# Autodafe REDs Collection for VCV Rack

For Rack v. 0.5.0
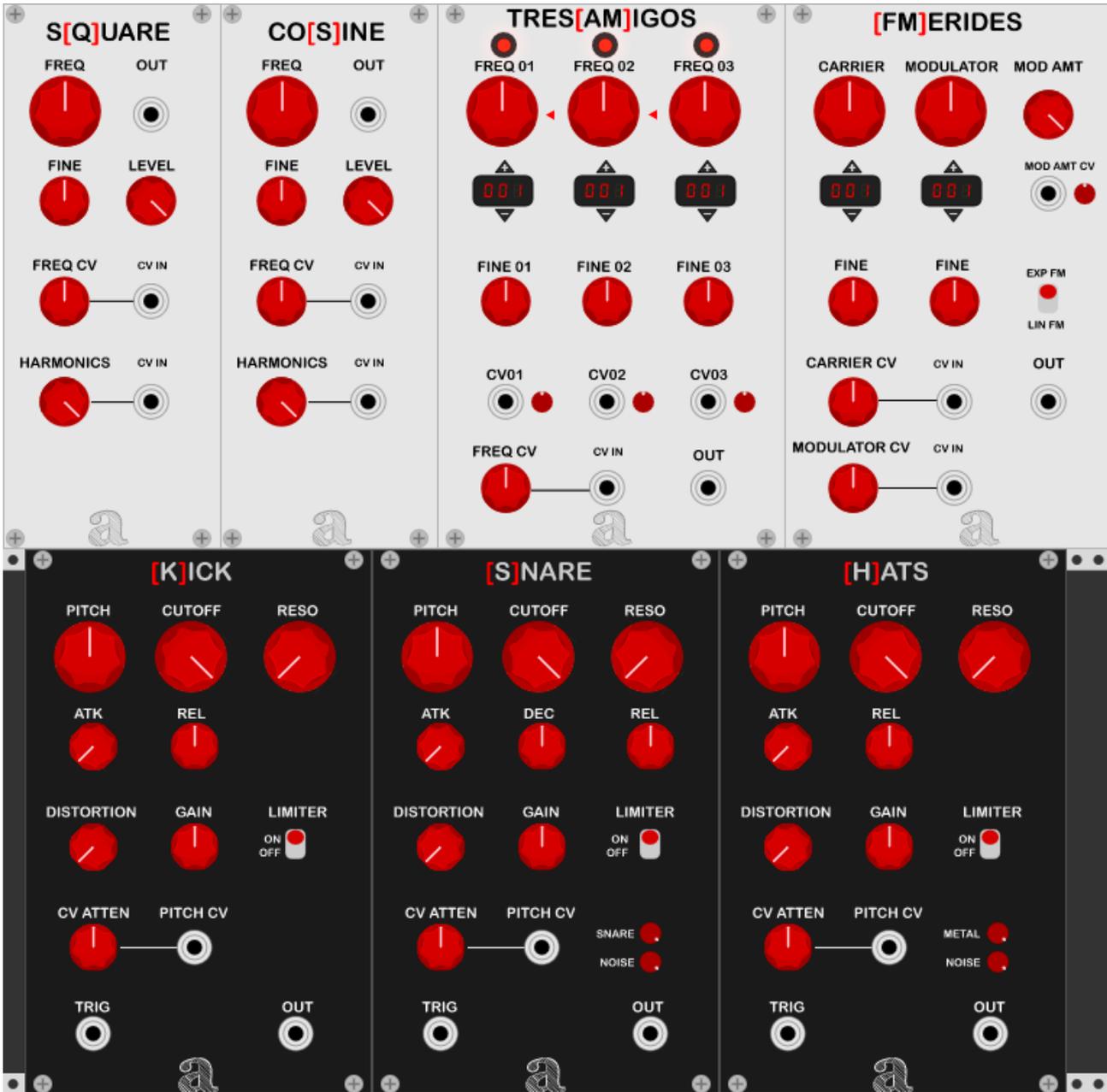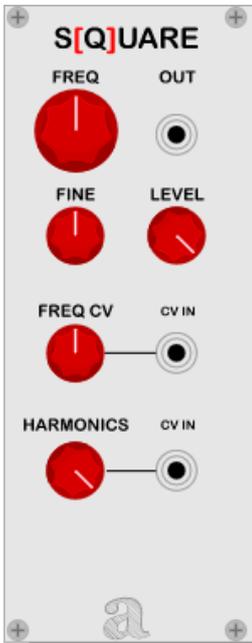
S[Q]UARE is a single VCO which outputs a Square wave with adjustable Harmonic content.
You can set the number of Harmonics using the **HARMONICS** knob (or the **CV IN**)
Clockwise= More Harmonics→More "Squareish" Wave
Anti-Clockwise=Less Harmonics→More "Sineish" Wave
FREQ CV controls the Frequency of the VCO and can be used for V/Oct
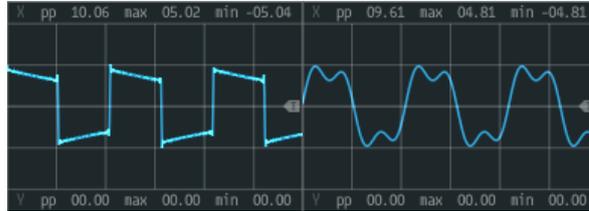

Squares   Sines
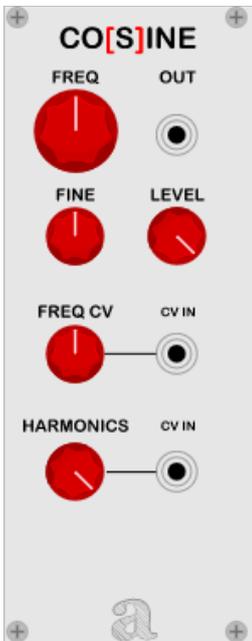
CO[S]INE is a single VCO which outputs a Cosine wave.
You can set the number of Harmonics using the **HARMONICS** knob (or the **CV IN**)
Clockwise= More Harmonics→More "Buzzy" Wave
Anti-Clockwise=Less Harmonics→More Cosine Wave
FREQ CV controls the Frequency of the VCO and can be used for V/Oct
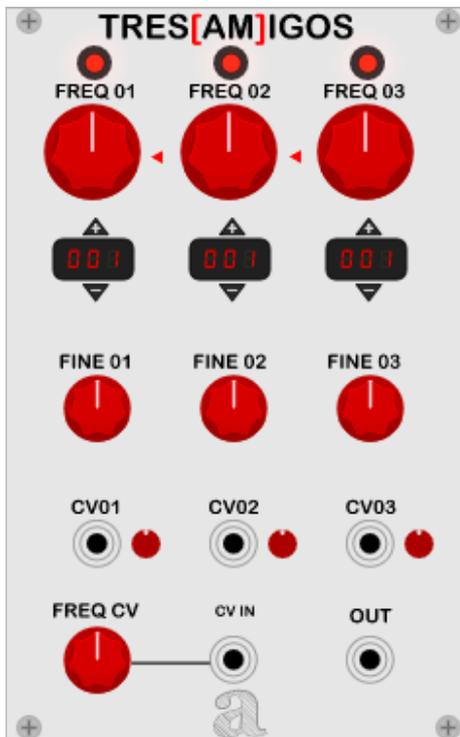
TRES[AM]IGOS is a triple oscillator VCO using AM (Amplitude modulation techniques)

You can enable one, two or all three Amigos.
Each "Amigo" is actually an Oscillator that can output 8 different waveforms, using the +/- buttons:

1. Sine Wave
2. Square
3. Pulse 25%
4. Pulse 75%
5. Saw
6. Triangle
7. Pulse 10%
8. Pulse 90%

Each Oscillator, if enabled, modulates the amplitude of its neighbour.
If you enable only Osc1, normal waveforms will be produced.
If you enable Osc1 + Osc2, Osc2 will modulate Osc1
If you enable Osc1 + Osc2 + Osc3, Osc3 will modulate Osc2 which will in turn modulate Osc1.
Each Amigo has a **FREQ** control and a **FINE** control for pitch.
Each Amigo has a **CV IN** that can be used to modulate pitch using V/Oct or other modulation. Each CV has a small attenuator (center=0, Right=Positive amount, Left=Negative amount)
FREQ CV acts as a "global" CV Control, and sends the same amount of modulation to all Amigos.
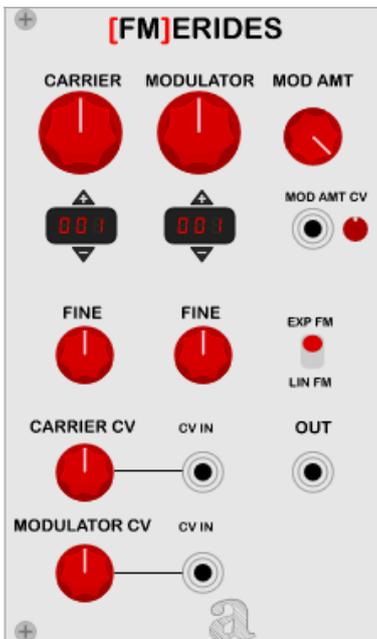
[FM]ERIDES is only available in the Autodafe REDs PRO edition

[FM]ERIDES is a VCO using FM (Frequency Modulation) technique.

There's a **CARRIER** oscillator that is frequency modulated by the **MODULATOR** oscillator.

CARRIER and **MODULATOR** can output 8 different waveforms, using the +/- buttons:

1. Sine Wave
2. Square
3. Pulse 25%
4. Pulse 75%
5. Saw
6. Triangle
7. Pulse 10%
8. Pulse 90%

"Traditional" FM uses mainly sinewaves, so you can start experimenting right now.

The amount of FM Modulation is set using the **MOD AMT** Knob

The amount of FM can be set controlled the **MOD AMT CV** in and its associated attenuator.

CARRIER and **MODULATOR** both have an independent CV control, attenuated using **CARRIER CV** and **MODULATOR CV** Knobs.

The little switch allows to work using Linear FM or Exponential FM.
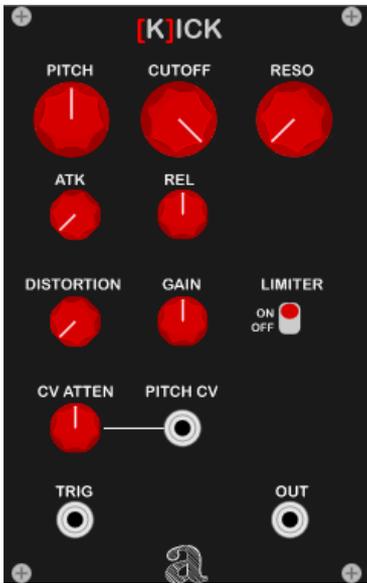
[K]ICK is a Kick Drum generator.

PITCH controls tune of the Kick, **CUTOFF** and **RESO** controls the onboard Low-pass filter.

ATK and **REL** set Attack and Release times for the Kick sound.

DISTORTION and **GAIN** can be used to add distortion and to control the level of the module.

LIMITER ON constraints the signal into a fixed range, crushing and clipping the exceeding signal.

LIMITER OFF doesn't constraints the signal, that can have loud volumes but less clipping

PITCH CV and its **CV ATTEN** Control can be used to modulate pitch using an external ADSR, a LFO, or even another Oscillator for FM sound
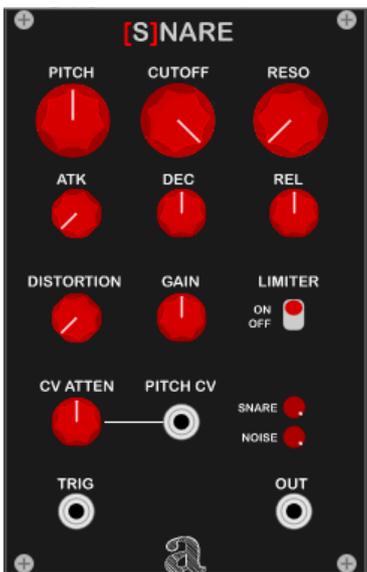
[S]NARE is only available in the Autodafe REDs PRO edition

[S]NARE is a Snare Drum generator, made of a Triangle Oscillator and a Noise Oscillator.

PITCH controls tune of the Snare, **CUTOFF** and **RESO** controls the onboard Low-pass filter.

ATK, **DEC** and **REL** set Attack, Decay and Release times for the Snare sound.

DISTORTION and **GAIN** can be used to add distortion and to control the level of the module.

LIMITER ON constraints the signal into a fixed range, crushing and clipping the exceeding signal.

LIMITER OFF doesn't constraints the signal, that can have loud volumes but less clipping

PITCH CV and its **CV ATTEN** Control can be used to modulate pitch using an external ADSR, a LFO, or even another Oscillator for FM sound.

The small **SNARE** and **NOISE** knobs can be used to adjust the volume of the "snare" (the skin) and "noise" (the rattling "buzz") sound that compose the Snare sound
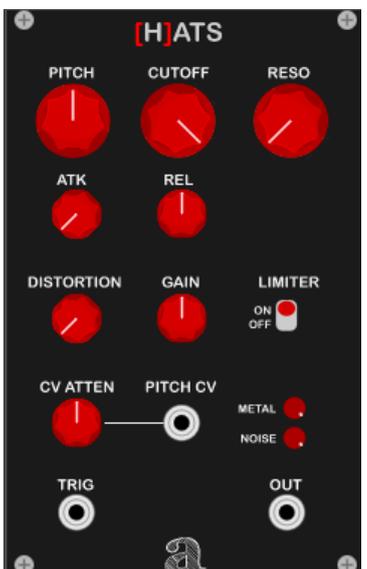
[H]ATS is a Hi-Hats generator, made of a Triangle Oscillator and a Noise Oscillator.

PITCH controls tune of the Hi-Hats, **CUTOFF** and **RESO** controls the onboard Low-pass filter.

ATK and **REL** set Attack and Release times for the Hi-Hats sound.

DISTORTION and **GAIN** can be used to add distortion and to control the level of the module.

LIMITER ON constraints the signal into a fixed range, crushing and clipping the exceeding signal.

LIMITER OFF doesn't constraints the signal, that can have loud volumes but less clipping

PITCH CV and its **CV ATTEN** Control can be used to modulate pitch using an external ADSR, a LFO, or even another Oscillator for FM sound.

The small **METAL** and **NOISE** knobs can be used to adjust the volume of the "metal" (the cup of the hats) and "noise" (the "buzz") sound that compose the Hi-Hats sound