

Gotharman's Tiny LD



Granular Workstation

Update Manual 10.63

-A Sample Xfade mode has now been added to the Oscillators.

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-Alphanumeric touch keyboard has been added, for more convenient naming of presets, songs and samplings.

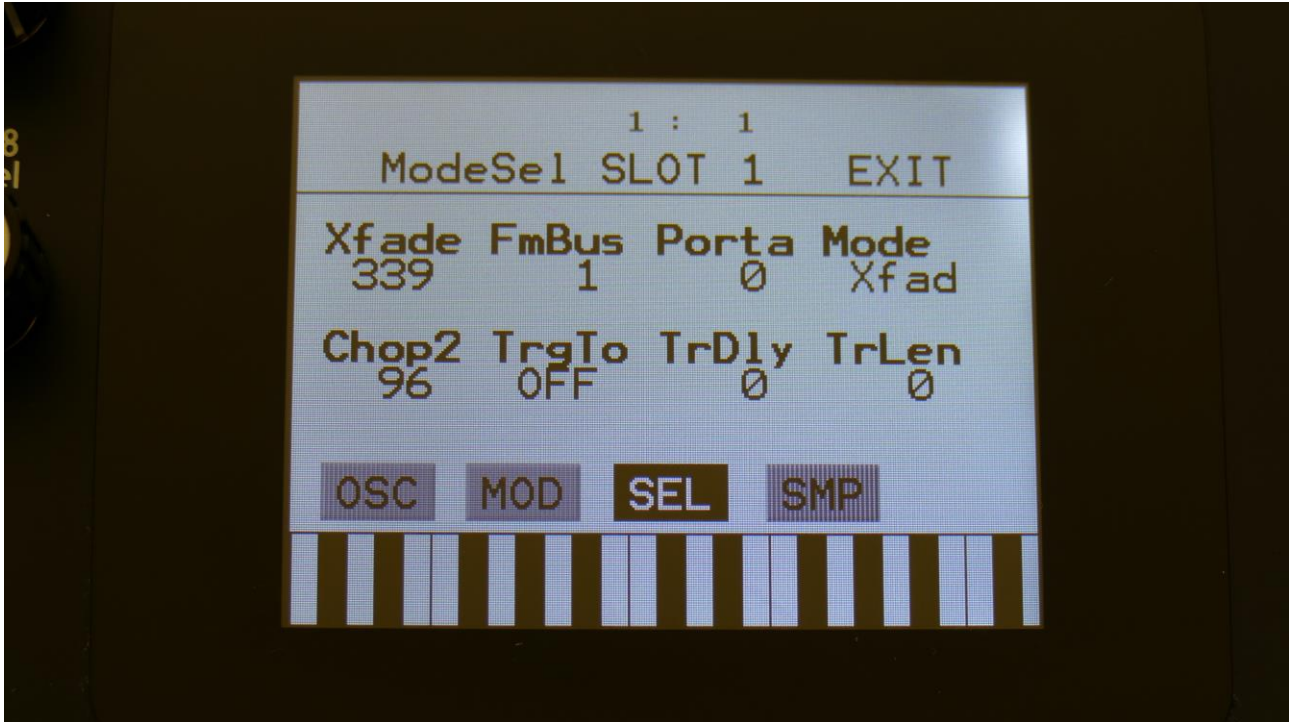
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Bug Fixes:

-Some LD3's would boot very slow after the last few updates. This should now have been fixed.

Sample Xfade Oscillator Mode

On the Oscillator SEL page, it is now possible to set an oscillator in Sample Xfade mode –**Xfad**.



When switching to **Xfade** mode, the **#Smp** parameter will change its name to **Chop2**, and the **Xfade** parameter will become a numeric value.

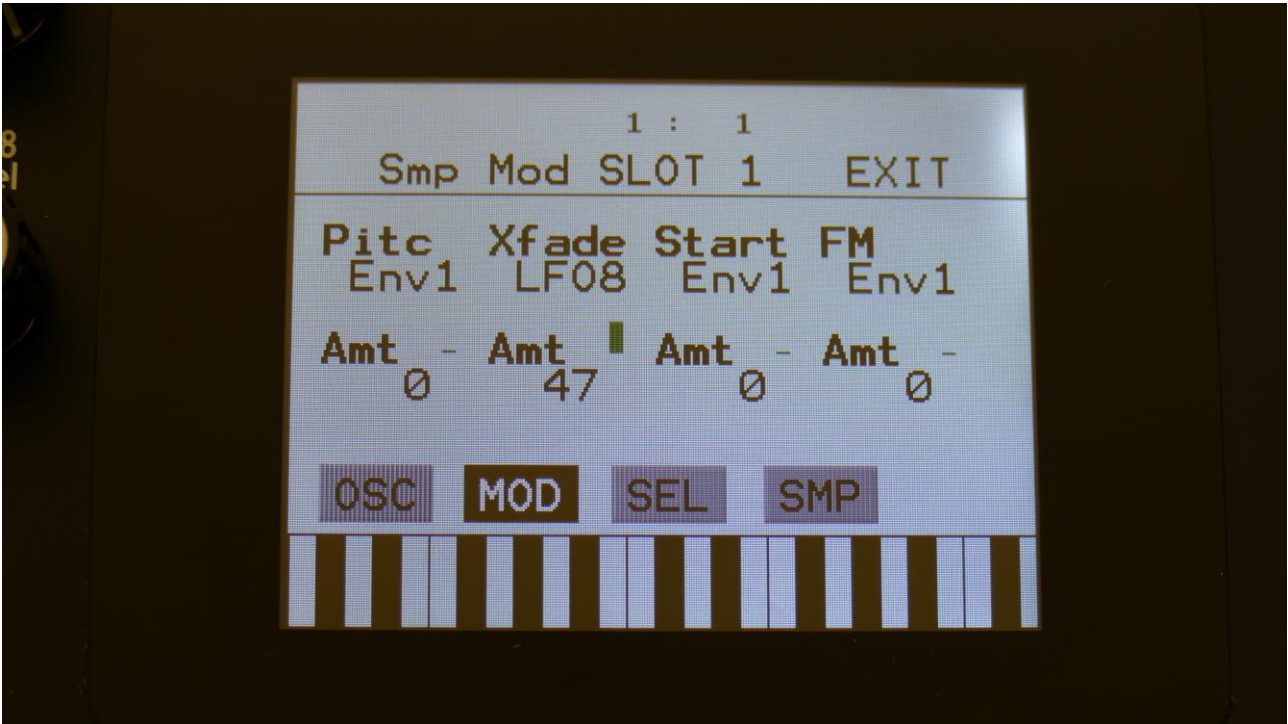
In **Xfade** mode, you can select sample A by the **Chop** parameter on the OSC page, and sample B by the **Chop2** parameter on this page. The numbers selected by these parameters refer to the 4 samples, that is selected on the SMP page. A value of 1-64 will select a chop point in sample 1, a value of 65-128 will select a chop point in sample 2, a value of 129-192 will select a chop point in sample 3, and a value of 193-256 will select a chop point in sample 4. If no chop points exists in the selected sampling, the sampling itself will be selected.

When you have 2 samples selected, you can use the **Xfade** parameter to crossfade between these. The **Xfade** parameter can be modulated by any modulation source. This is explained on the next page.

Some limitations in Xfade mode:

- The Chop and Chop2 parameters can't be morphed in this mode. The Xfade parameter can though be morphed.
- In this mode, digital filter 2 are not available. Filter 1 will though act as a stereo filter.

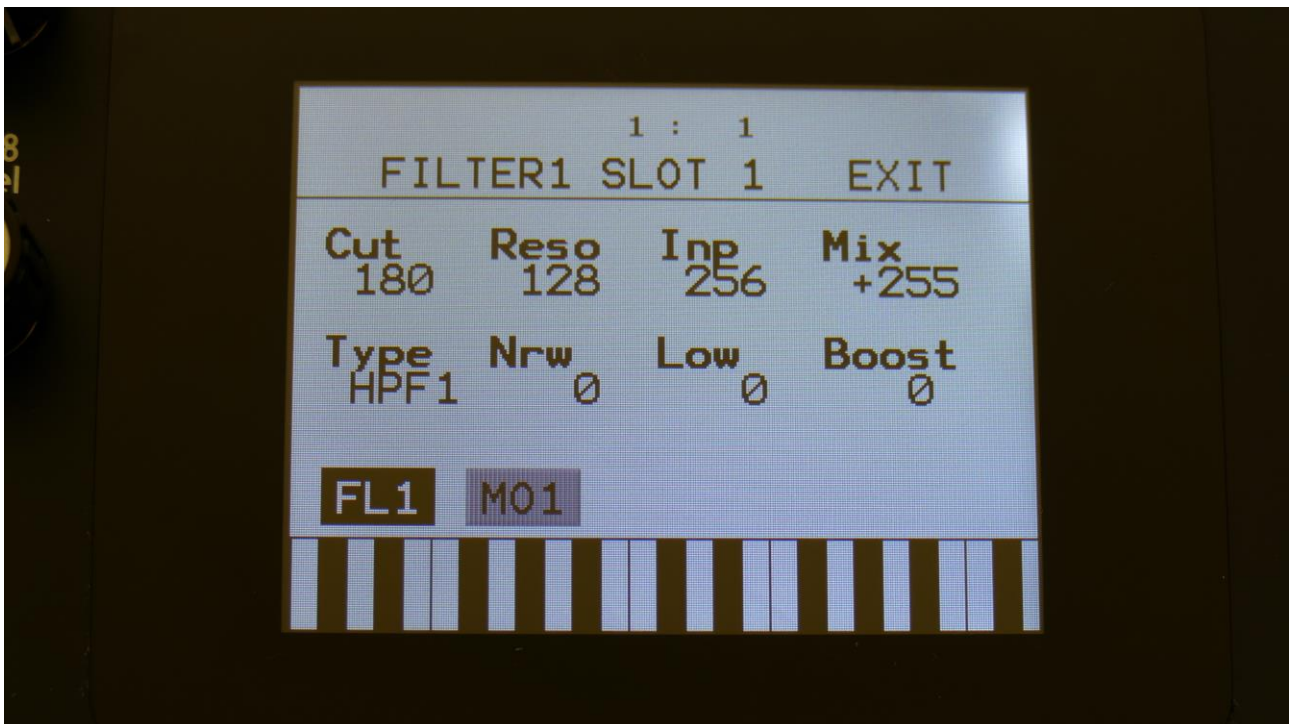
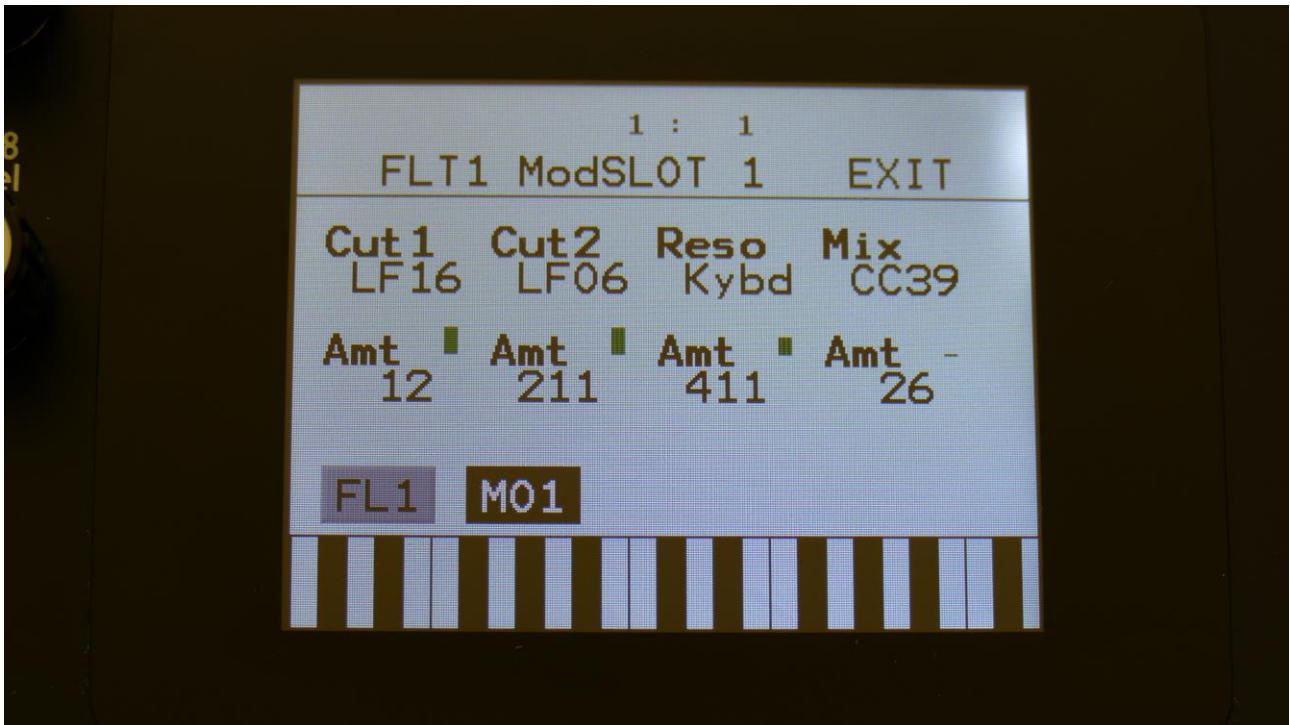
Xfade Modulation



The **Chop** parameter on the sample oscillator MOD page, has been replaced by an **Xfade** parameter, to make it possible to modulate the crossfading.

The digital filters in Xfade mode

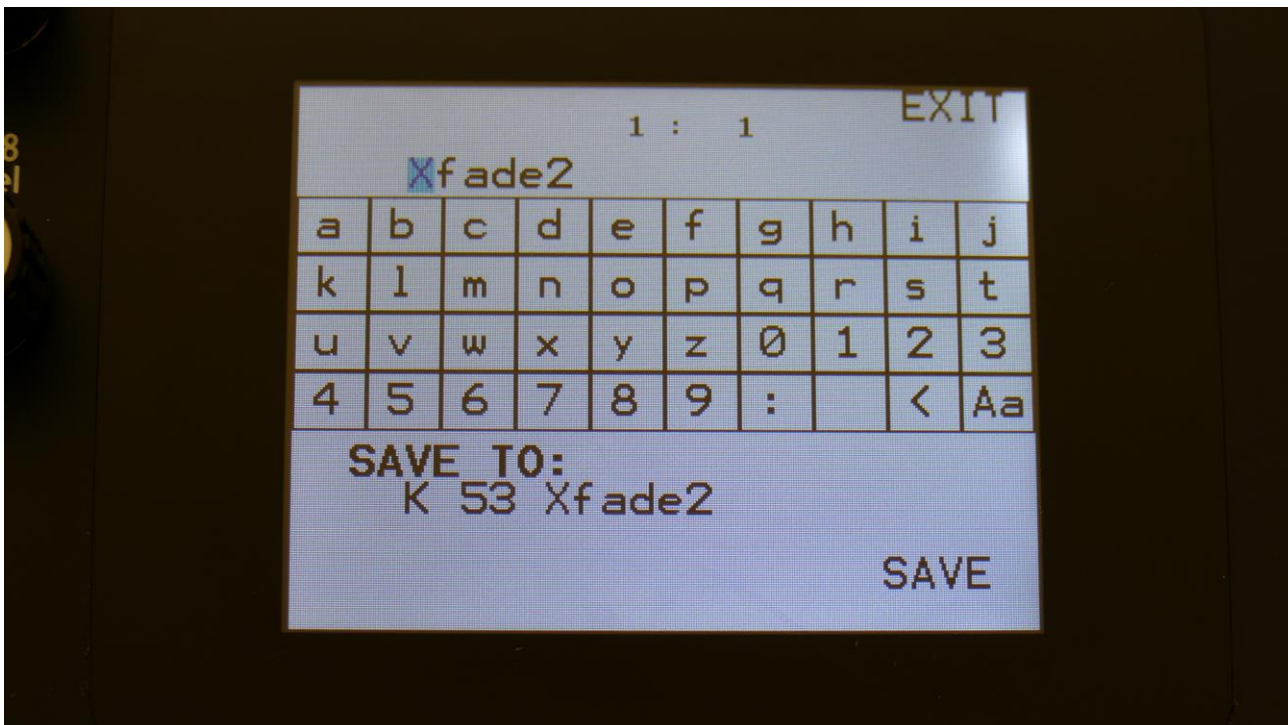
In Xfade mode, the digital filter 2 is not available. Filter 1 does though act as a stereo filter.



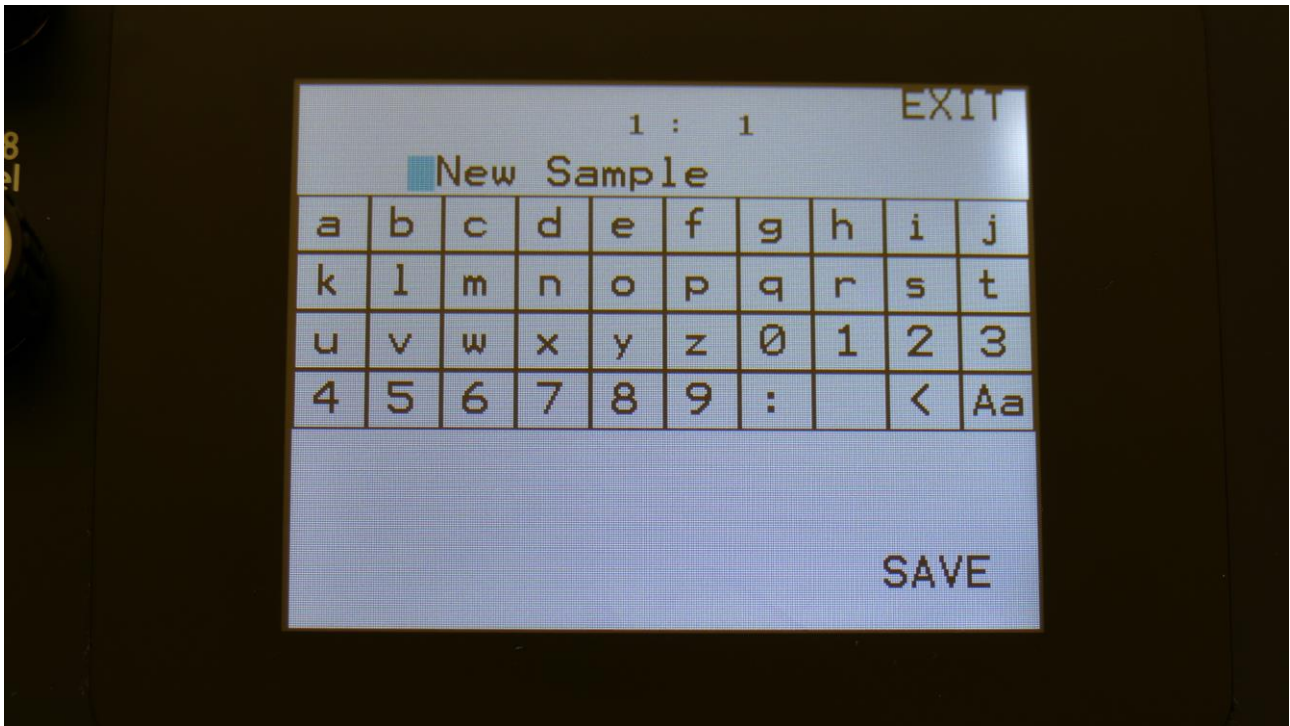
Preset, Song and Sample naming

When saving a preset, a song or a sampling, an alphanumeric touch keyboard will now appear on the screen, for typing in the name.

When saving a preset or a song:

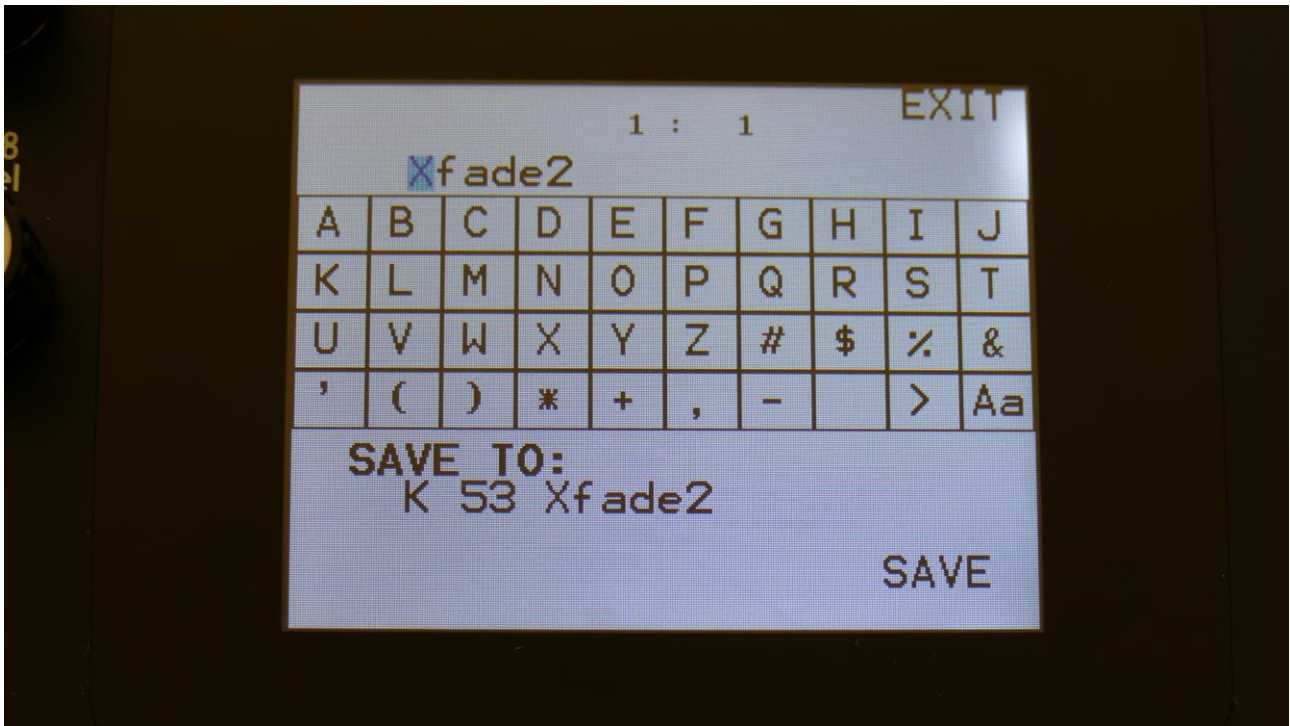


When saving a sampling:



The "<" will move the cursor back, for correcting characters.

The "Aa" will switch between uppercase/lowercase letters, and numbers/signs:



When uppercase letters are selected, the ">" will skip letters.

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