Arpology

A 4-voice arpeggiating synth, with an auto-improvisation feature.

How to use:

1) Press a piano key and Arpolgy will play a 4-voice arpeggiating pattern based on what note you are pressing.

2) To shift the keyboard up an octave tap the right button. To shift the keyboard down an octave tap the left button.

3) Arpology uses two separate User Interface (U/I) "frames." A U/I frame determines which parameters are controlled by the onboard pots. The two U/I frames for Arpology are:

1) The Envelope Frame (BLUE LED is on)
   - Top Pot controls envelope attack
   - Bottom Pot controls envelope decay/sustain.

2) The Arpeggiator Frame (RED LED is on)
   - Top Pot selects arpeggiation pattern.
   - Bottom Pot controls arpeggiation rate.

4) To switch between U/I frames, press the left or right buttons. Pressing the right button selects the Envelope Frame. Pressing the left button selects the Arpeggiator Frame.

5) To activate the automatic improvisor double-tap the left button. Arpology now "plays itself." The LED for the current frame will begin flashing, indicating that the auto-improvisor is on. While the auto-improvisor is on, Arpology will not respond to key presses. To turn off the auto-improviser double-tap the left button again.
6) There are 10 presets for Arpology. These can be selected by double-tapping the right button and then pressing one of the following piano keys:

- C (0)  - turn off all vibrato and panning effects
- C# (1)  - add vibrato to high voices
- D (2)  - use a slow panning effect
- D# (3)  - use a medium-speed panning effect
- E (4)  - use a fast panning effect
- F (5)  - play "Ambia", a slow moving improv
- F# (6)  - use a major tonality
- G (7)  - play "Streaker", a fast moving improv
- G# (8)  - use a minor tonality
- A (9)  - reset Arpology to its initial state

Types of button presses:

- **Tap:** quickly tap a button
- **Press:** long-press a button
- **Double-Tap:** quickly double-tap a button

Programming Notes:

1) Arpology is meant to be compiled using the "Stand-alone" runtime model. Otherwise, the LEDs will not operate. This runtime model can be set by uncommenting the "#define __STNDLONE__" statement in Model.h of the ArduTouch library.