

POLYMORPH

Technical Data

Polyphony:	8 / 16 voices (3 oscillators / 2 oscillators)
Multitimbral:	4 x multi mode with dynamic voice allocation and 4 separate effects per voice unit (part) (16 FX-processors) through ADVANCED DSP TECHNOLOGY
Play mode:	Multitimbral, stack, rotate mode and unison mode
Oscillator bank:	Based on ANALOG EMULATION SYNTHESIS by QUASIMIDI; 3 independent Oscillators per voice, wave forms: sinus, triangle, sawtooth, rectangle, pulse, noise, complex wave spectrums; own pitch envelope for oscillators, Sync, Pulse width modulation, and wave morphing
Filter section:	24 / 12 dB low-pass filter with resonance and its own envelope generator; 12 dB high-pass filter with resonance and own envelope generator; serial and parallel connections of the filters with filter coupling (band-pass and notch filter); 2 filters per voice
LFO section:	all together 3 LFO's per voice; each with rectangle, sinus, sawtooth, (rising and falling) random, for Pulse width modulation (pwm), oscillator modulation and filter modulation; Midi clock and sequencer synchronization
ADSR bank: (Envelope generators)	4 independent envelope generators (EG) per voice: for high-pass filter, low pass filter, VCA (amplifier) and oscillator pitch (AR), modulation intensity is also reversible
Morph sequencers:	4 analog-step-sequencers (with 16 steps each) and 4 parallel lines (tune and 3 controllers), that can be linked (i.e. each step can start another sequence line); adjustable step order for each line: forward, note-forward, backward, random; independent loop length for each line separately, real-time transposing, step mute, step hold, preprogrammed sequence setups are provided (also electronic drums, psychedelic tunes, bass-lines and much more) 50 memories for sequences plus 4x64 memories in setups = 306 memories
Sound memories:	128 single sound memories, 64 multi setup memories including 4x64 sound memories = 384 sound memories
Connections:	MIDI IN, MIDI OUT, MIDI THRU, four single audio outputs, and two audio inputs to manipulate external signals through the filters, EG's and FX's. Head phone connector on the front panel
Effects:	4 independent effect processors (FX) per voice (all together 16) with delay (MIDI clock synchronization) distortion including extra resonance filter, super flanger, super chorus, multi tap delay, space distortion and many more
Dimensions:	400 mm (W) x 225 mm (D) x 98 mm (H)
Weight:	3 kilograms

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