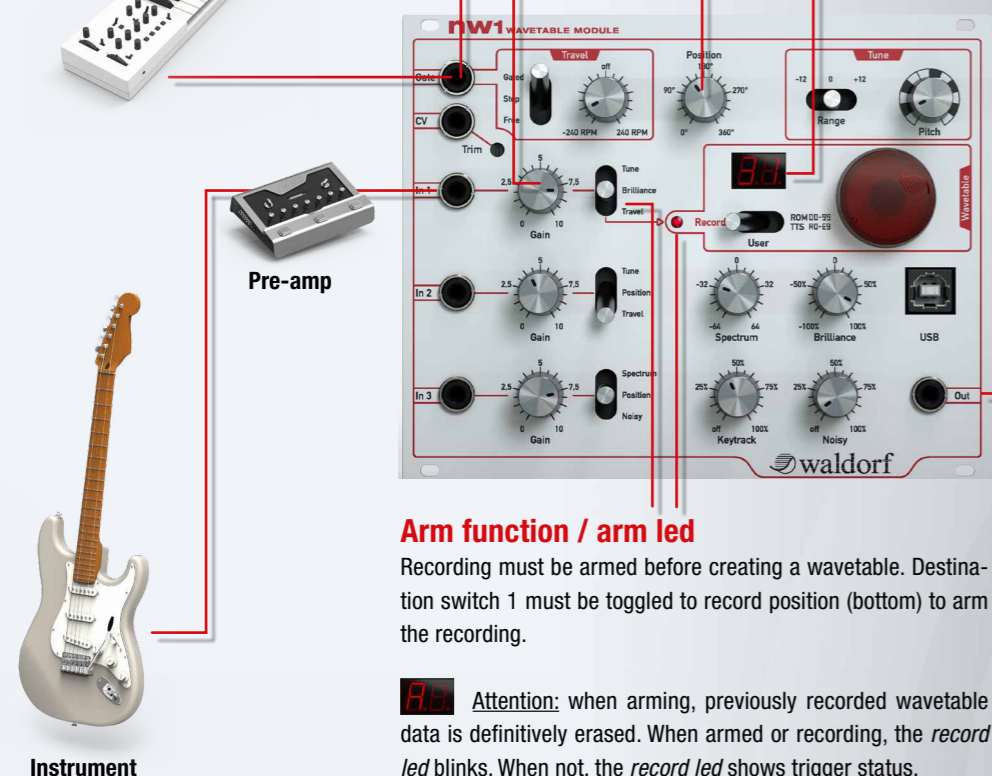


## Recording procedure

Keyboard  
Gate output



### Arm function / arm led

Recording must be armed before creating a wavetable. Destination switch 1 must be toggled to record position (bottom) to arm the recording.

**AL** Attention: when arming, previously recorded wavetable data is definitively erased. When armed or recording, the *record led* blinks. When not, the *record led* shows trigger status.

### Recording state

Display shows the recording state and input signal level. The level should remain below the maximum to avoid distortion.

### Trigger mode / trigger level

The recording can be triggered by gate signal or input signal level

#### Gated trigger:

**GL** Record when gate is high level

#### Level trigger:

**LL** Record when level is louder than threshold

#### Audio output

### How to record

1. Select user mode with *bank select* switch
2. Choose the user wavetable to record on with the *wavetable dial*
3. Select recording mode with *bank select* switch
4. Connect an input signal to *input 1* and attach an optionnal signal to *gate input*
5. Adjust input gain to adequate level
6. Select trigger mode (gate or level) with *bank select* switch and check the trigger state using the *record led*
7. Arm the recording
8. Record your new wavetable



# Quickstart Guide

## Advanced Wavetable Playback

A wavetable oscillator plays a single cycle wave at a selectable position in a set of waves that make up the wavetable. If the position is changed, the sound evolves according to the content of the wavetable.

In nw1, Travel allows continuous change of position, forward or backwards. At start and end, the position will wrap around.

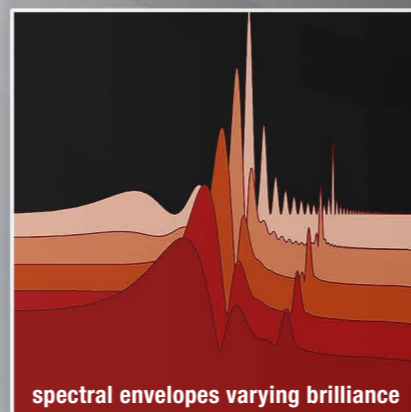
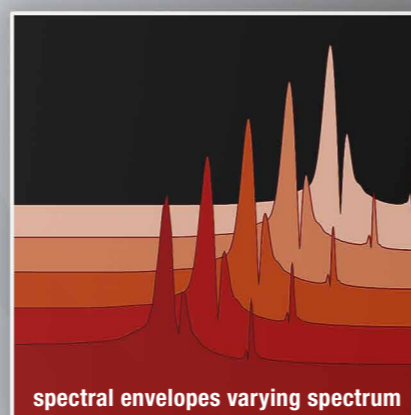
The Spectrum pot allows transposition of the spectral content without affecting pitch.

Brilliance sets the amount of detail in the spectral envelope.

As a couple, Spectrum and Brilliance act in a similar way as Cutoff and Resonance for traditional filters, with the difference that the spectrum is far more complex and variable here because it is defined by the wavetable.

Keytrack sets the amount the spectrum depends on pitch. Set to 100% for classic wavetable synthesis. Switched off, the result resembles a filterbank defining the spectral contour.

Wavetable playback has adjustable noisyness, simply called Noisy here. Switched off, waves are rendered perfectly periodic. With higher settings, playback becomes more noisy, but the spectral content is still defined by the active wave position.



# The User panel

## Travel Mode

**Gated:** play wavetable from start position on each gate pulse  
**Step:** advance wavetable position on each gate pulse  
**Free:** let wavetable run freely

## Travel Speed

Set the wavetable playback speed

## Position

Set wavetable playback start position

## Gate / Record LED

Show state of gate signal or recording

## Pitch Range

Select the base octave

## Gate Input

Move the travel cursor or start the wavetable recording

## CV Input

Unipolar 1V / octave  
 Set the oscillator base pitch

## CV Trim

Fine-adjust the octave scaling for the CV input

## Input 1

Modulate Tune, Travel or Brilliance setting by input signal  
 Use as audio input for user wavetable recording

## Input 2

Modulate Tune, Position or Travel setting by input signal

## Input 3

Modulate Spectrum, Position or Noisy setting by input signal

## Input Gain

Adjust the gain of the respective CV input and set the amount of modulation

## Input Destination

Select the parameter modulated by the input signal

## Spectrum

Transpose spectral envelope of the tone

## Keytrack

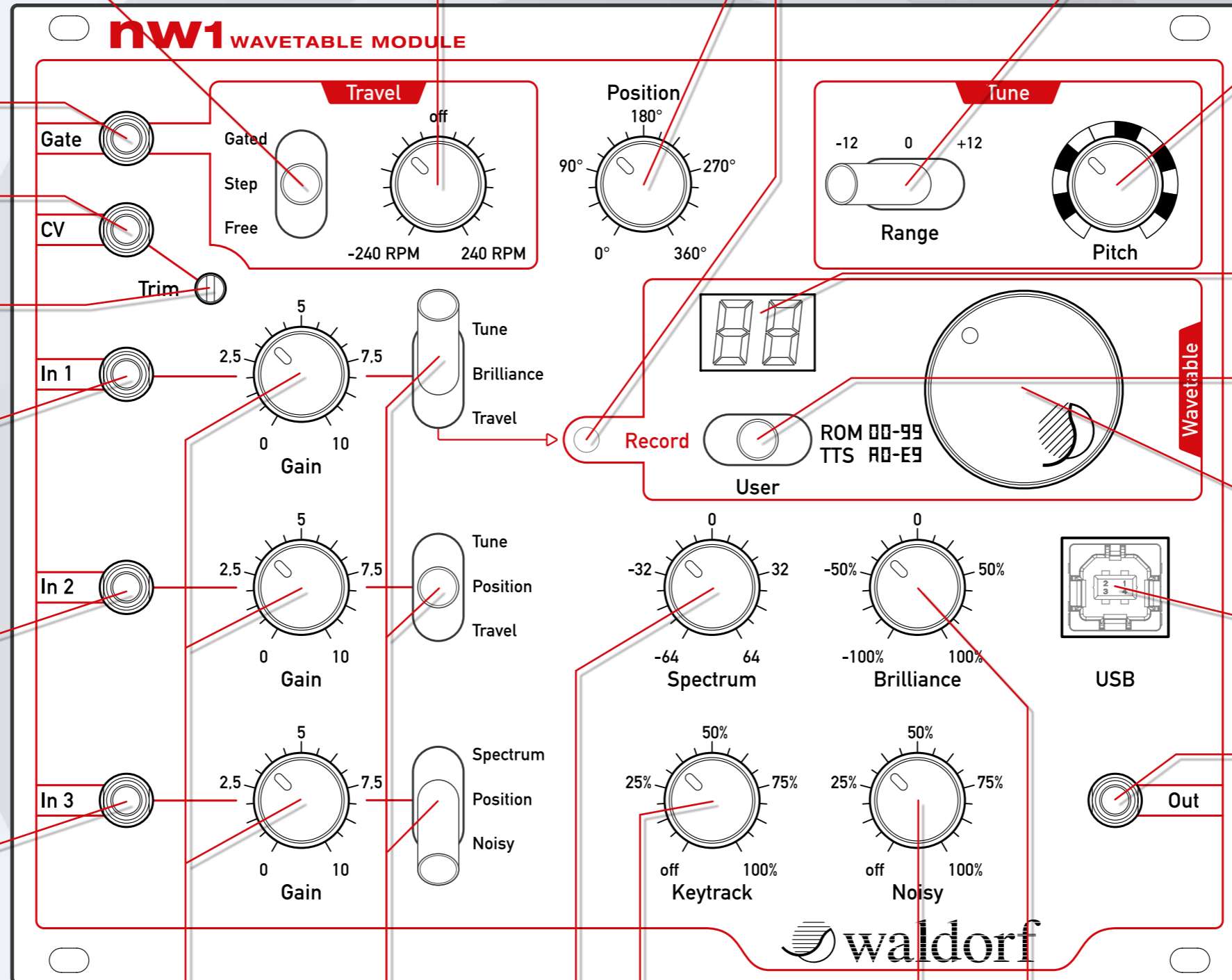
Set wave playback pitch relative to oscillator pitch

## Noisy

Add phase noise to the sound

## Brilliance

Sharpen or flatten the spectral envelope peaks of the tone



## Pitch

Select the base tune

## Display

Show wavetable in use or input level while recording

## Bank Select

Select the wavetable bank or enable recording

## Wavetable Dial

Choose the active wavetable

## USB

Exchange wavetables with computer or update firmware

## OUT

Audio Output