

Global modulation

Operation

Antigone provides 4 global modulation slots at the project level. These modulations can be used in the same way as instrument-level modulations, with the key difference that they cannot be triggered by notes played on the instruments.

The global modulation management interface is similar to that of instrument modulations. It presents four empty slots that the user can fill with different types of modulators, including:

- LFO Wavetable
- ADSR (Attack-Decay-Sustain-Release Envelope)
- S&H (Sample & Hold)
- Shape Sequencer

Global Modulation Management Screen



Advantages of Global Modulation

Global modulations are optimized for efficient CPU usage. Unlike modulations applied individually to each voice of an instrument, they consume fewer resources, making them an ideal solution for continuous modulators such as LFOs or shape sequencers.

To optimize performance and reduce CPU load, it is recommended to use global modulations whenever possible. This allows for rich and dynamic modulations without overloading the available resources for individual instruments.

Accessing Global Modulation



You can access global modulations from the main "PROJECT" screen by navigating to the "GLOBAL" tab. Select "GL. MODS," then click the encoder to enter the "GLOBAL MODULATORS" screen.

Slot Management

Adding a Modulator



To add a 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 the selected slot.



Confirm your selection by clicking the encoder.

Replacing a Modulator

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



Navigating Between Slots

The encoder allows you to navigate between different slots. Clicking on an occupied slot provides direct access to the modulator's parameters.

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