

# Gotharman's Tiny LD



Picture shows a proto type, and will be replaced as soon as the final model is ready.

## Granular Workstation

### Update Manual 10.26

-It is now possible to select, if parameter CC control, from both MIDI in and the sequencer controller tracks, should affect only the selected Morph layer, or both Morph layers at the same time. [Page 3](#)

-Size parameter has been added to the PitchShifter effect. [Page 4](#)

-A \* is now shown in the preset name, if the preset parameters has been tweaked, and the preset has not yet been saved. [Page 5](#)

-A compare preset function has been added. [Page 6](#)

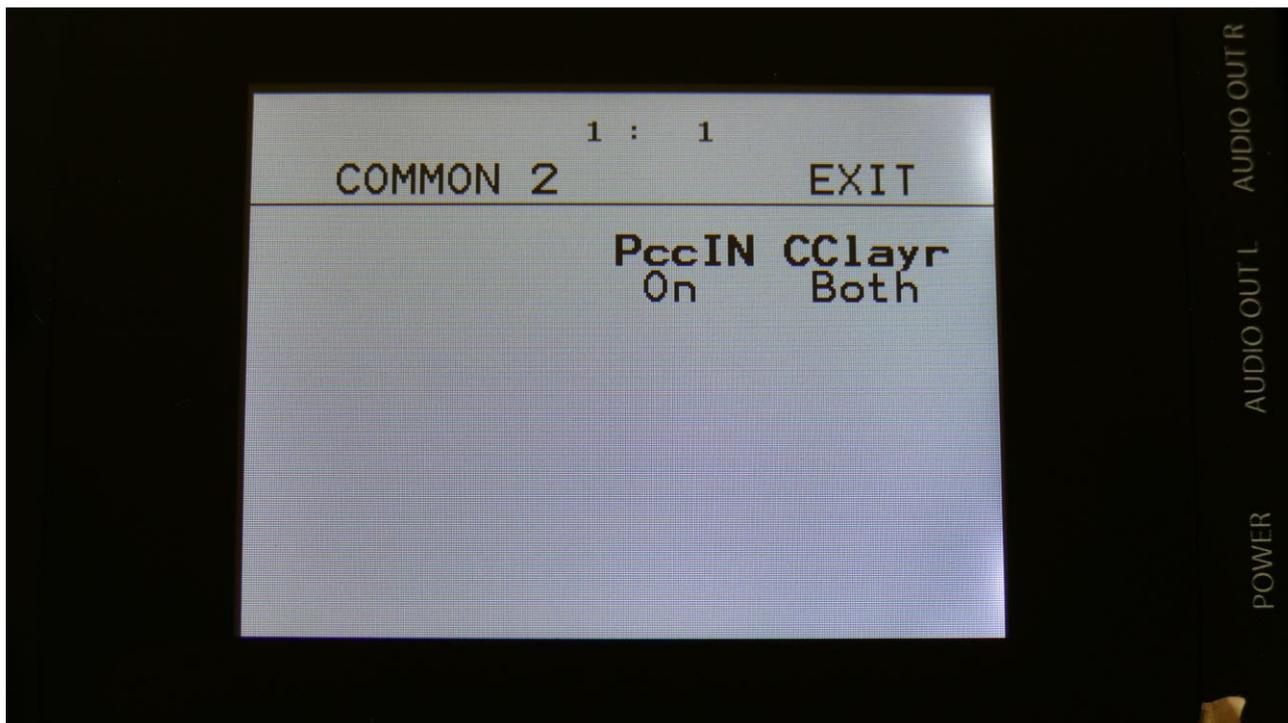
**Bug Fixes:**

-Since the selection of controller tracks became separate in the last update, when using the TMP functions on controller tracks, the TMP function would use the Part select, to decide which track to affect, instead of the controller track select. This has now been fixed.

## Parameters CC control Morph Layer Select

It is now possible to select, if parameter CC control, from both MIDI in and the sequencer controller tracks, should affect only the selected Morph layer, or both Morph layers at the same time.

Set this up, using the CClayr parameter on the MOR>COM2 page:

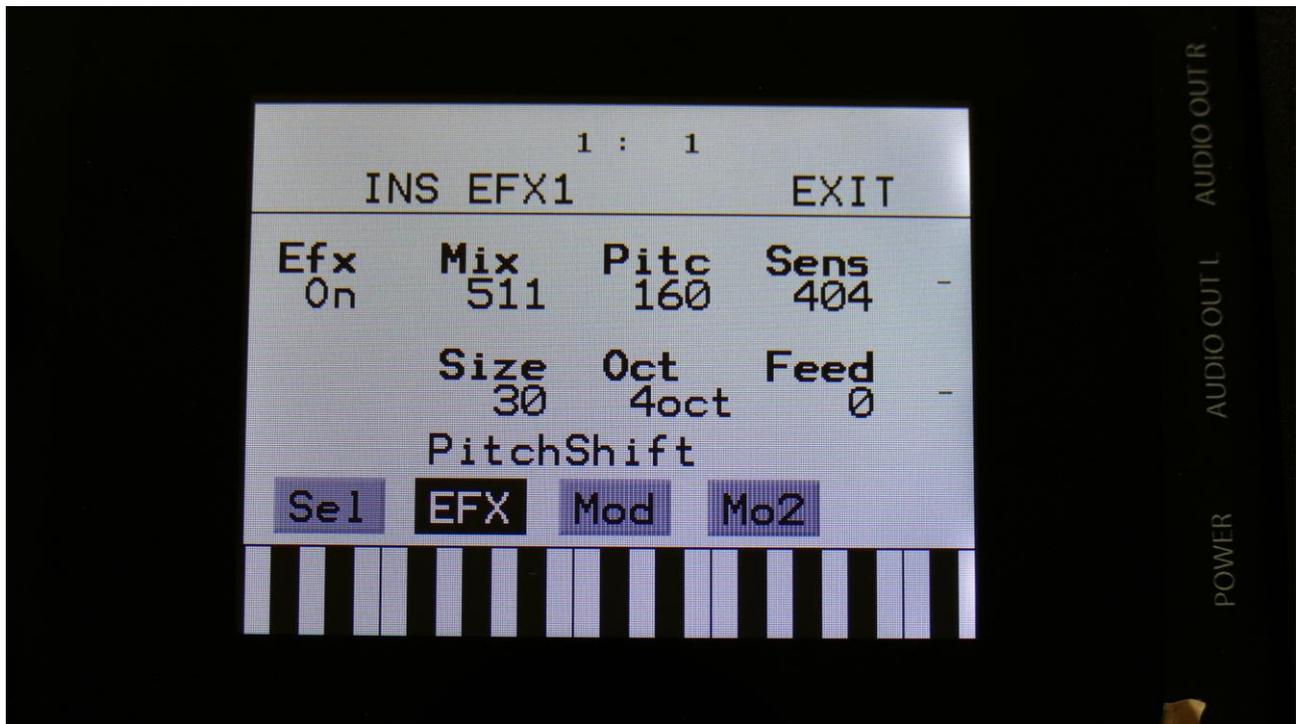


This can be set to:

**Sel:** Only the Morph layer selected by the Morph Set button, will be affected by MIDI in and Sequencer CC control.

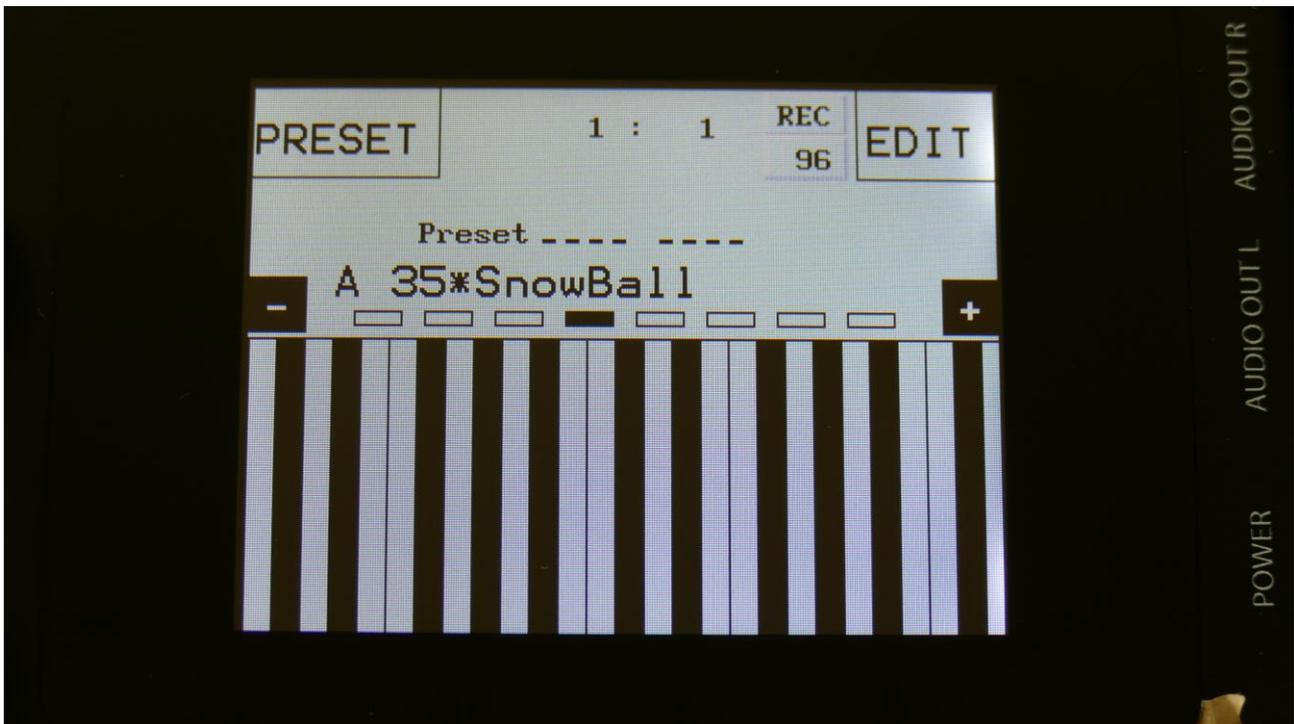
**Both:** Both Morph layers will be affected by MIDI in and Sequencer CC control, at the same time.

## PitchShifter Effect Size Parameter



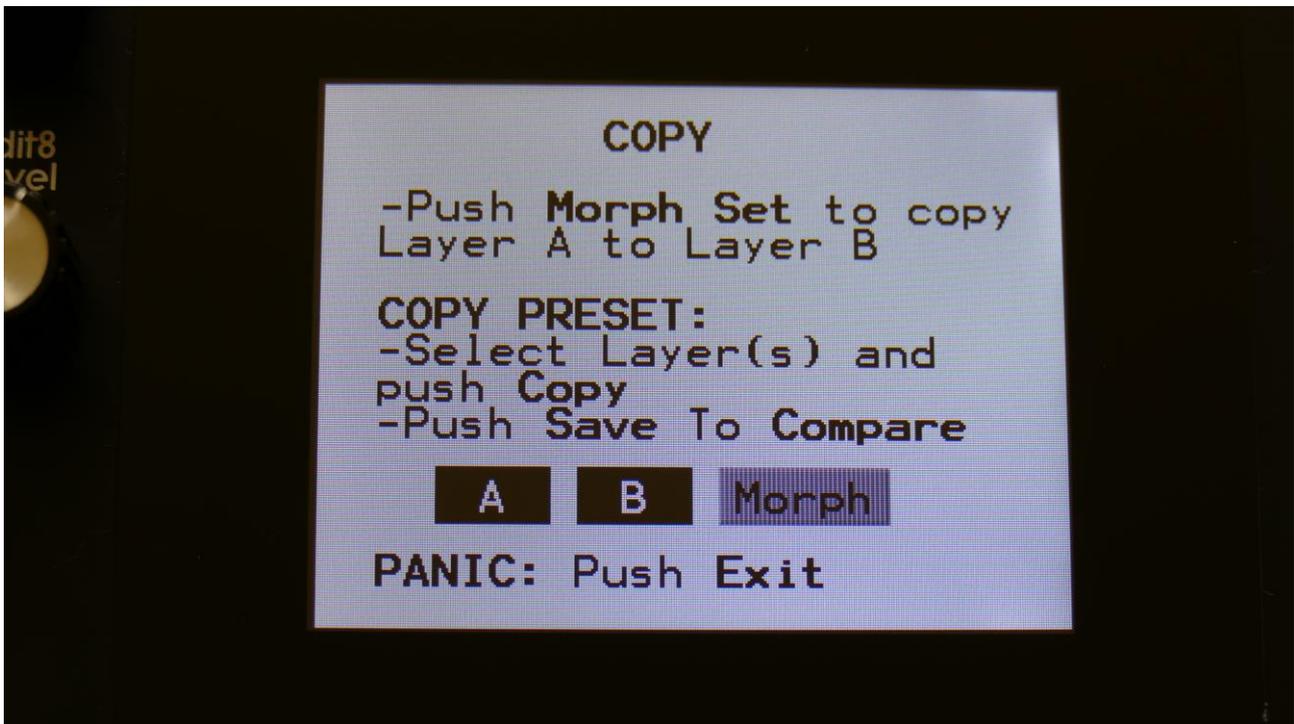
A Size parameter has been added to the PitchShifter effect. This sets the size of the buffer, used for the pitch shifting effect. When pitch shifting more complex sounds, it might make the pitch shifting more precise, when turning this parameter up a bit. Range: 1 to 64.

## Un-saved Preset Indicator

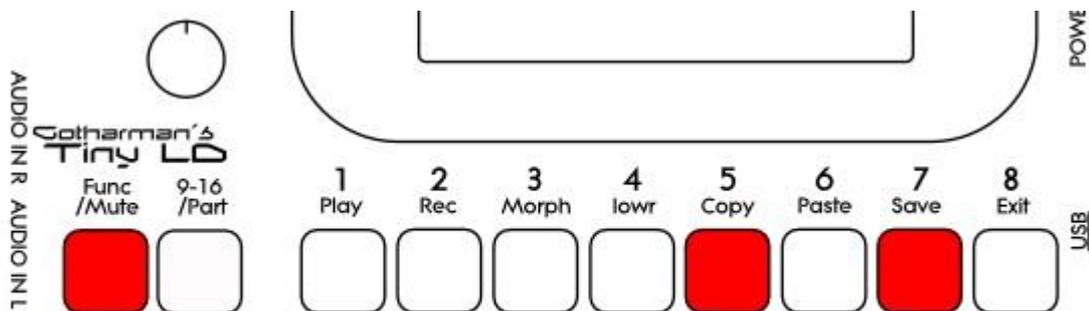


When parameter changes has been made to a preset, and these changes has not been saved, a “\*” will now appear, right between the preset number and the preset name, on the main Preset Select page.

## Preset Compare



When you are editing a preset, and you would like to compare this with the originally saved preset, this is now possible, using the Compare function.



To listen to the previously saved preset:

- Push and release the Func/Mute button, so that it lights up.
- Push and release step button 5 (Copy).
- Push and release step button 7 (Save).

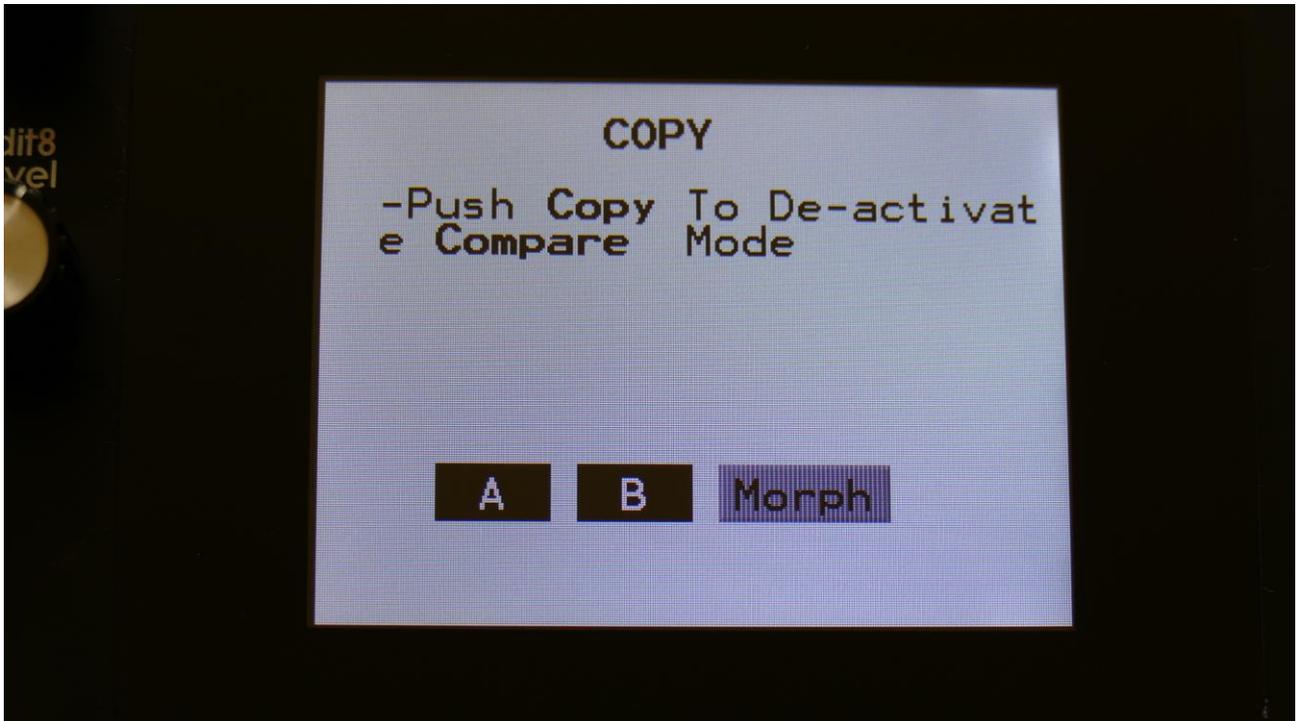
You can now play with the previously saved preset.

To de-activate the Compare function, and jump back to the edited preset:

- Hit step button 7 (Save) again.

To de-activate the Compare function, and discard your edits:

-Hit step button 5 (Copy). The display will now show:



If you are absolutely sure, that you would like to discard your edits, hit step button 5 (Copy) again.

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