

Gotharman's Tiny LD



Granular Workstation

Update Manual 15.02

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AnaX USB

It is now possible to connect the new AnaX USB CV Expander to Tiny LD. This will add 4 CV/Trigger inputs and 4 CV/Trigger outputs to Tiny LD.

Connecting

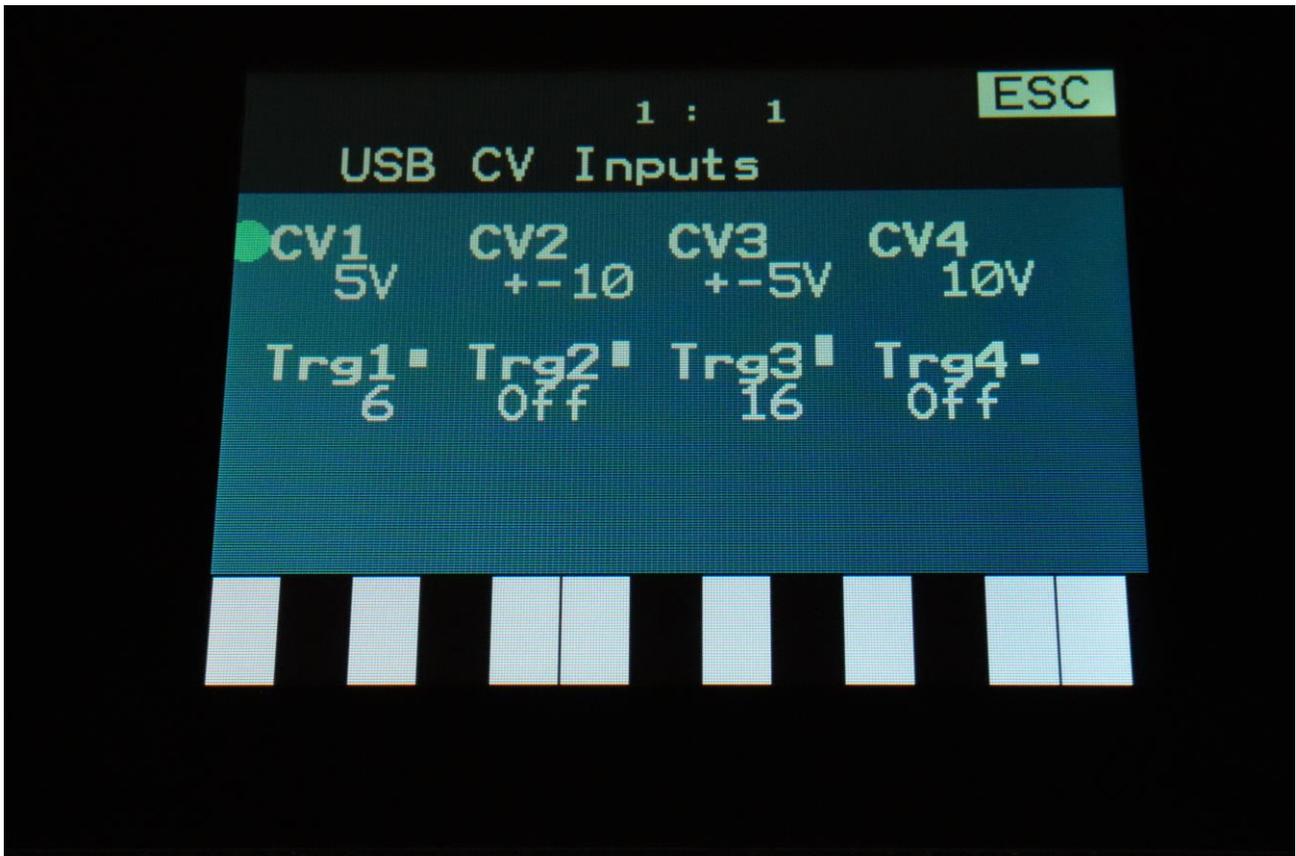
Simply plug the USB B end of the USB cable into AnaX USB, and the USB A end of the cable into the Tiny LD USB connector.

The USB LED will first light up in green, and then start to flash fast in green.

The Parameters

The AnaX USB parameters have been added on the CV IN and CV OUT pages under the MOR page.

CV Inputs



CV1, CV2, CV3, CV4: Sets the input voltage range of the CV inputs. The CV input range should be set for each input, to match the connected source. Possible voltage ranges are:

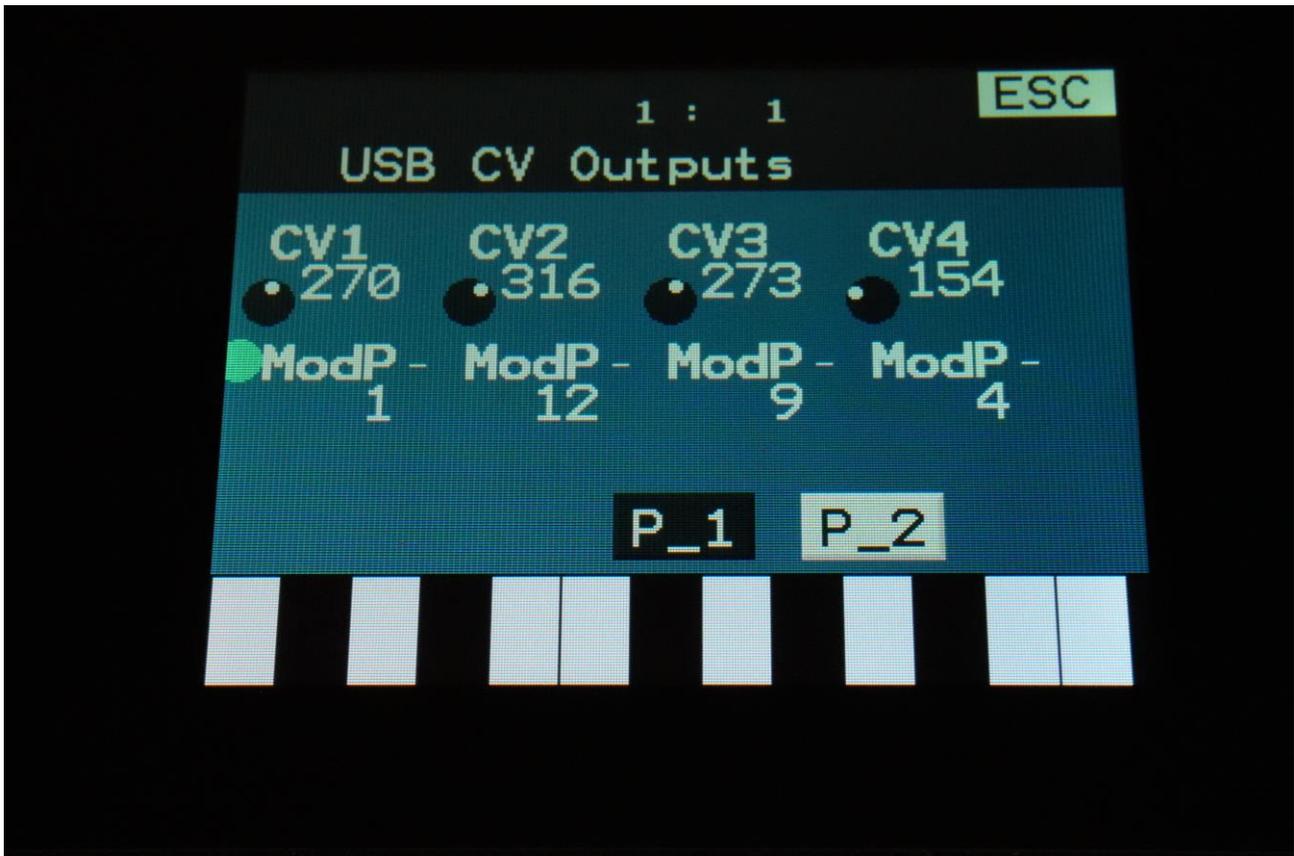
0-5V
+/-5V
0-10V
+/-10V

Trg1, Trg2, Trg3, Trg4: Off, 1-16. Sets up the CV inputs to trigger specific parts.

Selecting the CV inputs for modulation

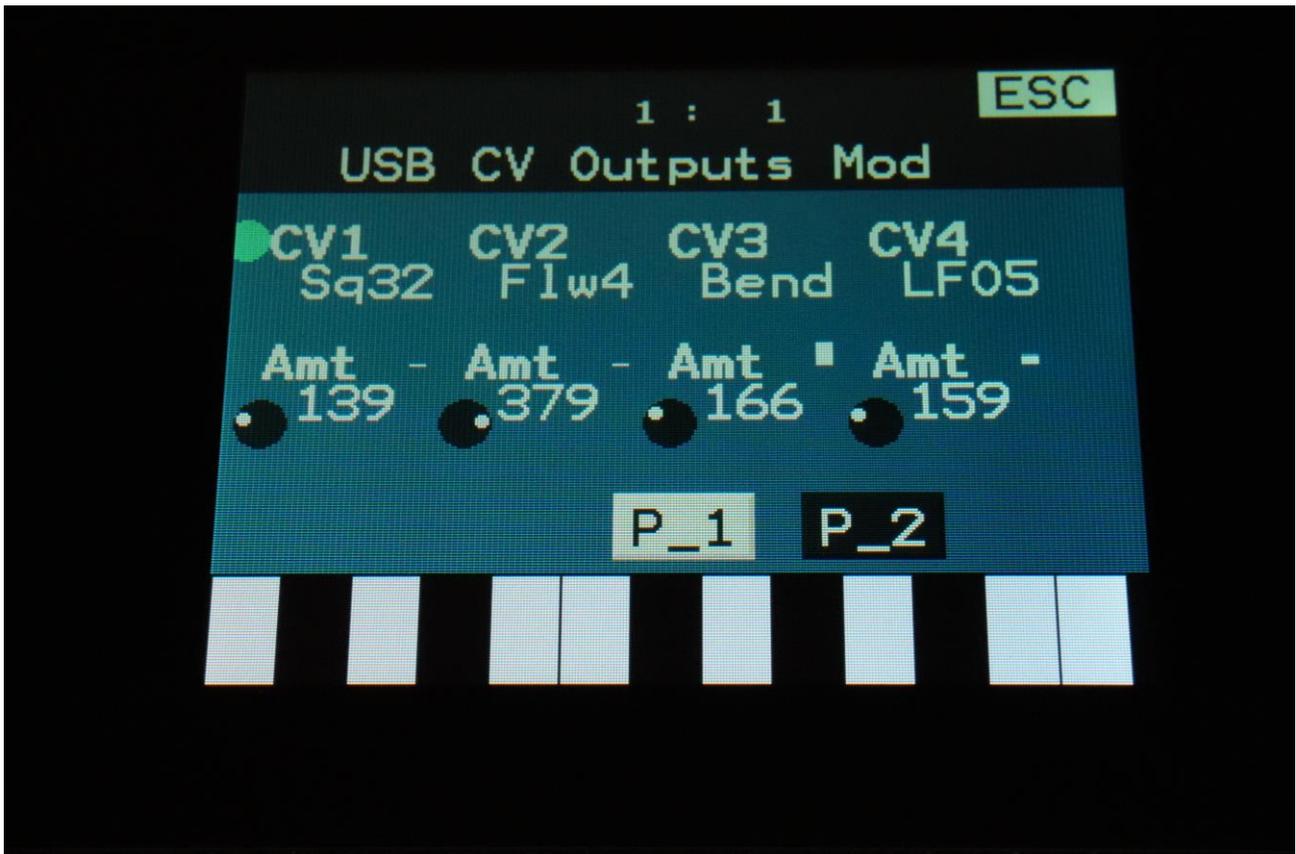
The CV inputs can be selected in the same way as any other modulation source. The AnaX USB CV inputs are named uCV1 to uCV4, and are replacing MIDI CC's 54 to 57.

CV Outputs



CV1, CV2, CV3, CV4: Sets a static voltage to each CV output.

ModP's: Set the part, which will apply the modulation sources for each of the CV outputs.



CV1, CV2, CV3, CV4: Selects the modulation source for each CV output. Only the positive modulation sources can be selected by the Edit Knobs. To make a modulation source negative, touch the modulation source parameter. For a complete list of modulation sources, see the list in the user manual.

To generate an analog trigger on a CV output, select Trig as the modulation source. To generate a 1v/oct or 1.2v/oct oscillator CV, select a sequencer controller track as the modulation source, and set this up to quantize its output.

Amt's: Sets the amount of modulation applied to each CV output.

USB MIDI

It is now possible to connect MIDI keyboards and pad controllers, which have USB connectors, directly to Tiny LD!

Tiny LD will, in most cases, both supply the power, and receive the USB MIDI messages from the connected device, all with only one cable connection!

Connecting

Simply plug one end of the USB cable into the MIDI controller device and the USB A end of the cable into the Tiny LD USB connector.



The USB LED will first light up in green, and then start to flash fast in green.

If the LED goes red:

The device you connected is drawing too much power.

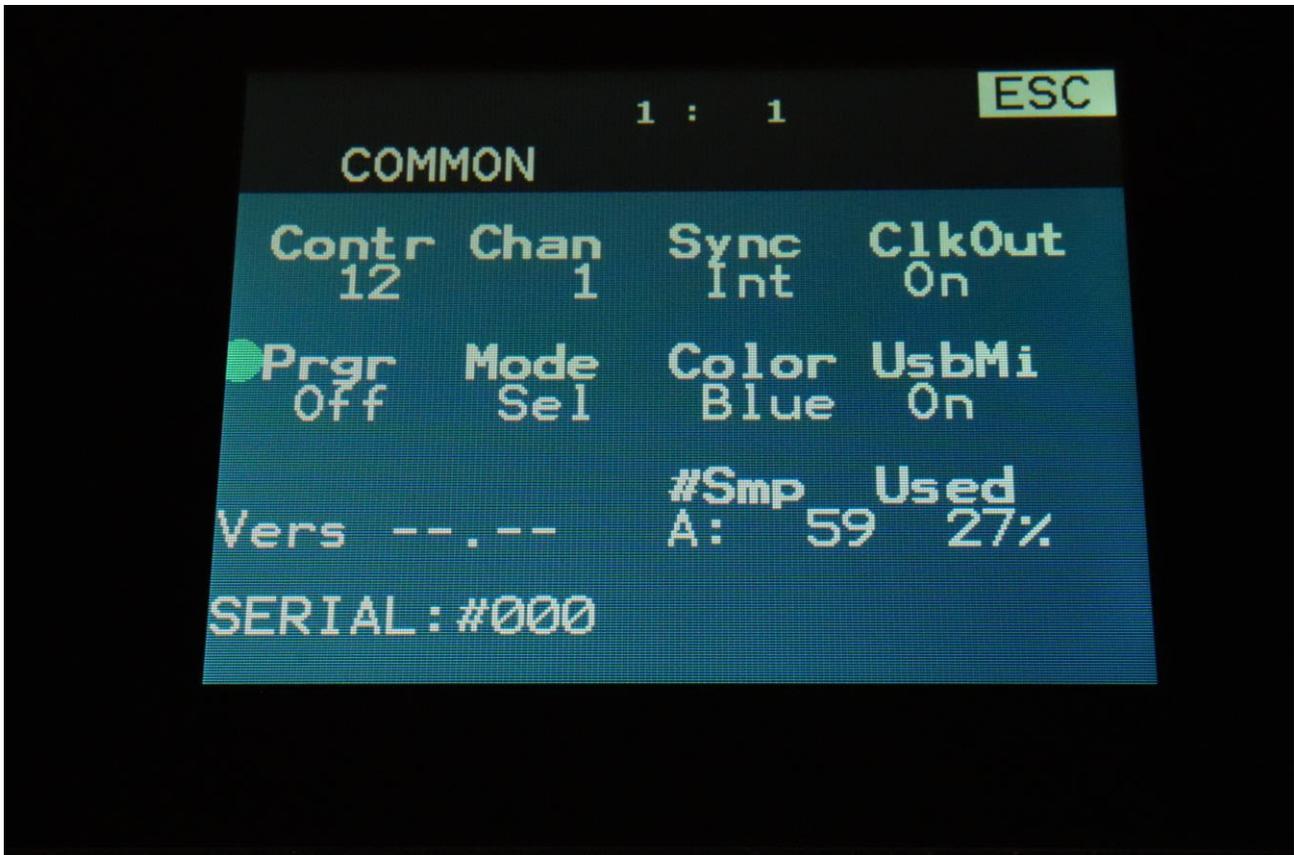
It can though still be used. Either:

-Connect it via a powered USB hub.

Or:

-Go to the MOR>COM page, and switch USB MIDI to OFF.

Now the controller will only be powered from the USB connector, and you can connect a normal MIDI cable from the controller MIDI out to Tiny LD MIDI in.



If the device is drawing more than 100 mA, the USB MIDI system will not connect, but it will still power devices that draw up to around 500 mA.

USB Page

When a USB MIDI device is connected to the Tiny LD USB connector, it enters USB MIDI mode, and the USB page will now look different, than when connecting a USB memory stick.



Currently this page only has one parameter:

MIDI Channel

This can be set to:

Off: The connected device will control the selected part on Tiny LD, regardless of the MIDI channels set on Tiny LD and the connected device. If Tiny LD is in multi-timbral mode, it is possible to make key-splits in this mode, as long as the Zone channels are set to the same MIDI channel as the Global MIDI channel.

On: The connected device will control Tiny LD according to the MIDI channels selected on Tiny LD and the connected device.

If Tiny LD is in **Select** mode, the controller will control the selected part, if its MIDI channel matches the Tiny LD global MIDI channel.

If Tiny LD is in **Omni** mode, the controller will control the selected part, regardless of the MIDI channel settings.

If Tiny LD is in **Multi-Timbral** mode, the controller will control the parts, which are set up on the same MIDI channel as the controller.

Licensing System Removed

When I got the idea of implementing a licensing system, to make it possible to add some special add-on's, I thought that is was a great idea.

Unfortunately this added a lot of extra work, managing the active licenses, every time I wanted to make a new update. And this eventually made me not want to make new updates. And the interest in these extra "plug-in's" were not that significant. Therefore the licensing system has now been removed.

What will this mean?

- All existing licenses have been hard-coded into the firmware, and will still work. If you experience any issues, please get in touch.
- Since I had to raise the prices anyway, because of the current higher costs on everything, the Percussion Synthesizer and Bass Enhancer will be included with all new purchases of LD3 MkII and Tiny LD. The Vowel filters will be included on all new purchases of LD3 MkII PolyTouch.
- On LD3's and Tiny LD's which did not have the licenses activated: It is no longer possible to select the Percussion Oscillators, but presets which were saved with the Percussion oscillators selected, will still perform as usual, and can be edited (but can't be saved).

Bug Fixes

-It was not possible to set different values for the Sample Xfade parameter on Morph Layers A and B. This has now been fixed.

Written by
Flemming Christensen
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www.gotharman.dk