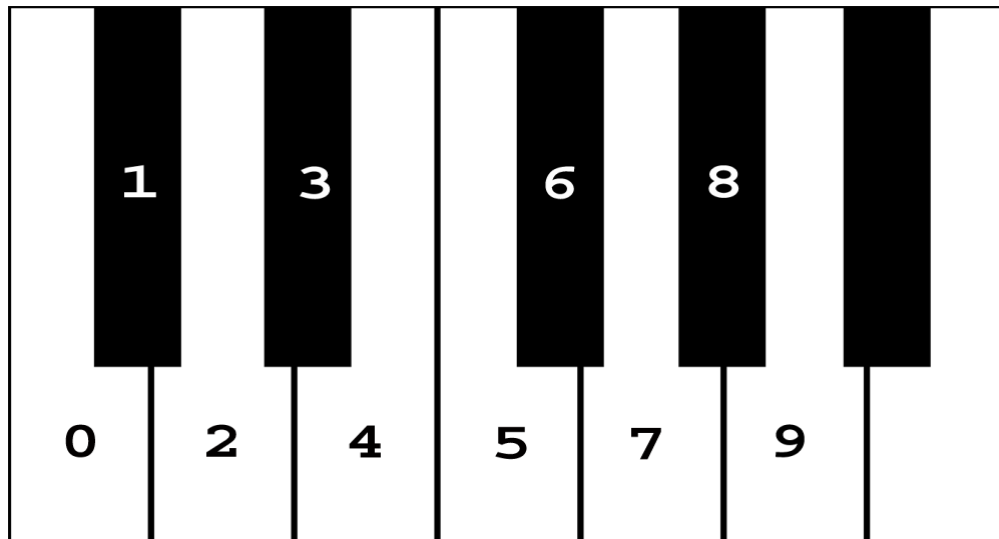
preset>

0 thru 9 select preset by number **(0, 1, 2, 3, 4)**
? 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>



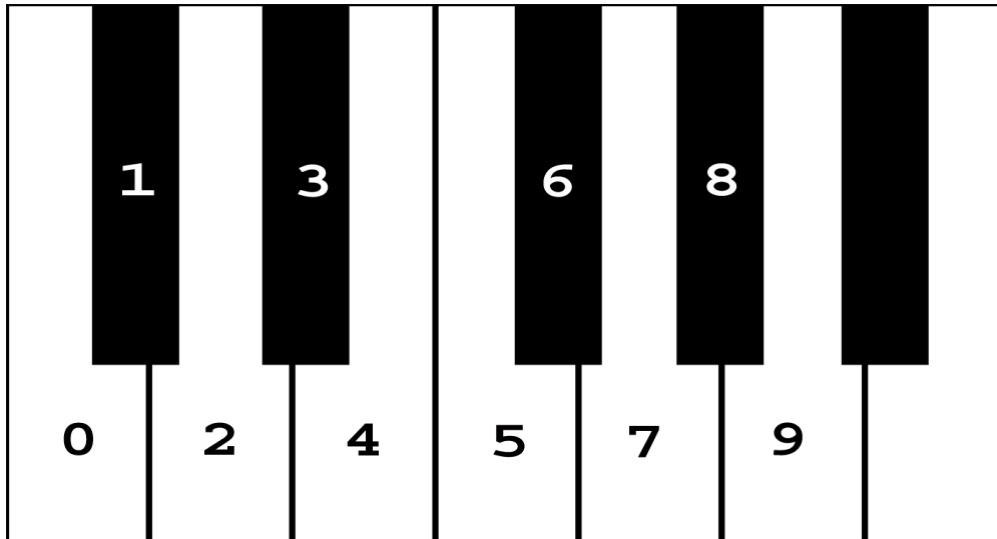
waveform>

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

top button

bottom button

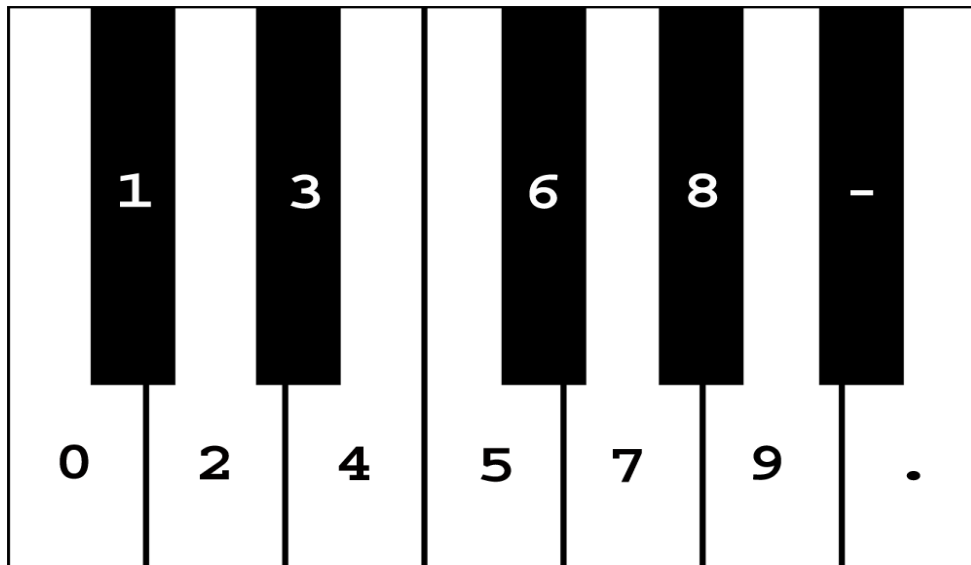
<i>press</i>		<i>press</i>
<i>tap</i>		<i>tap</i>
<i>tap-tap</i>	abort waveform selection	<i>tap-tap</i>



(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#**
m **B**
, **high C**
0 thru 8 **select octave 0 thru 8**
? **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>	