

# Gotharman's anAmoNo X



## Modular Synthesizer

Update Manual v5.06

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## USB Reload

When selecting a folder, for importing all samples and presets from this, a new option called “Reload” are now available.



This will import presets in the same order as they were stored. Like “Import”, presets will still be stored from the currently selected preset location and on.

Reload will import samples to the exact same location, as they were placed when exporting. This will make sure, that samples used in your presets, will always be placed in the right locations.

Sample locations that are already occupied, will be skipped by Reload, so make sure to erase sample bank A and B, if you want a complete reload.

Reload does also have other functions:

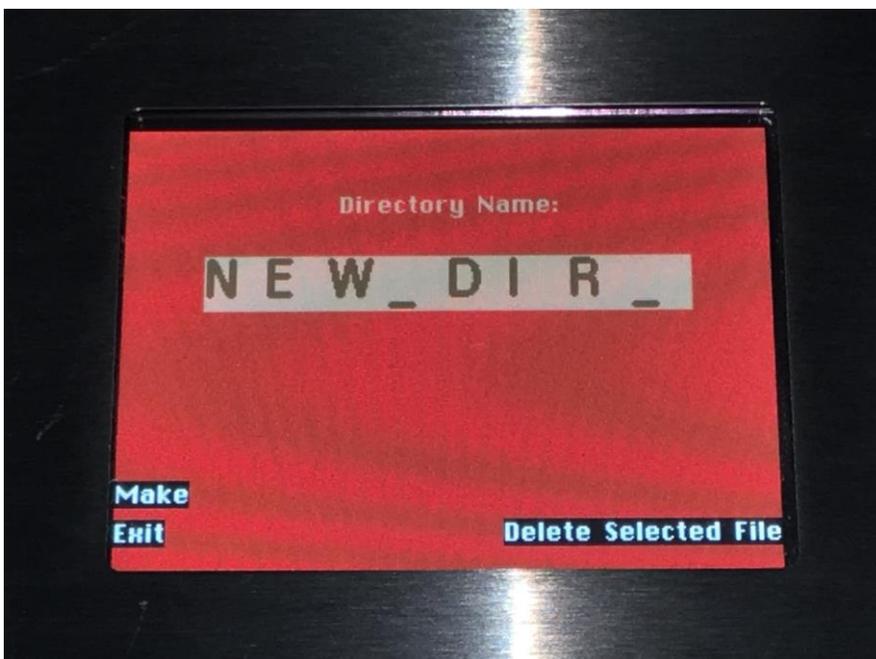
-On Anamono X itself, it is only possible to erase the last recorded sampling of bank A and B. By exporting all your samplings to a USB drive, and then delete sample bank A and B on anAmoNo X, delete the sample wav files you want to erase on the USB drive, from Anamono X itself or on a computer, and reload all the samples. Samples that are erased, will just be left blank.

-If you would like to import a number of wav files in a specific order, or in a specific sample bank, you can rename the samples on a computer to: A0001.WAV, A0002.WAV.....A0220.WAV, B0001.WAV, B0002.WAV.....B0256.WAV, and then import them using Reload.

-If you would like to rearrange the order of samples and/or presets, you can rename the files and reload them. Presets are named: A01.AXP, A02.AXP....A64.AXP, B01.AXP, B02.AXP.....P64.AXP .

## Delete USB File

It is now possible to delete files on a connected USB drive. Select the file, you would like to delete, push “Make Dir/Del”, and push “Delete Selected File”.



## **Compability with Mac generated wav files**

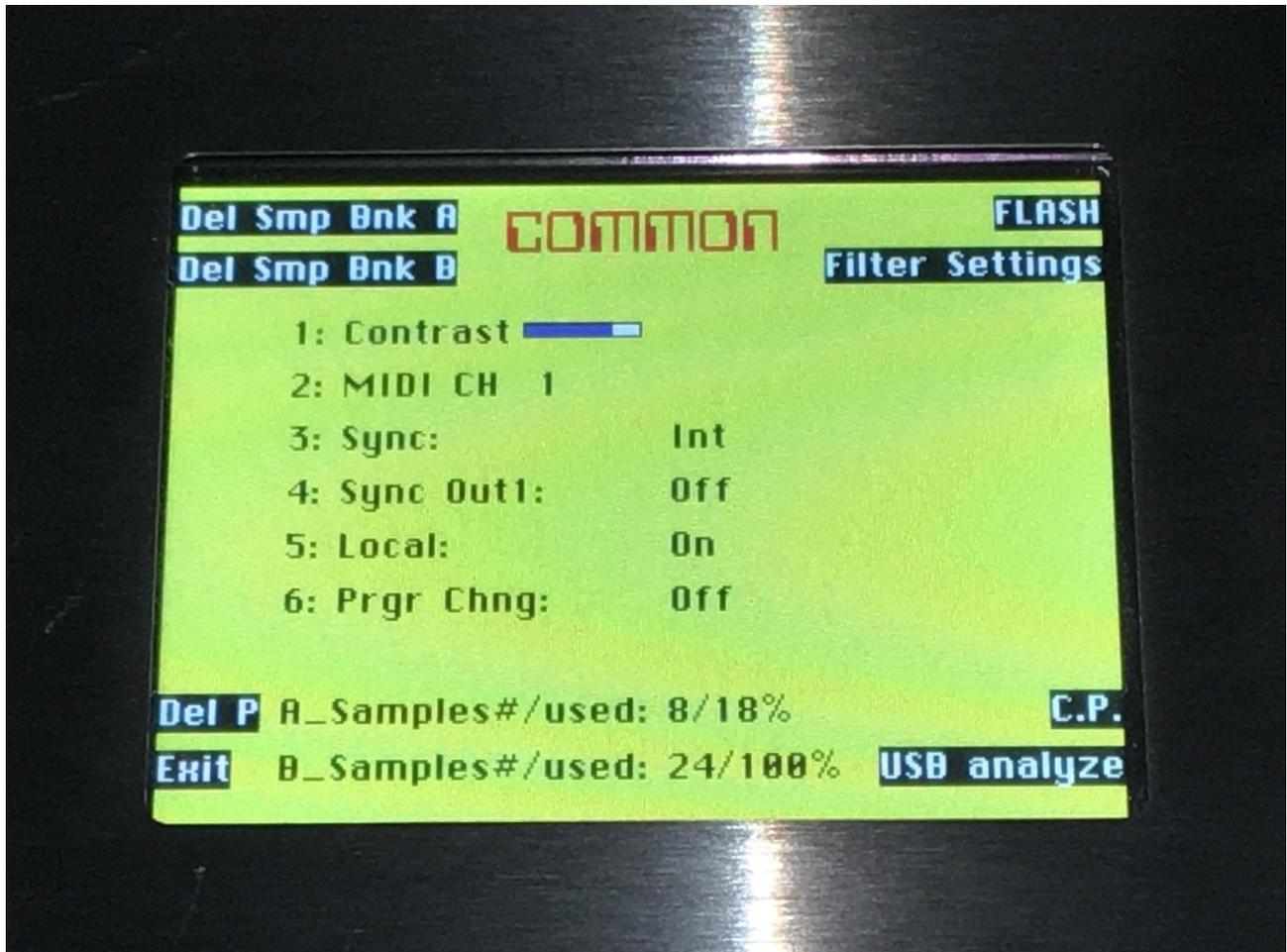
Many Mac programs, that can generate wav files, adds some extra chunks, that anAmoNo X previously couldn't handle. It can handle and import these wav files now!

## **Sample select in Sample Rec and Sampler modules**

To make everything compatible with the new USB Reload function, empty sample slots can now be selected.

Delete all presets and songs

“Del P” button has been added to the Common page.



## **Quick Edit Knobs**

On the Preset/Song Select page, any of the 8 Edit Knobs, that are not assigned to anything, will now function as Quick Edit Knobs. Assigning a knob to modulate any parameter, will override the quick edit function.

The Quick Edit parameters:

- Edit Knob 1: Analog filter 1 cutoff.
- Edit Knob 2: Analog filter 1 peaks.
- Edit Knob 3: Analog filter 1 reso.
- Edit Knob 4: Analog filter 1 feed/cut3.
- Edit Knob 5: Analog filter 2 cutoff.
- Edit Knob 6: Analog filter 2 peaks.
- Edit Knob 7: Analog filter 2 reso.
- Edit Knob 8: Analog filter 2 feed/cut3.

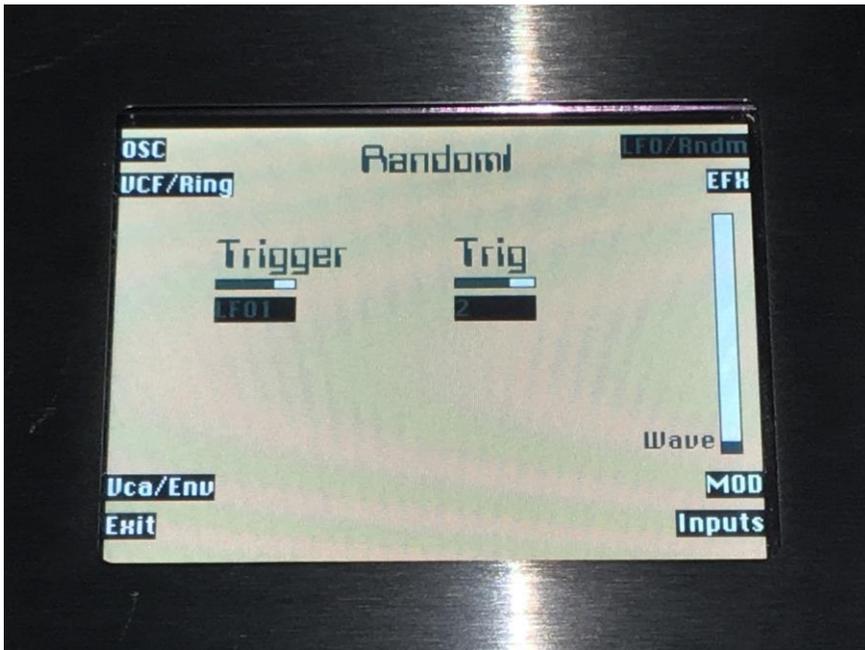
## Note Sequencer tracks mute

When pressing and holding the “Triggers” button on the Preset/Song select page and on any sequencer page, will make the trigger buttons LED’s show the on/off and activity status of the 8 note tracks. By pushing the trigger buttons, it is possible to mute/unmute each track. This has the same functionality as the Sequencer “Mute” page, but are faster to access.



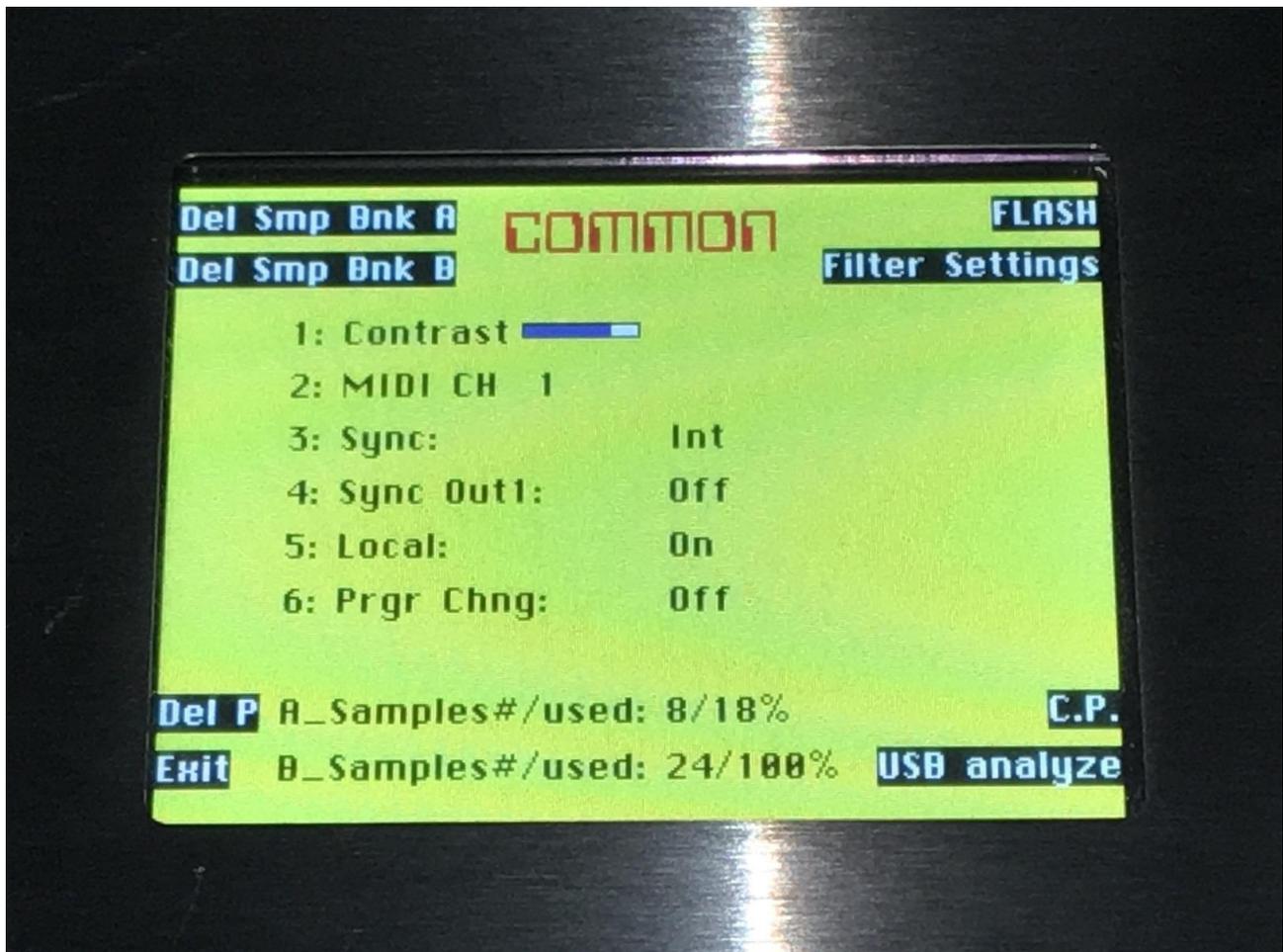
## LFO's and Random generators to triggers

It is now possible to set up the LFO's and Random generators to trig a trigger. This is done on the LFO and Random generator pages. When doing this, the CV inputs cannot trig the triggers that are set up to LFO/Random control.



**Anamono X will now respond to MIDI Program and Bank changes**

Must be switched on by the Common page "Prgr Chng" parameter. Bank change = MIDI CC32.



### **Some bugs regarding EFX and morphing has been fixed**

When EFX1 was selected to be reverb, and EFX3 was taken up by the reverb effect, selecting audio inputs for EFX3 would cause anAmoNo X to crash. This has now been fixed.

When adjusting EFX parameters and pushing the “Morph Settings” button, to adjust the parameters of morph layer B, the 8 Edit Knobs would, in certain conditions, still be adjusting the parameters of morph layer A. This has now been fixed.

## **The display is now updating at a higher rate!**

By doing a bit of re-programming on the display routine, I have now managed to make the display update a little bit faster.

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