

Gotharman's Urano



Modular Synthesizer

Update Manual 0.00

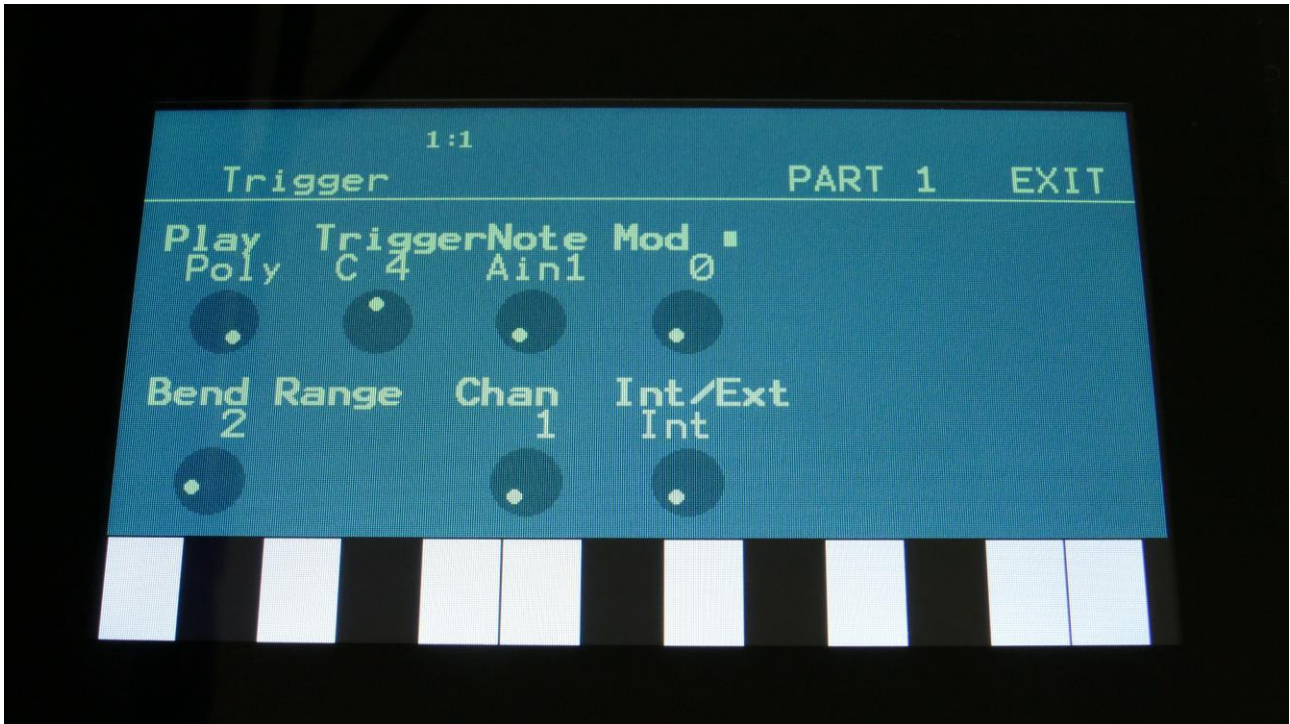
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Bug Fixes

- When pushing “no” to “remove module”, the module would still be removed from the audio chain (you couldn’t say no to Urano). This has now been fixed.
- If a Note track Sub Position steps were not all set to zero, and you doubled the track, the position of the doubling would be incorrect. This has now been fixed.
- Step numbers shown on the Note track pages were sometimes incorrect. This has now been fixed.
- The metronome would not work in Record mode. This has now been fixed.

4 note “polyphonic” mode



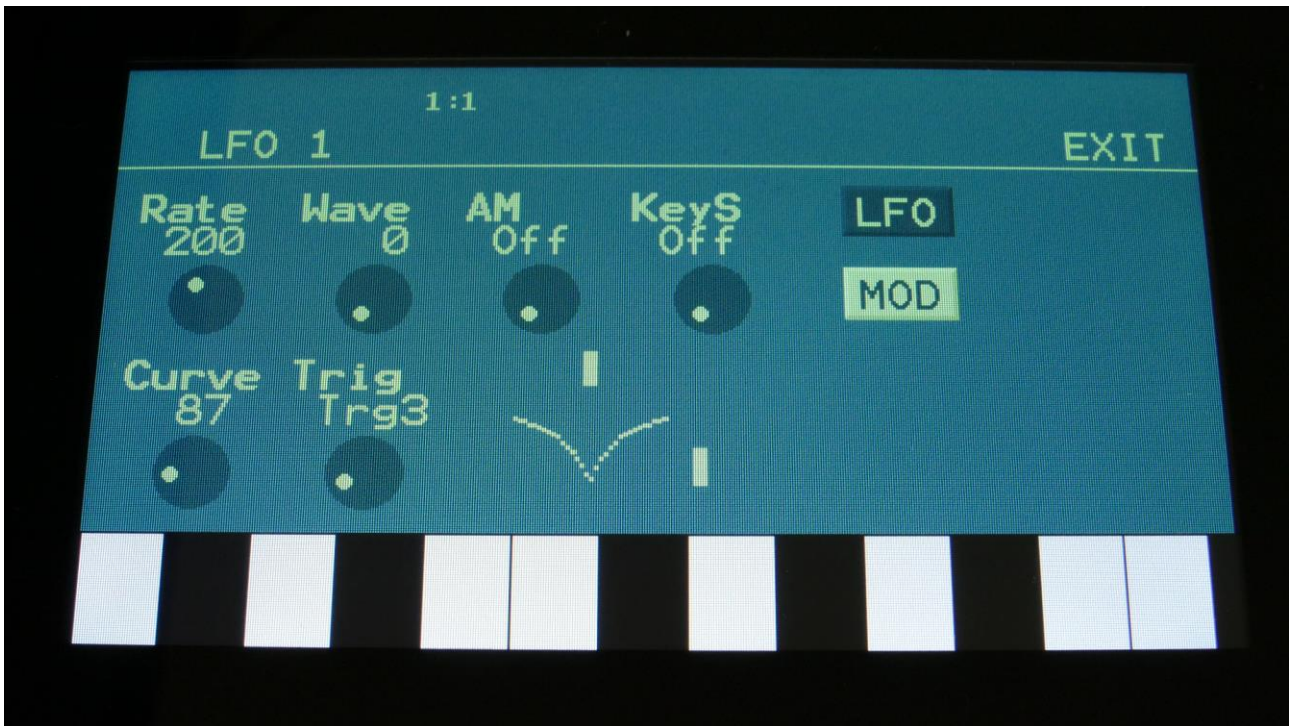
In the TRIG menu, 2 new part Play modes have now been added to Part 1: Poly and PolyR.

In Poly mode, whenever Part 1 is triggered, it will cycle through Part 1, 2, 3 and 4.

In PolyR mode, whenever Part 1 is triggered, Part 1 to 4 will be randomly selected.

It is not possible to make Urano automatically generate the same sound on Part 1 to 4. It will just play back whatever sounds that these parts generate.

LFO's trigger outputs



A trigger output parameter has been added to each LFO.

This parameter can be set to:

Off: Does nothing.

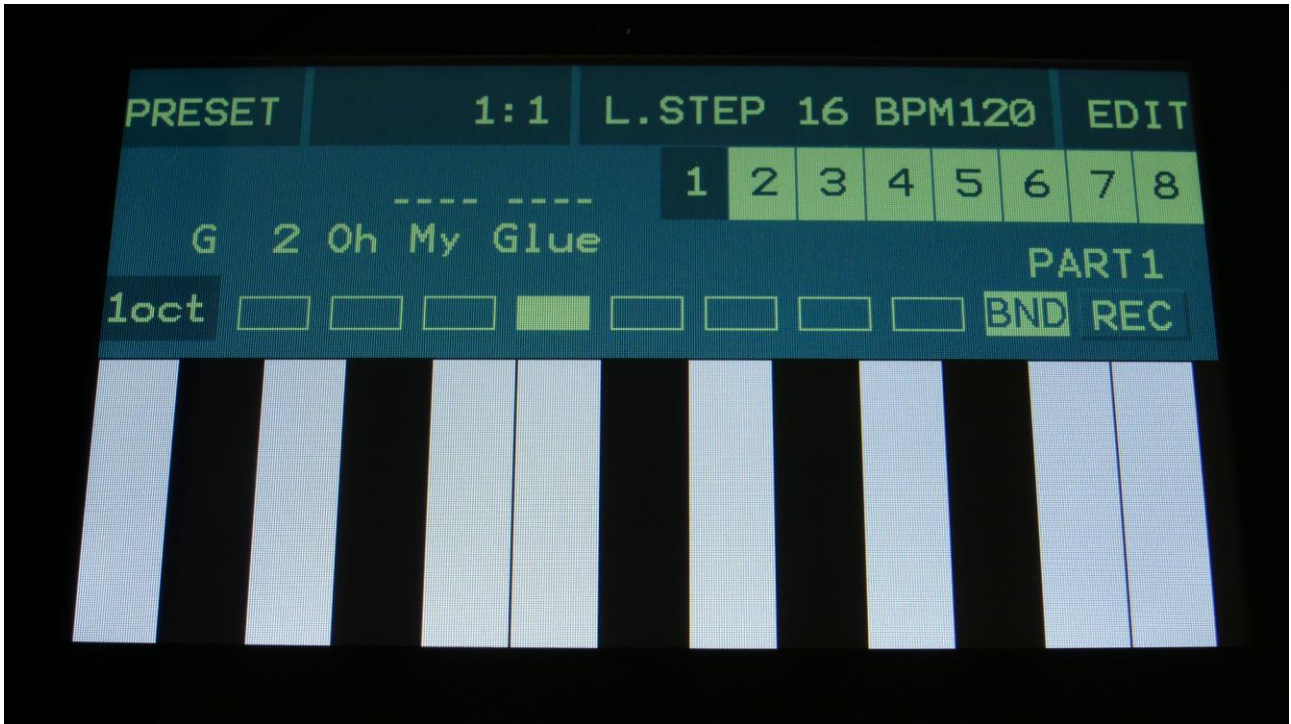
Trg1 to Trg 8: The LFO will trigger Part 1 to 8.

1/32, 1/24, 1/16, 1/12, 1/8, 1/6: The LFO will clock the internal sequencer. Every time the LFO raises above its center value, the sequencer will increment 1/32, 1/24, 1/16, 1/12, 1/8, 1/6 step, as selected. The internal sequencer clock, and any MIDI clock will be ignored. MIDI clock will still be transmitted, if the ClkOut parameter in the COMMON menu is set to on.

s/s: The LFO will make the sequencer start or stop every time its output raise above the center value.

Rst: The LFO will make all tracks of the sequencer reset to their respective start step every time its output raise above the center value.

3 octaves touch keyboard with pitch bend function



By touching the oct switch to the left above the touch screen keyboard, it is now possible to have 2 or 3 octaves on the keyboard.



When 2 octaves are selected, the upper and lower octaves get divided by a line in the middle of the keyboard. When 3 octaves are selected, the upper, middle and lower octaves get divided by 2 lines.





When the keyboard is not in bend mode, swiping your finger over the it, will make it trigger each note.

If you activate Bend mode, by touching the “BND” button to the right just above the keyboard, so that this turns dark blue, a note will only be triggered, the moment you put your finger on the keyboard.

Swiping your finger over the middle of the keyboard, will activate the bend function, and you can pitch bend the sound up and down, centered around the middle of the touch keyboard.

Please notice that these new keyboard functions only work on the Preset and Song Select (Main) pages.

Sequencer Controller tracks smooth on/off per step



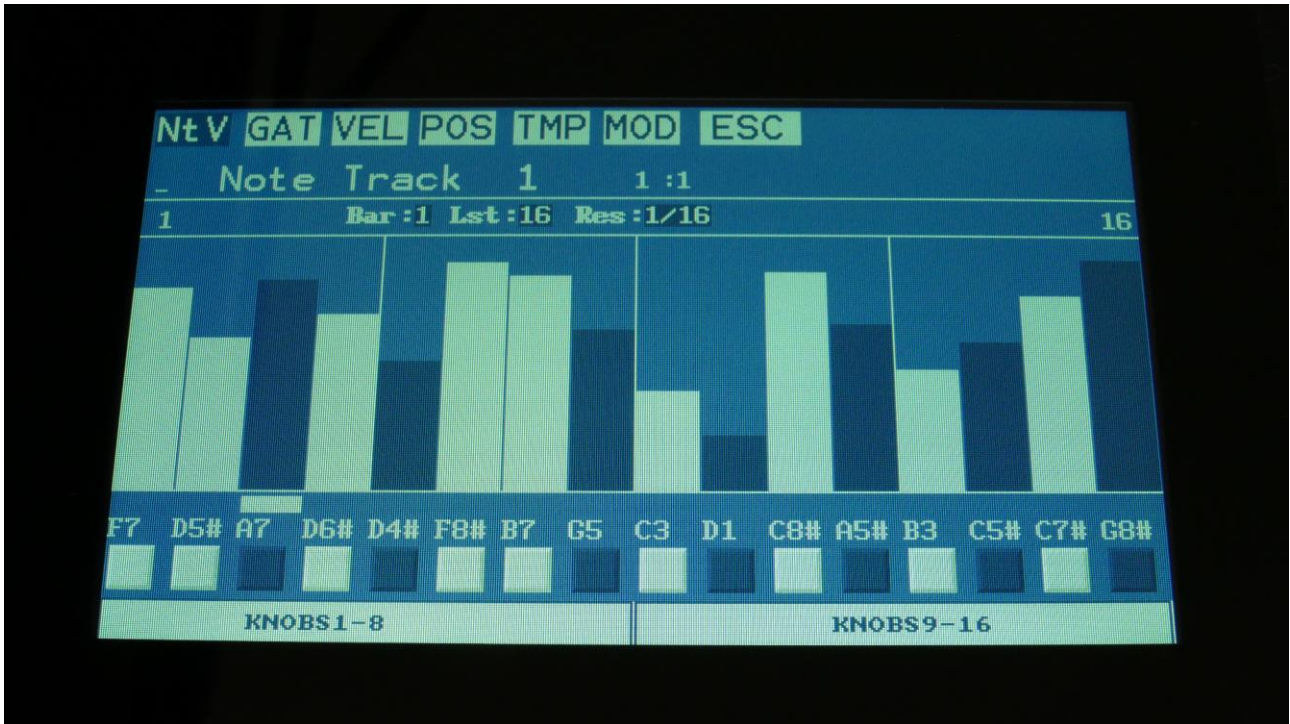
On the Sequencer Controller tracks, a row of touch buttons have now been added, right below the step values.

With these it is possible to switch Smooth on and off per step. When a touch button is dark blue, the step will smoothly slide to the next step. When a touch button is white, the step will shift to the next step immediately, when the track advances one step.

If the Smooth parameter on the CC page is set to any other value than Off, the step smooth on/off values will be ignored, and all steps will smoothly slide to the next step.

In previous firmware versions, step values above 100 were indicated by a line below the value. Now the values are indicated as whole numbers.

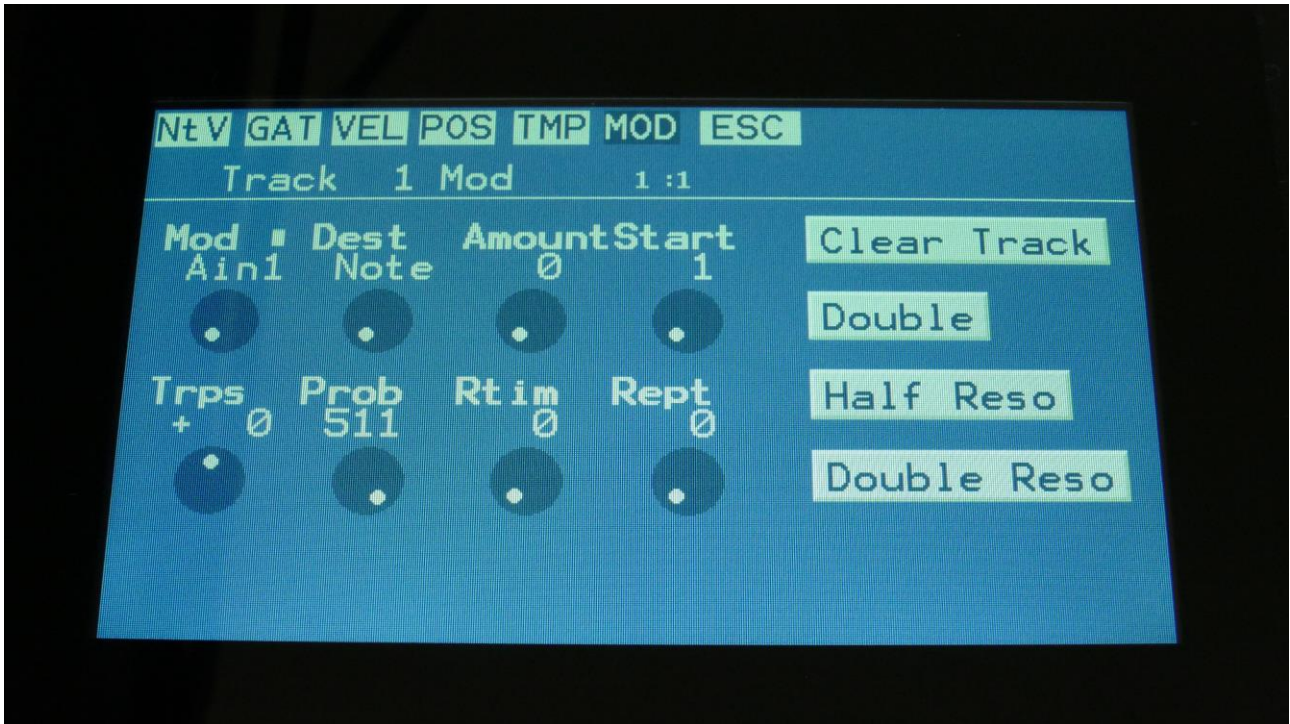
Sequencer Note tracks on/off steps on the touch screen



On the Sequencer note pages, a row of touch buttons has also been added right below the step values. By touching these, you can switch each note step on (dark blue) or off (white), directly on the touch display. You can, of course, also still use the step buttons for this.

In previous firmware versions, black half notes and step values above 100 were indicated by a line below the value. Now the black note values are indicated with a #, and all other values are indicated as whole numbers.

Sequencer Note tracks half and double resolution functions

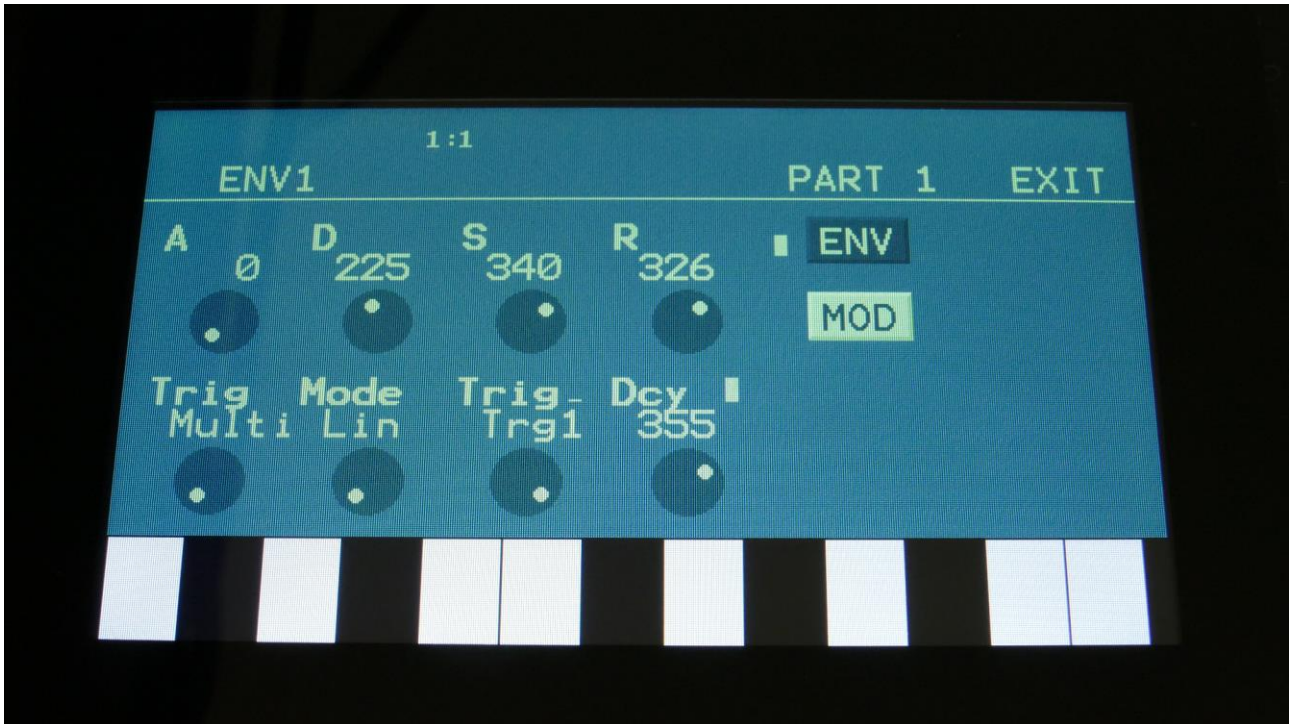


2 new functions have been added to the sequencer note tracks MOD page: Half Reso (half resolution) and Double Reso (double resolution).

When touching the **Half Reso** button, the resolution of the currently selected track will be halved (i.e. from 1/16 to 1/8), without the timing of the track being changed.

When touching the **Double Reso** button, the resolution of the currently selected track will be doubled (i.e. from 1/16 to 1/32), without the timing of the track being changed.

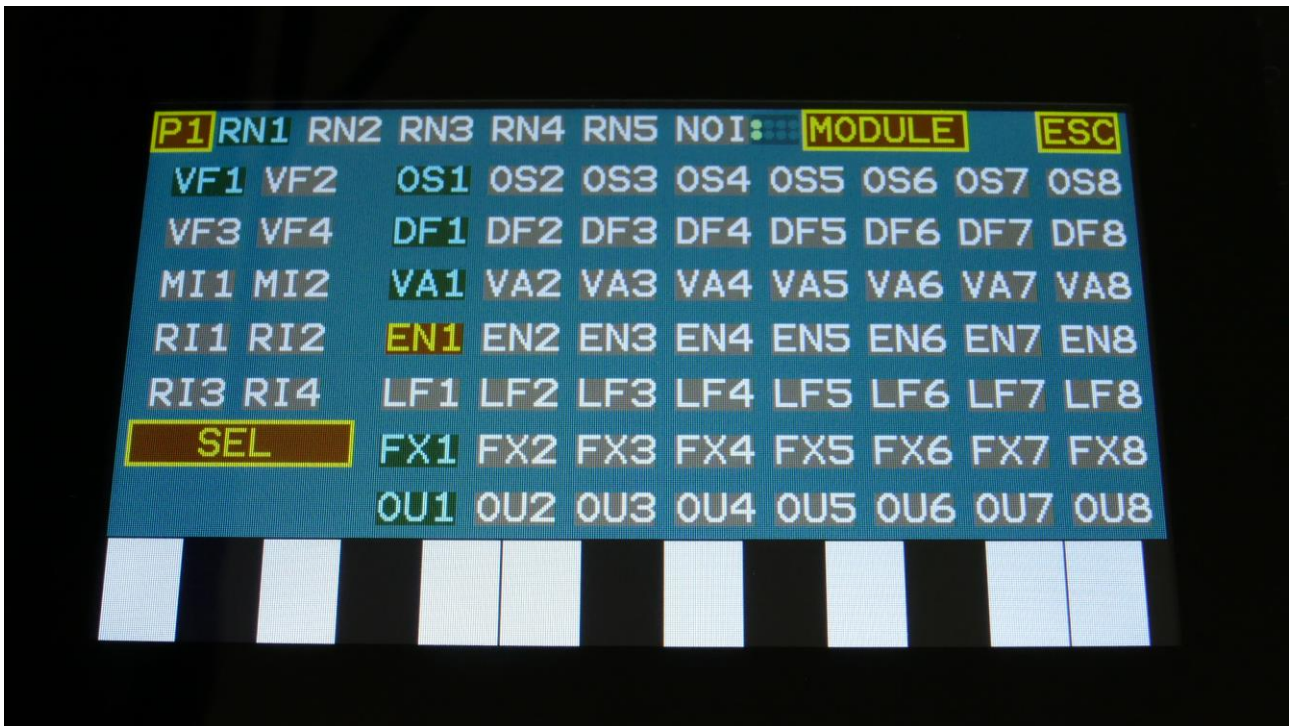
Decay Envelope output VU-meter and renaming



An output VU-meter has now been added to the Decay Envelope, near the Dcy parameter.

The name of this parameter has also been changed from D2 to Dcy, in order not to confuse it with Envelope 2.

Darker colors on unassigned modules



The modules on the overview page, which are not assigned to any parts, have been made a bit darker, so that these are easier to see, when you are working with modules, without connecting them to any part.

No auto-set of module numbers

In earlier firmware versions, when you were jumping between, for instance oscillator 7 and EFX 4, Urano would check which module numbers were used in the currently selected part, and primary jump to these, regardless of which modules were selected by the user. This behavior has now been removed, and Urano will always jump between the previously selected module numbers.

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In 2022