

The instruments

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How instruments work ?

In Antigone, an instrument consists of multiple modules that can work together.

- 1 slot that can host a machine of your choice, acting as the sound generator (usually composed of one or more oscillators, filters, and effects). See the "[MACHINES](#)" section for more details.
- 4 slots that can host modulators of your choice (envelopes, LFO, S&H, shape sequencer), which can be triggered when a note is played on this instrument. See the "[MODULATORS](#)" section for more details.
- A voice controller that determines how the instrument is triggered and controlled (MIDI, CV/Gate). See the "[Voice Control](#)" section for more details.

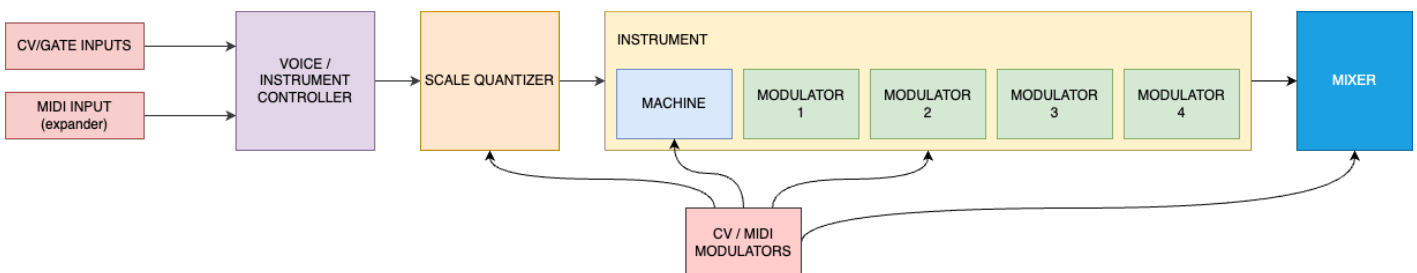
An instrument in Antigone can have between 1 and 6 voices of polyphony. The allocation of the number of voices for an instrument is done in the "[PROJECT](#)" section. The configuration of the voice control mode (mono, legato, unison, poly, etc.) is done in "[INSTRUMENT/VOICE CONTROL](#)".

The maximum number of polyphony voices depends on the available resources of Antigone. The more active elements there are (oscillators, filters, modulators), the more polyphony will be limited.

An instrument can also be used as a simple oscillator, without filters, effects, or modulators. This is one of Antigone's strengths: a highly flexible architecture, seamlessly integrable into a modular environment, covering a wide range of uses.

All parameters of an instrument (excluding the controller) can be saved on the SD card as a preset or template for later reuse. See the "[FILES AND TEMPLATES](#)" section.

Instrument Positioning Diagram in the Chain



Main Instrument Screen



On the main screen, you can see 4 slots (out of 5 available). The "machine" is always in the first slot, while the modulators are in the following slots. To scroll through the slot selection, turn the encoder to the right.

At the top, "INST2/V4" means that we are configuring Instrument 2, with Voice 4 as its master voice.

The buttons 3 "< INSTR 1" and 4 "INSTR 3 >" on Antigone allow you to quickly switch from one instrument to another without returning to the project page.

How to Access an Instrument?

From the "PROJECT" page (the module's main page), you can select the instrument you want to access using the encoder. See the "[PROJECT](#)" section for more details.

Slot Management

Adding a Machine or Modulator to a Slot



To add a machine or modulator, select an empty slot by turning the encoder left or right, then click the encoder or press the "ADD" button.

This will open a list of available modulators that you can assign to this slot.



Confirm your selection by clicking the encoder.

Replacing a Machine or Modulator

If a slot already contains a machine or a modulator, you can replace it by selecting the "REPLACE" option. This allows you to quickly change the type of modulator assigned to that slot.

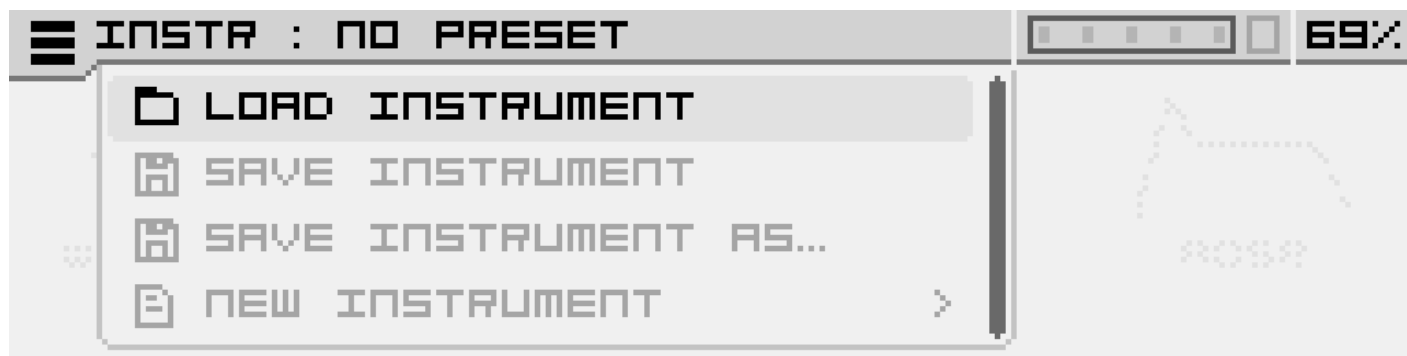


Navigating Between Slots

The encoder allows you to navigate between different slots. A simple click on an occupied slot gives access to the parameters of the modulator it contains.

Burger Menu

The burger menu, located at the top right of the screen, can be accessed by turning the encoder all the way to the left. When the menu is highlighted, click the encoder to access the next menu:



I invite you to check the "[FILES AND TEMPLATES](#)" section for more information on loading and saving instruments.

File & Templates (todo)

Voice control (Instrument control)

Functionality

The "Instrument Control" section manages how instrument voices are controlled. Each instrument can have between 1 and 6 voices, set in a fixed manner (the number of allocated voices is defined from the project's main page).

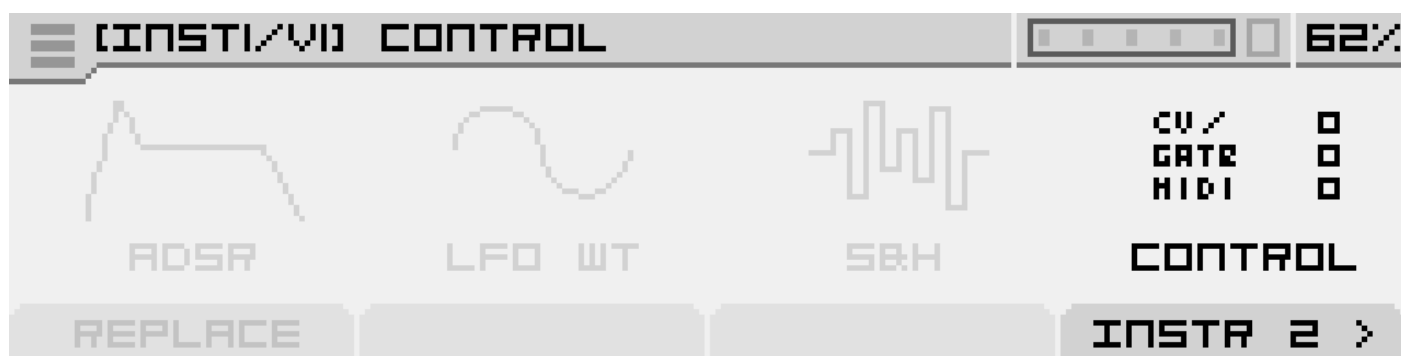
Antigone allows instrument control either through CV/Gate inputs or via MIDI if the MIDI expander is connected.

Each instrument can be configured to operate in one of the following modes: Mono, Legato, Unison, Unison Legato, or Polyphonic.

Note: Instrument control parameters are not saved within instrument presets.

Since voice allocation is fixed to ensure usability and predictability in a modular environment, these settings are stored at the project level.

Accessing the voice controller



From the "PROJECT" main screen, select an instrument by clicking the encoder, then navigate to the "CONTROL" module on the far right. Click again to enter the "INSTR. CONTROL" screen.

Configuration Page

[INST1]
EDIT INSTR. CONTROL

20%

Control	Mode	Spread	Glide
Midi	Uni.Leg	<div></div> 0.00%	<div></div> 0.00%
CONTROL	MIDI	CV	GATE

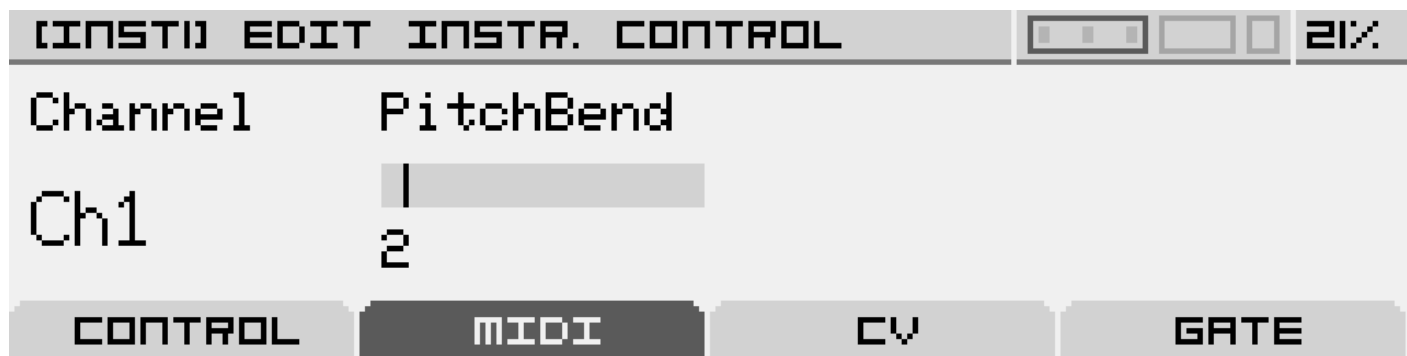
Name	Function
Control	<p>Defines how the instrument is controlled:</p> <ul style="list-style-type: none"> • Off: Disabled • CV/Gate: Controlled via the CV/Gate inputs of Antigone and its expander • MIDI: Controlled via the MIDI input of the expander
Mode	<p>The mode depends on the number of voices in the instrument.</p> <ul style="list-style-type: none"> • Mono: Monophonic • Legato: Monophonic with legato (the envelope is not retriggered when changing notes) <p>For instruments with multiple voices:</p> <ul style="list-style-type: none"> • Unison: Plays the same note across all voices • Unison Legato: Unison mode with legato • Poly: Polyphonic mode
Spread & Drift <small>(available for instruments with 2 or more voices)</small>	<p>Spread: In Unison mode, this parameter controls the amount of detuning between voices.</p> <p>Drift: In Poly mode, this simulates analog-style detuning between voices, adding warmth and character to the sound.</p>
Glide	<p>Enables a portamento effect (smooth pitch transition between notes). When set to 0.0%, this effect is completely disabled.</p>

Configuring an Instrument in MIDI

To control an instrument via MIDI, first set the "Control" parameter to "MIDI".

Then, go to the "MIDI" tab to select the MIDI channel used to control this instrument. A single MIDI channel can be used to control multiple instruments simultaneously.

The "Pitchbend" parameter defines the maximum pitch bend range in semitones.



Configuring an Instrument in CV/Gate

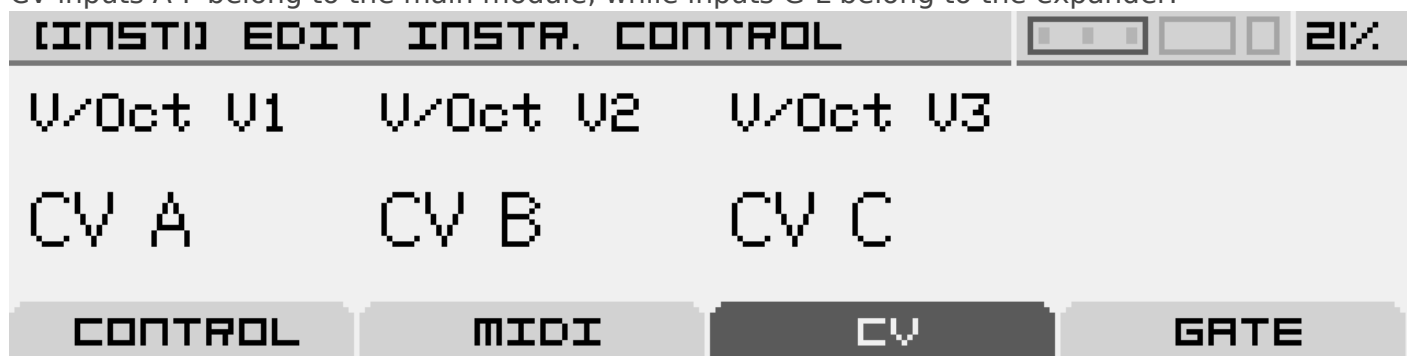
To control an instrument via CV/Gate, set the "Control" parameter to "CV/Gate".

From the "CV" tab, choose which CV inputs (on the main module or the expander) will control the instrument's pitch.

Reminder: Antigone's CV inputs are calibrated for the standard 1V/octave.

The following example shows a polyphonic instrument with 3 voices, controlled by CV inputs A, B, and C.

CV inputs A-F belong to the main module, while inputs G-L belong to the expander.



To configure which GATE inputs trigger envelopes (and other events) for each voice, go to the "GATE" tab and select the desired GATE inputs.

GATE inputs 1-4 belong to the main module, while inputs 5 and 6 belong to the expander.

