

# Gotharman's Little deFormer 3



Granular Workstation

Update Manual 15.02

## Table of Contents

Bug Fixes.....	3
New Filter Board Profiles .....	4
Analog Filter Boards Link Function .....	7
Sequencer Controller Tracks As LFO Waveforms .....	8
Controller Tracks “Draw” Mode.....	10
Reso EQ Span Modulation .....	12
Sample Playback Panic.....	13
Sequencer Realtime Recording Timing .....	14

## Bug Fixes

-If effect LINK was on, and the effect type were changed, the linked effect would not reset correctly. This has now been fixed.

-Step Record advance did not work in multi-mode. Now it does.

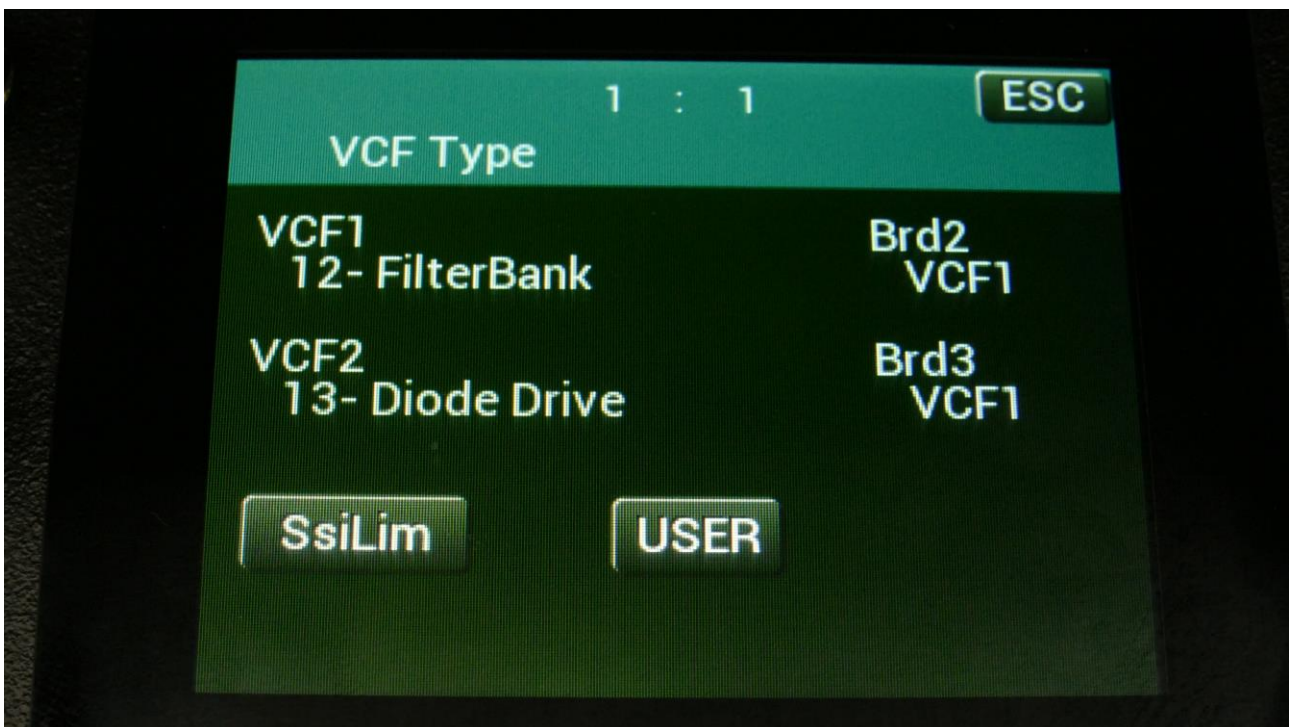
-PolyTouch model only: If all 8 oscillators were not set to the same type (osc, sampler, noise...), the waveform display and sample play pointer would be incorrect. This has now been fixed.

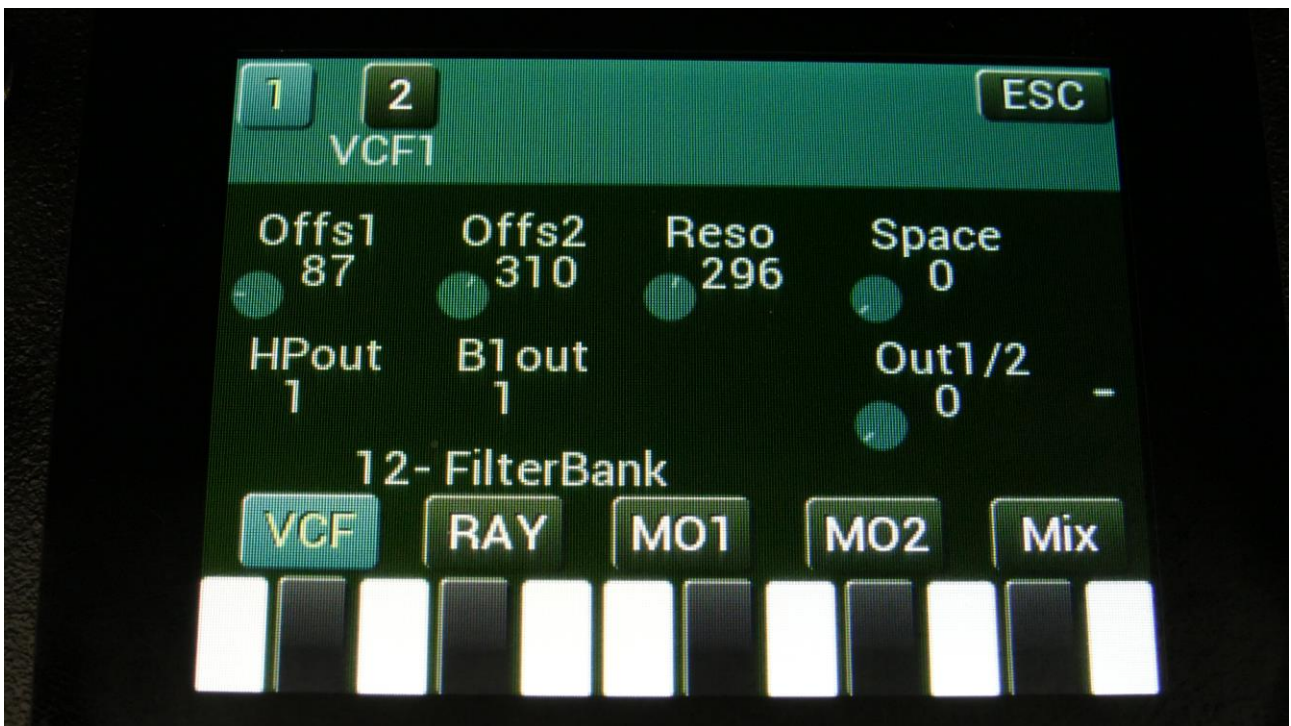
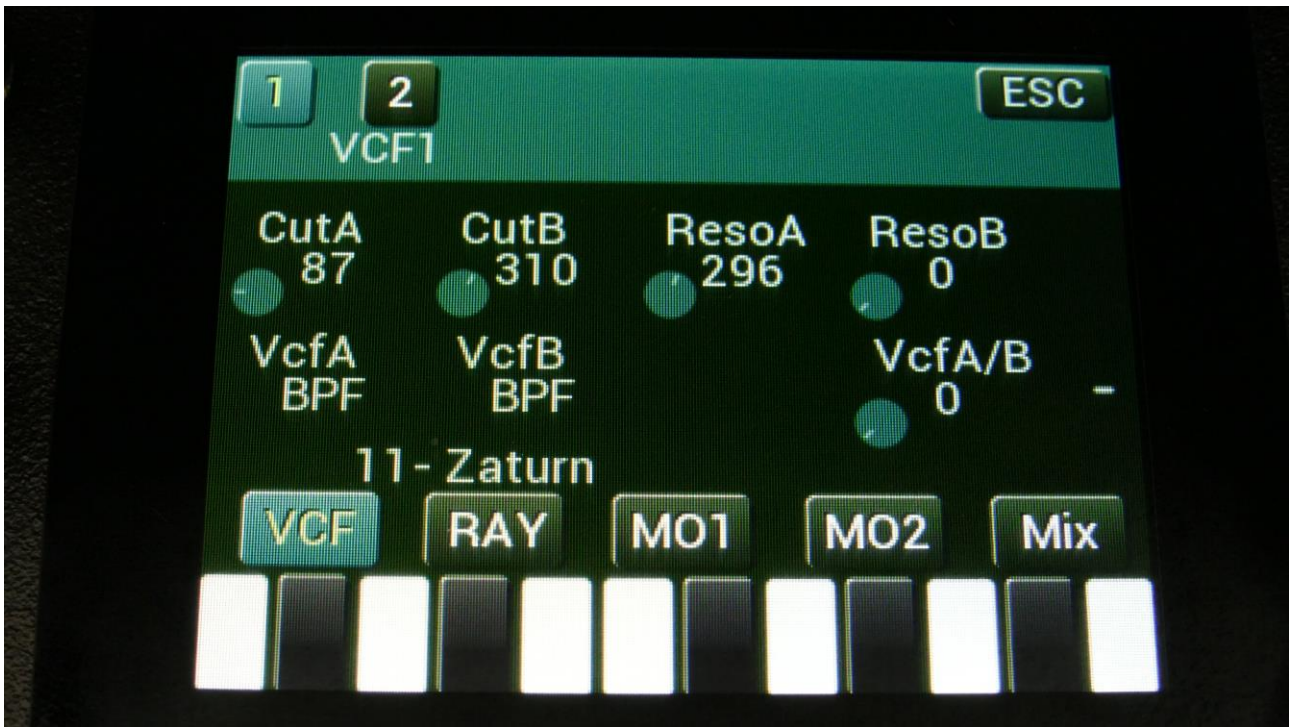
## New Filter Board Profiles

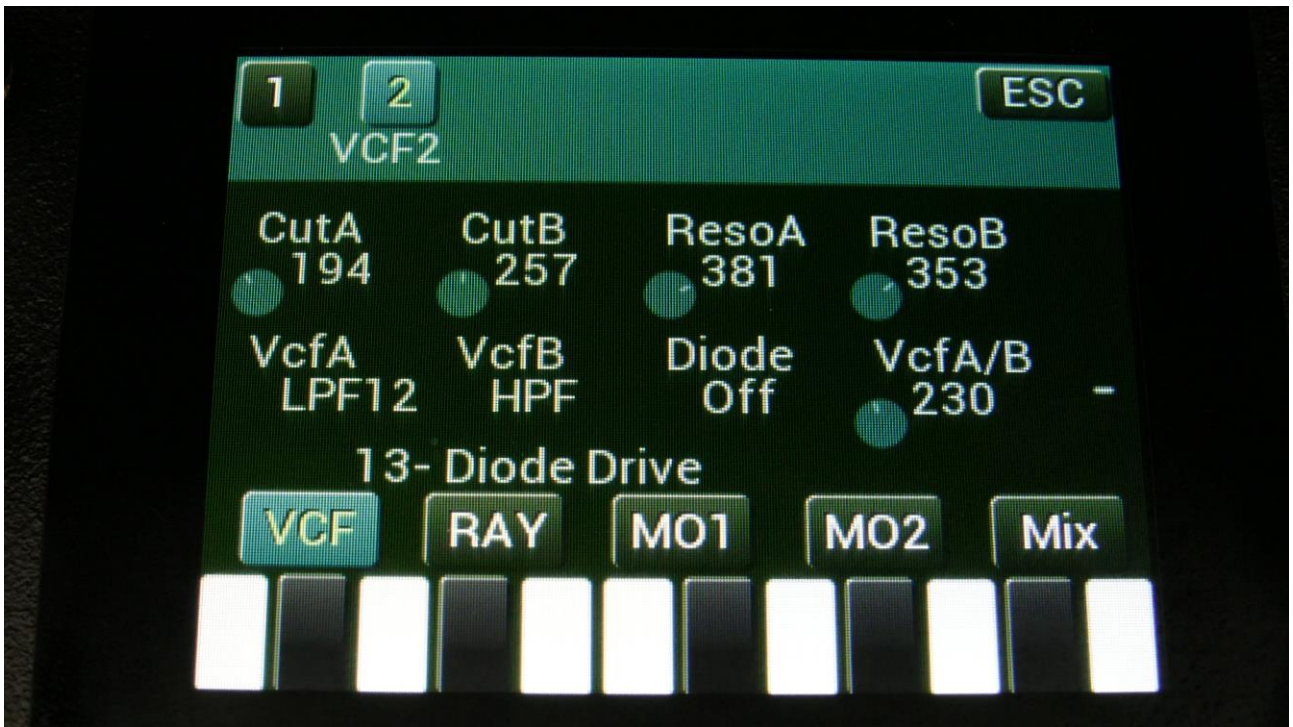
3 new filter board profiles have been added for:

- VCF11 Zarn Filter
- VCF12 FilterBank
- VCF13 Diode Drive Filter

These can now be selected as types in the filter types section, and their parameters will show on the VCF pages.







## Analog Filter Boards Link Function

It is now possible to link the parameters of two analog filters boards, for stereo processing.

To do this, send one or more parts as stereo parts to two audio busses.

Place analog filter 1 on one of the busses, and analog filter 2 on the other bus.

Go to the analog filter 2 Mix page, and switch Link to On.

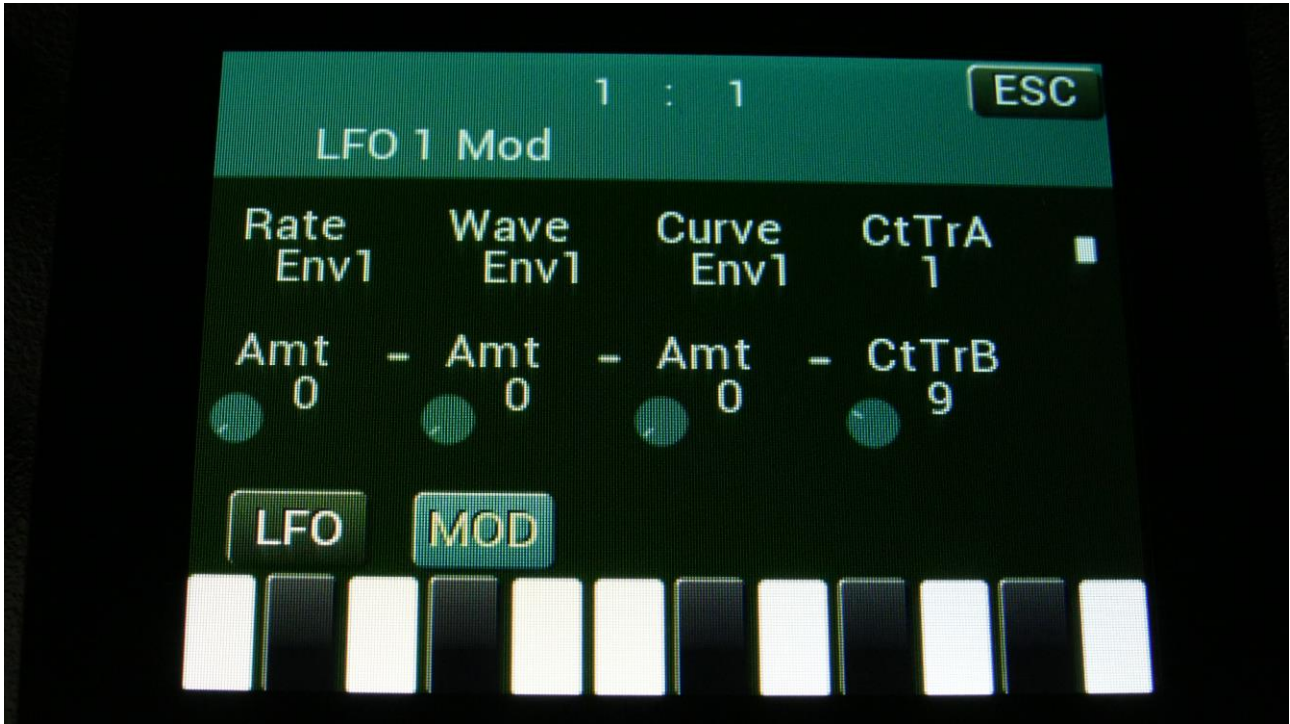


Now all analog filter 2 parameters, except for the Bus parameter, are controlled by analog filter 1.

## Sequencer Controller Tracks As LFO Waveforms

The sequencer controller tracks can now be selected to be used as LFO waveforms.

Two new parameters have been added on the LFO Mod page for this:



Parameters:

**CtTrA:** When this is set to **Off**, the LFO is running as a normal LFO, generating the same waveforms as it did before this update. When it is set to a Controller Track number (**1 to 32**), the LFO will use the values from the selected controller track to generate its waveform, when the **Wave** parameter is turned fully down, and the **Curve** parameter is set to its middle position (256).

**CtTrB:** With this parameter you can select the Controller Track (**1 to 32**), which the LFO will use the values from to generate its waveform, when the **Wave** parameter is turned fully up, and the **Curve** parameter is set to its middle position (256).

Turning or modulating the **Wave** parameter, will make the LFO morph between the 2 selected Controller Track Waves.

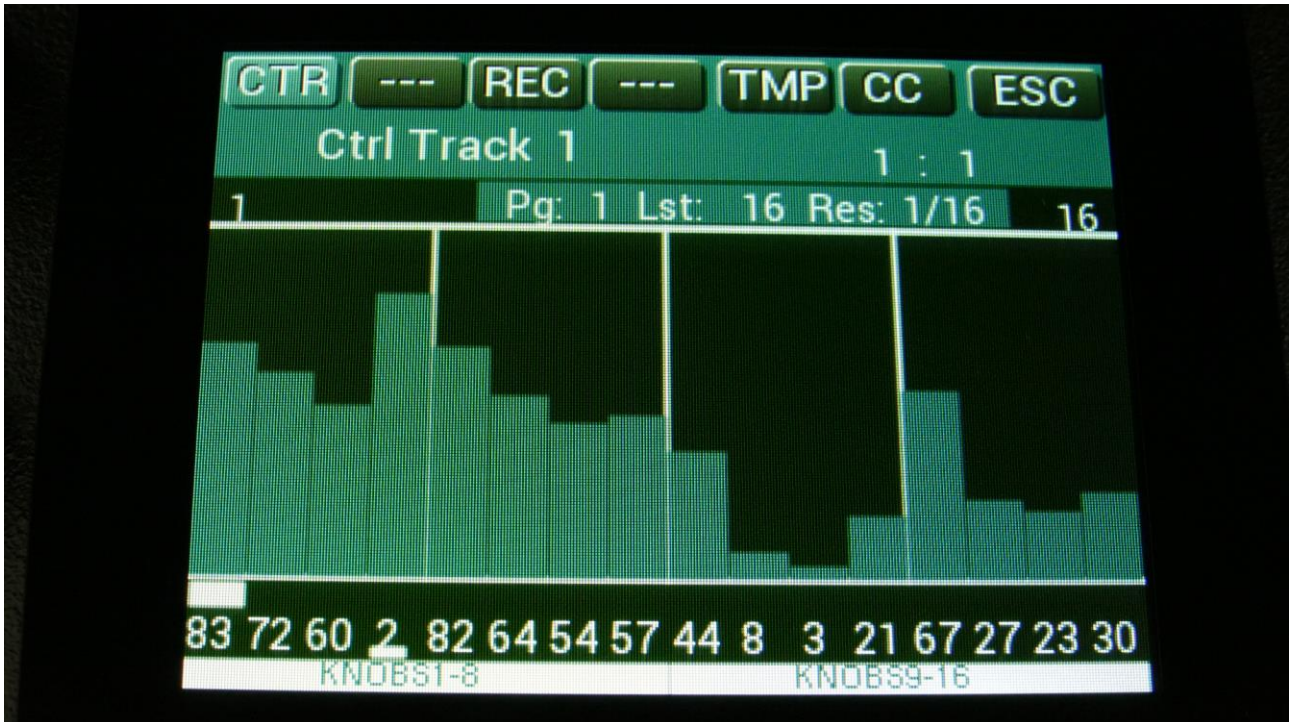
The more the **Curve** parameter is turned down from 256, the more the Controller Track Wave will be warped leftwards. Turning the **Curve** parameter up, will make the controller track wave warp rightwards.



All other controls work as usual. The rate of the controller track wave can be set and modulated, it can be key triggered and it can trigger parts. It is also still possible to use the one time key trigger mode, for using the controller track waves as envelopes.

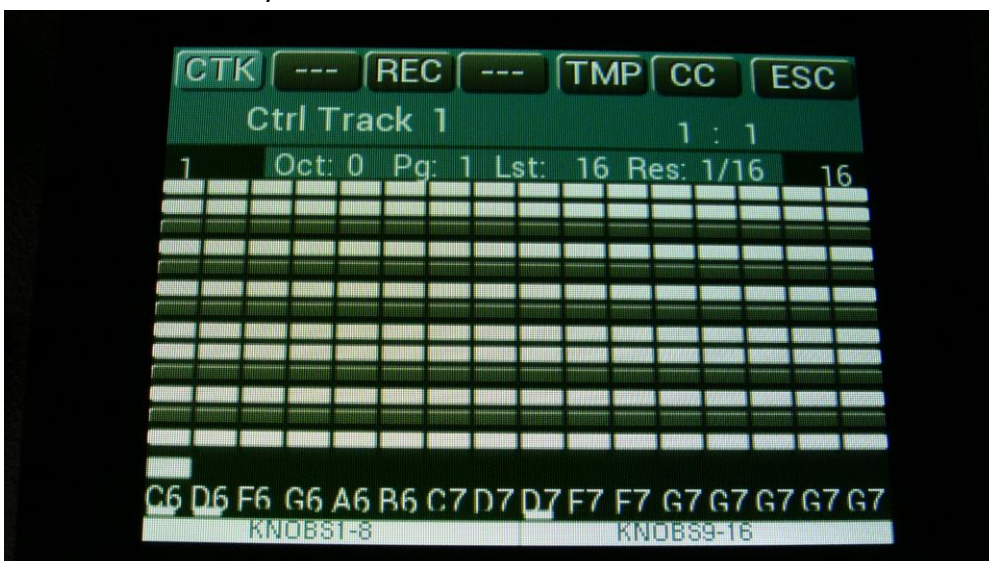
## Controller Tracks “Draw” Mode

In order to make it easier to see the whole waveform, when using the Controller Tracks as LFO waveforms, a new “Draw” mode has been added to the controller tracks.

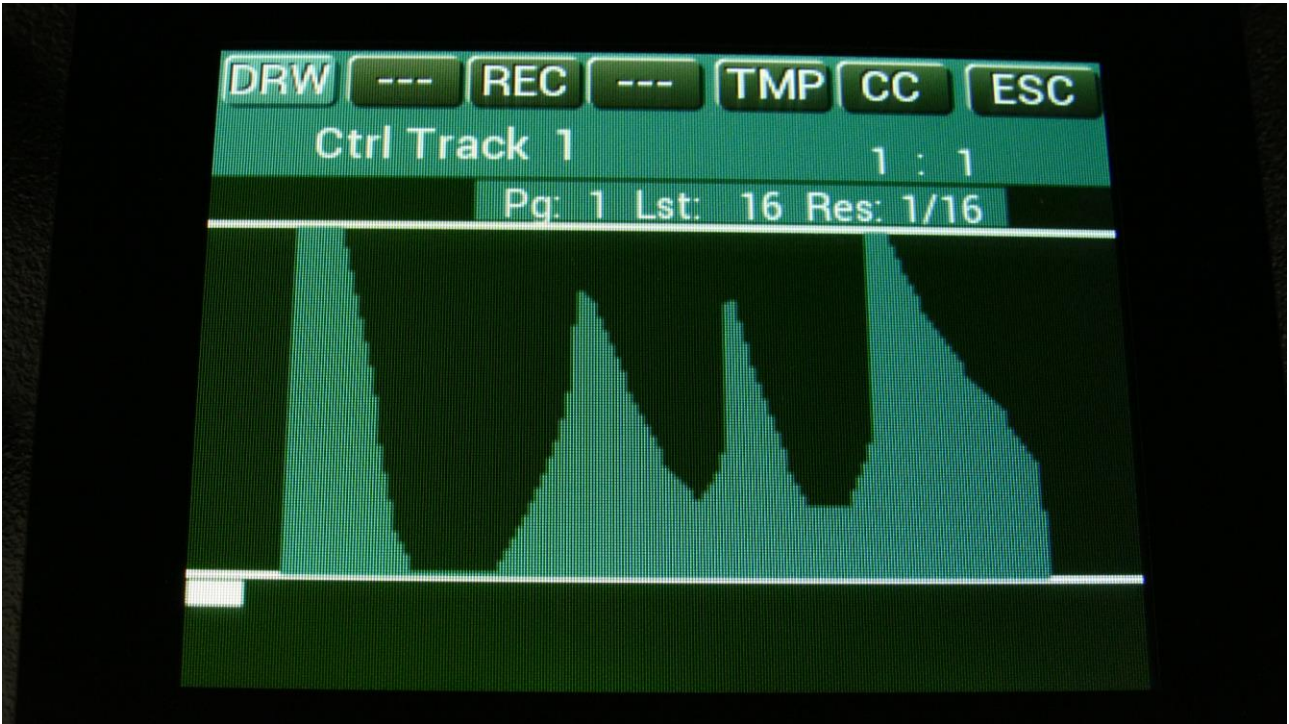


To enter the draw mode, on the controller track values page, touch the CTR field in the upper left corner.

Then it will enter keyboard mode.



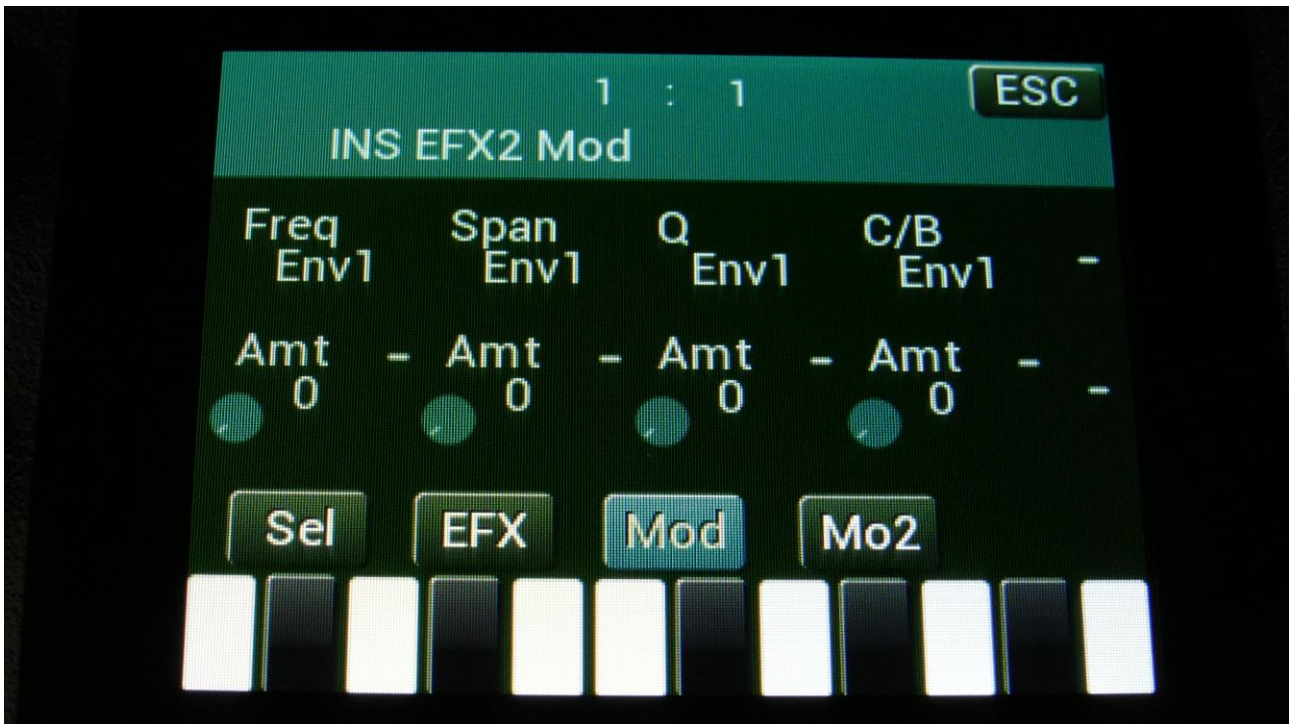
Touch the CTR (now CTK) field once more, to enter Draw mode.



In Draw mode you can see all the 128 steps of the controller track at one time, and change the values of the whole track, by drawing with a finger.

## Reso EQ Span Modulation

In order to get even more interesting results out of the Reso EQ, it is now possible to modulate the Span parameter. To make this possible, the Freq parameter now only has one modulation source.



## Sample Playback Panic

When the panic function is activated (Func>Copy>Exit), and when an All Notes Off MIDI message is received, all sample playback will now be stopped.

## **Sequencer Realtime Recording Timing**

The timing when recording in real time on the sequencer, has been improved, so that it is better to “snap” tones, that is played a little bit too early.

Written by  
Flemming Christensen  
2023

[www.gotharman.dk](http://www.gotharman.dk)