

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).

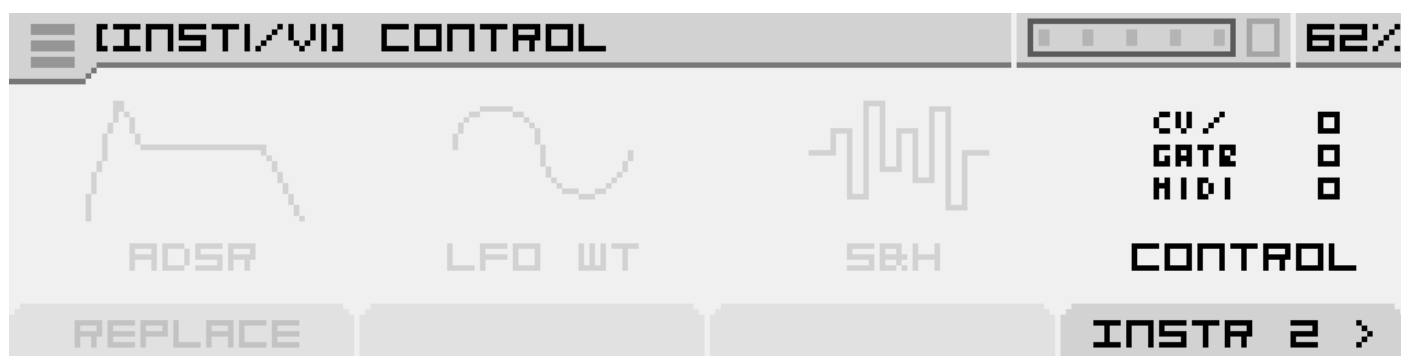
Antigone allows instrument control either through CV/Gate inputs or via MIDI if the MIDI expander is connected.

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

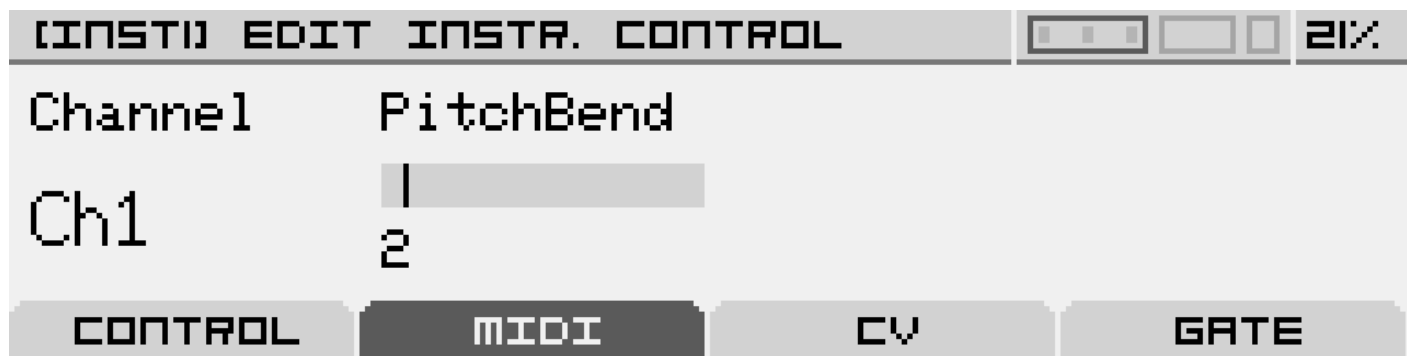
Name	Function
Control	Defines how the instrument is controlled: <ul style="list-style-type: none"> • Off: Disabled • CV/Gate: Controlled via the CV/Gate inputs of Antigone and its expander • MIDI: Controlled via the MIDI input of the expander
Mode	The mode depends on the number of voices in the instrument.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

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

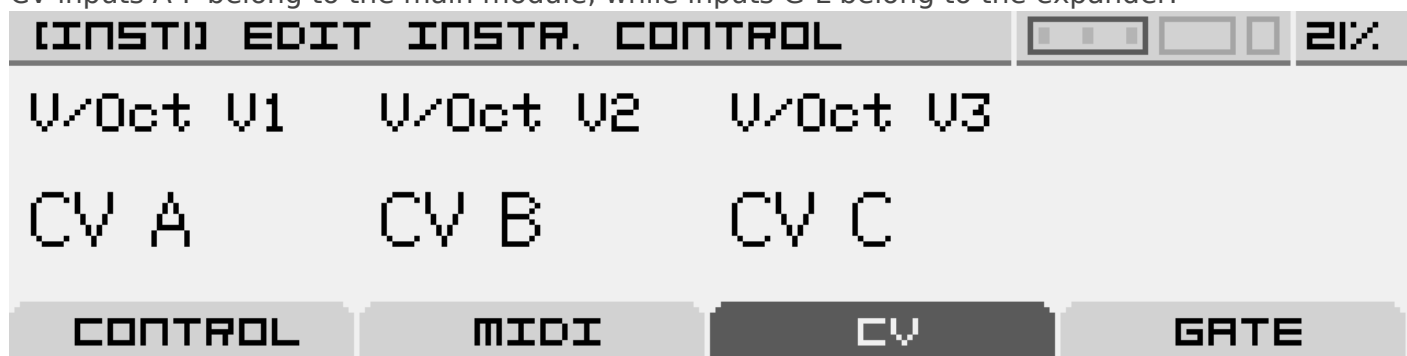
To control an instrument via CV/Gate, set the "Control" parameter to "CV/Gate".

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.



