Patchnotes

QUADRANTID SWARM — eowave

CV IN freq mod spread character perc speed NOISE
freq mod shape seq SLEW IN
TRIG voice vol perc vol in IN MOD slew SLEW OUT
attack mod hi low mod MOD
clock ENV ad cutoff cntoff rev input rev level
CLK OUT decay/release sr res res
MIDI CLK RESET VCA CV VCA OUT REV IN OUT
shift 1 organ 2 strings 3 drone 4 reed 5 metal 6 chiptune 7 grains 8 noise (sync) (poly) start

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