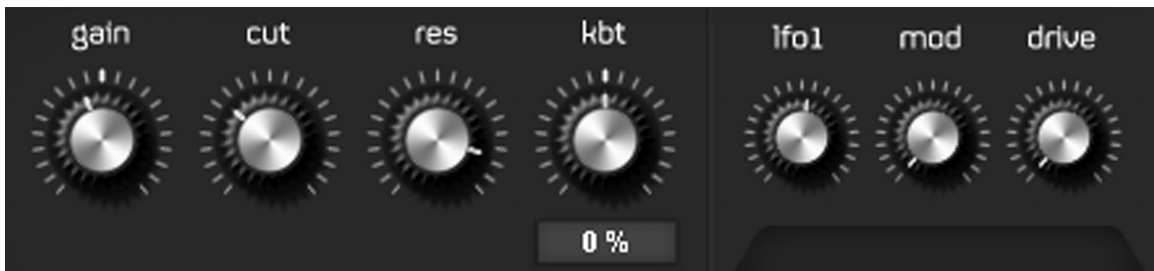


# Ocean Swift Synthesis Wind Filter Operational Manual



Three resonating bandpass filters in series. Functions as either a standalone filter or as a filter based synth. Choice of output from the first, second or third filter in the chain.

## Filter Controls



3 bandpass filters in series each comprising of:

**Gain:** Input gain before the filter. 0db change is set on the center position.

**Cut:** The cutoff point of the filter.

**Res:** The resonance of the filter

**KBT:** Keyboard tracking of incoming midi note information.

**LFO:** Modulation amount from the filter's dedicated LFO.

**Mod:** Modulation amount from the Aux LFO.

**Drive:** Distortion amount after the output of the filter.

## LFO



Each filter has one dedicated LFO while the Aux LFO is routed to all three filters and can modulate each one via the Mod knob on the filter.

**Wave:** The waveform of the LFO. The wave is a choice between a sine, square, saw up, saw down, triangle, and random - 6 shapes in total.

**Rate:** The speed of the lfo when not in sync mode. From 0.01 to 400hz.

**Div:** The speed of the lfo when in sync mode. Measure divisions based on the device's BPM setting. Provided are 19 divisions: 64bar, 32bar, 16bar, 8bar, 4bar, 2bar, 1bar, 1/2p, 1/2, 1/2t, 1/4p, 1/4, 1/4t, 1/8p, 1/8, 1/8t, 1/16p, 1/16, 1/32.

**Phase:** The starting phase of the lfo. Noticeable when the LFO is in retrigger mode.

**Mild:** Tames the lfo's waveform. In general only useful when the Random waveform is selected in order to avoid clicks (smooth the steps).

**Sync:** Turns sync mode on and off.

**Retrig:** Retrigger the osc to start at the point specified by the phase knob with each new midi gate.

When in sync mode, the divider will let you set really long times, up to 64 bars. Take into consideration that the Scope system can not go lower than 0.01hz. Very low bpms coupled with long division times can result in the LFO not going slow enough to be in sync with your tempo.

## Main Controls



**Input/Noise:** Changes the functionality of the device. In input mode serves as a filter processing incoming audio. In noise mode serves as a noise and filter based synthesis device.

**Out Select:** Switches the final output between that of the first, second or third filters.

**Out Gain:** Overall output gain. This knob is not saved in presets. 0db change is set on the center position.

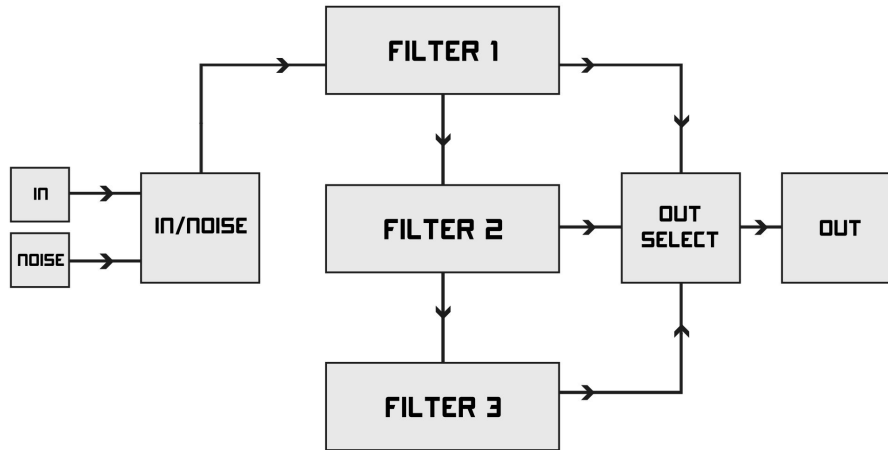
**Env:** Changes the functionality of the device. With Env turned off the device is outputting at all times with no amp envelope. With Env turned on the device passes through an amp envelope controlled by incoming midi gates and the ADSR knobs. Note that even if the Env button is set to off, the filters still respond to keyboard tracking.

**Main Midi:** Selects the main midi channel for the device. The envelope, the keyboard tracking and the dedicated filter LFO's Sync all respond to the channel selected here.

**Mod Midi:** Selects the midi channel for the Aux LFO only.

**BPM:** Sets the BPM for the synth. This is the tempo from which all the LFO divisions will divide from.

## Audio Signal Flow Chart



**Circuit Design:** Yaron Eshkar

**Gui Design:** Fernando Abreu

**Lead Beta Tester:** Martin Cayless

**Beta Team:** Marco Heger, Kyle Ramos, Mottl Popcorn, Ybot Namwen

**Special Thanks:** Holger Drenkelfort, Mehdi Touzani

**Web:**

<http://www.oceanswift.net/>

<https://www.facebook.com/oceanswiftnsynthesis/>