

The interface is divided into several functional areas:

- Sequencer 8 steps 1 & 2:** Each has 8 steps with On, Kb, Reset, Kb, Stop, Nb. St., and Division controls.
- Gate and Velocity Sequencer:** Similar to the first two sequencers, with 8 steps and On, Kb, Reset, Kb, Stop, Nb. St., and Division controls.
- Effects and Mixer:** Includes Delay Time, Resonator, and three Pan Volume controls.
- Oscillator 1-8:** Each oscillator has a filter type (No Filter, If Less), Pitch, Mod, and Vel controls. Control in options include Kb., Sequ. 1, Sequ. 2, and Kb. + Sequ. 1/2.
- Mixer Table:**

Oscillator	Res.	Dly.	Mix1	Mix2	Mix3
Osc.1			100		
Osc.2				100	
Osc.3					
Osc.4	29			47	13
Osc.5		20			39
Osc.6					
Osc.7					
Osc.8					
Tuned Res.	39	43			
Delay				13	

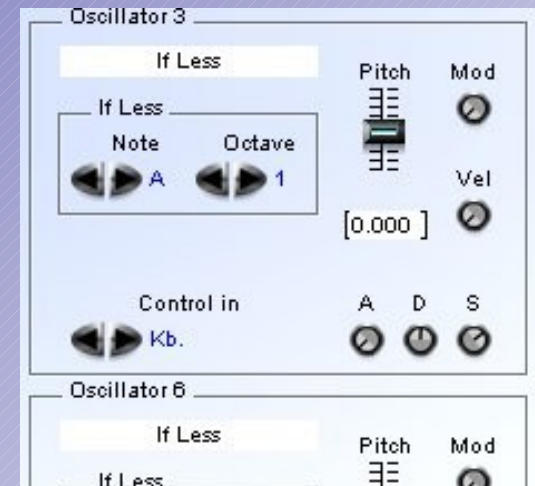
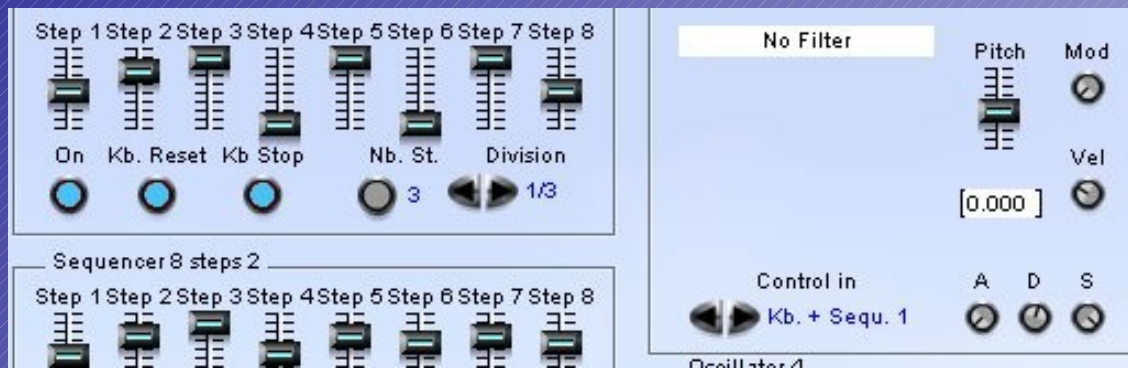
www.hervenoury.com

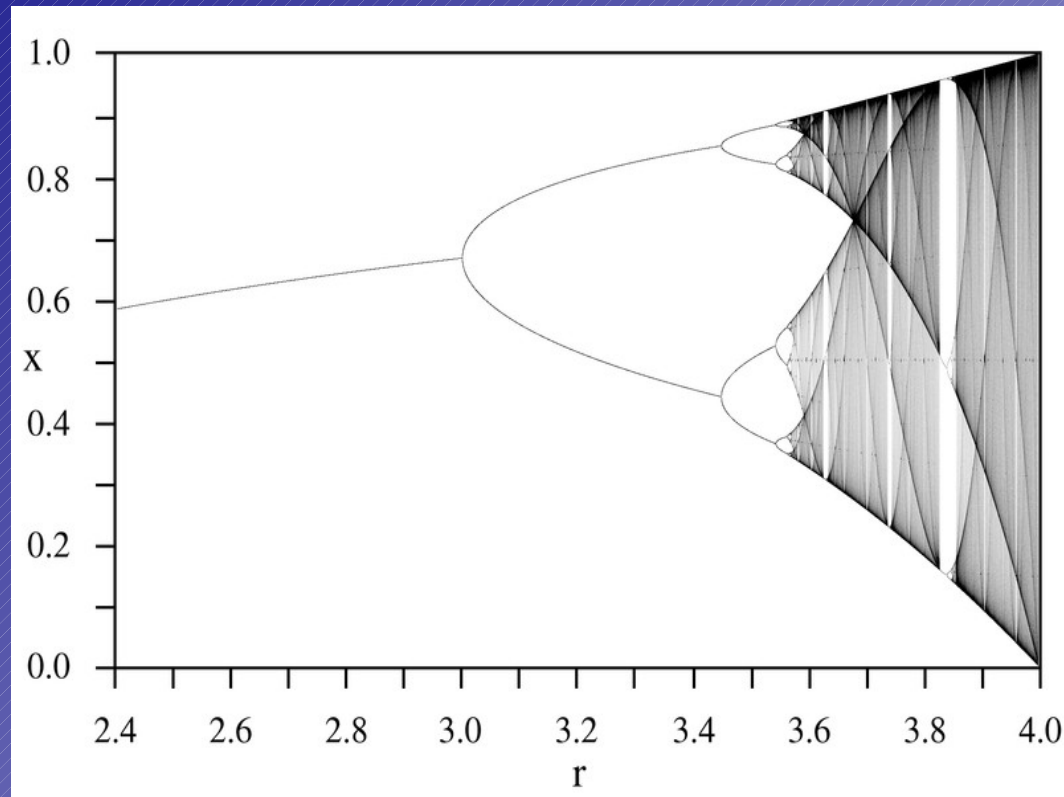
Six Tongs Hyper FM

The Six Tongs Hyper FM is a classical FM synthesizer.

The originality of this instrument is the capabilities of the oscillators :
several note filtering for the gates, sequencers.

These possibilities provide some very rich possibilities to explore new
patches and new combinations of sounds.



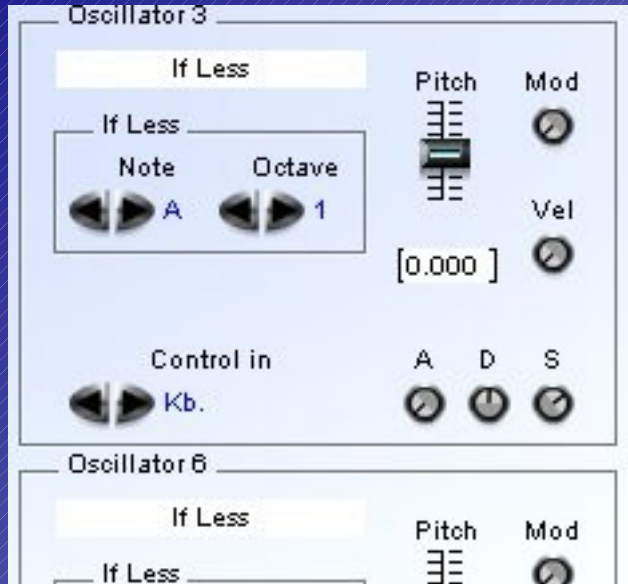


This instrument was designed to listen to the chaos. Movements have 3 possibilities of evolution :

- going to a limit. In music, this is the silence.
- oscillating between two values : in the music, this does a musical note.
- having a chaotic and fractal comportment : in the music, this is noise.

The modulations capabilities of the oscillators permit to create any animation from silence to noise to ear complex evolutions of sounds like rich chaotic sounds.

Oscillator gate controls :



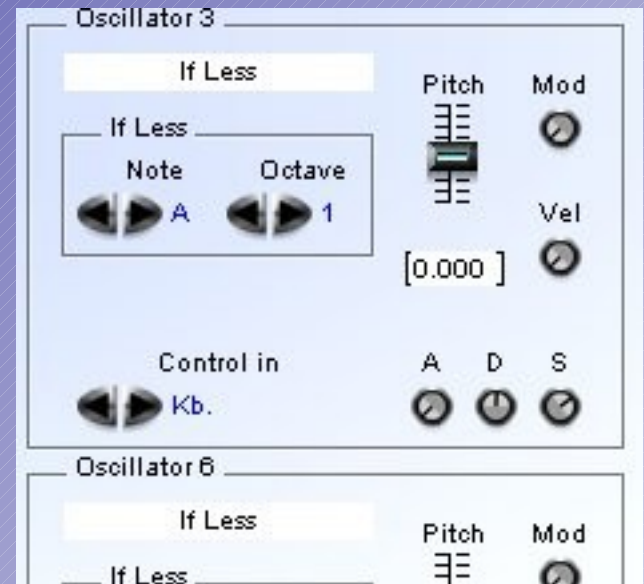
Gate input filter :

- if Less : the oscillator will sound when notes played on the keyboard are under these indicated.
- if More : the oscillator will sound when notes played on the keyboard are after these indicated.
- if Equal : the oscillator will sound when notes played on the keyboard are these indicated. If A is indicated, all the notes A on the kb. will gate this oscillator.
- if Between : the oscillator will sound when notes played on the keyboard are up the first one and under the second one.
- none : no filtering for the gates.

Note : oscillator 7 and 8 do not have these controls.

Oscillator controls :

- Pitch : adds +/- 3 octave to the oscillator. You can enter another value, less or more than +/- 3, writing it directly in the text field.
- Vel : if the value is 0, the velocity of the « Control in » has no action. If more, the volume of the oscillator is decreased, and the missing volume is controlled by the force of the velocity.
- Mod : controls how much MIDI CC1 « modulation » adds force to the envelope of the oscillator.
- A, D, S : the envelope of the volume. Control « D » controls also the release of the envelope.
- Control in : controls if the oscillator is tuned by :
the keyboard / the sequencer 1 or 2 / the sequencer 1 or 2 + the keyboard / the gate sequencer / a fixed value (A5).

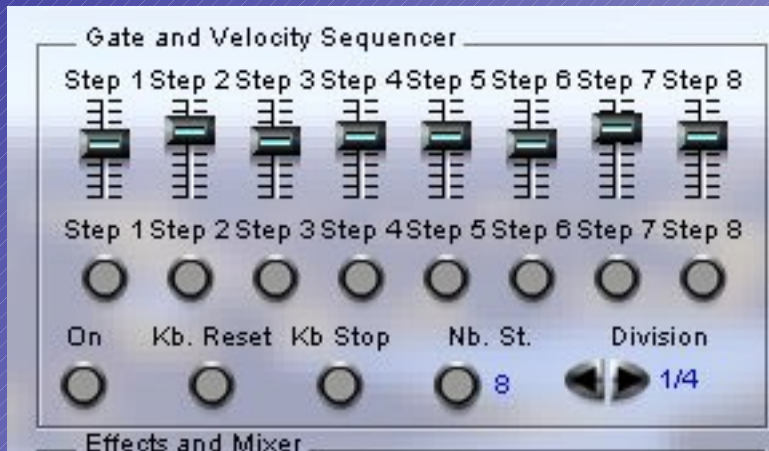


Sequencers 1 and 2 :



These sequencers have from 1 to 8 steps. The keyboard can reset them when gated, or stop them when released. Subdivision of the host sequencer are from 4 bars to 1/16 bar, including 1/5 or 1/10 divisions. Velocity is fixed.

Gate sequencer :



The gate sequencer generates gates and velocity sequences. Notes are these played on the keyboard.

Mix and effects :

The mixer offers 3 channels, with volume and pan. Effects are Delay and Tuned Resonator . The Delay Time control is on the board, the feedback of the delay is in the matrix. The resonator is tuned by the MIDI keyboard. The Resonator control on the board controls the resonance of this effect.



Matrix

The Matrix is the hearth of the instrument. Here you can control the modulations of the oscillator one to another one or self, mix routing, effects routing, feedback of these effects, cross modulations between any generators, and so on... Here you control the chaos!

	Osc1	Osc2	Osc3	Osc4	Osc5	Osc6	Osc7	Osc8	Res	Dly	Mix1	Mix2	Mix3
Osc.1											100		
Osc.2												100	
Osc.3													
Osc.4	29								47				13
Osc.5		20											39
Osc.6													
Osc.7													
Osc.8													
Tuned Res.													
Delay	39	43								13			

The

Six Toungs Hyper FM

is available on :

www.hervenoury.com