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# **EASY CV**

## Introduction

Digital created LFO+ENV with CV-Output. No Displays, No Menues, Minimal buttons, much Scopes, much Led-Ring-Rotarys (Planed for LRE-8x2CS), one big UI with complete functions for one LFO+ENV Voice... switching between the UI-Voices is done from the BREAKOUTMODULES...to this later

LFO+ENV are mixed together softwareside, to use only one CV-Output

8xCV-Outputs (VOICES) are supported > if u are on a VCF+VCA-Setup = 4 Voices on the Analog-Side (4xFilterbank)

Copy Paste for LFOs and ENVelopes between the Voices

Copy Paste for a Songa aka Preset aka Bank aka Program(change)

Jam Style Pattern load (next Preset Display) + Preset Morph between Current-Preset and Next-Preset

A Breakoutmodule for each CV-Output, with Depth-rotary, Focusswitch (Pushrotary), 2x Scopes (LFO+ENV) and LFO/ENV-Switch to show on one Display the Mixed Waveform & to switch the Rotary to "ENV" or "LFO" Mode (there is only space for one Encoder - maybe just make PAN Style, instead of 2 individual level -maybe more live feel?, how ever when using an 3Stage switch, i could disable MIX-View, or display it on ENV or LFO...maybe a good choise;) ) The Depth-rotary has no Ledring, want to display it as a bar or as Value in the scope...

Whole thing will not be compatible on MB-CV concepts... i will copy code snippets and so on, but i have to understand it from scratch... anyhow this is not generic

## **FrontPanel**

#### **Brain**

<u>THE LEFT SIDE of the BRAIN > Preset-Management:</u> Save & Load the PROGRAM, can be done by Midi-ProgramChange -or With the LOAD-PRESET-Encoder

then press LOAD -or Morph to the next Program slowly with the MORPH-Encoder

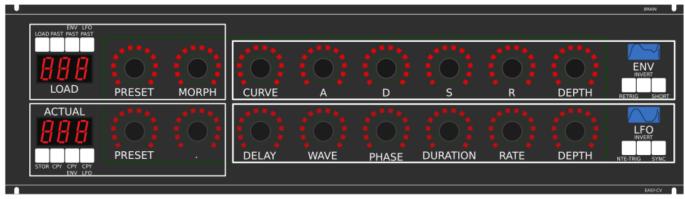
-Another option is to take a **PUSH-ENCODER** for **LOAD** & **STORE** > and load and store it by pushing it... would free 2 buttons for other functions.

MORPH?:

- -The Upper 7 Segment LED- Display: is the **LOAD Display** indicate the new Program with ENV+LFO The downer7 Segment LED- Dsipaly: is the **STORE Display** it indicates also the current Program with ENV+LFO
- -with morph you crossfade between both Presets (be carefull, first Store the current Preset **Paste** & **Copy** do their job @ the whole PROGRAM Memory

**ENV-PASTE** & **ENV-COPY** do their job @ the selected Envelope > (ENV-Voice selection is done by the breakout Modules) ... LFO..same

Midi-Channel Note NR or Number of Envelope is a real programmer job (C), with usb-upload from computer .... this is a individual device, and once set, it has to play > and it just should do LFOs and Envelopes Fixed routed, no generic, special > in my case for a filterbank.



THE **RIGHT** SIDE of the BRAIN > LFO + ENV Settings (one Voice): ADSR with:

**CURVE** Paremter which give exponentially to it (no straight lines While Fall and Rise)

**Short:** just shorten the Maximal lenght of a Envelope, haveing more Feeling on Encoders should

change Scope Display also...

**LFO:** get synced with Midi, and there is a retrigger by Notes...

**Phase:** offsets the start-Phase **Delay:** simple delay (nte-Trig)

Rate: clear from 8 wholes to 128th or so

Wave: access to the Waveforms

**Duration:** interpret Midisync in trippled, whole notes or whatever...

**DEPTH:** is the maximal Value of FALL and RISE and SUSTAIN, i know i loose resolution with this...but i have to have a memory filterbank,...doing depth instead with Potentiometers on Filtermodules... would give no memory...

### **BreakOut**

- 1. Discharged UserInterface for the Brain in "Island mode" (Scopes + Digital-CV-Amount)
- 2. CV-Breakout EuroModule to be located near the CV-Destination (example: a Filter).
- 2 Waveforms (ENV+LFO) are mixed together softwareside

that bring 2 advanteges:

- 1.save one CV-Output
- 2. the Amplitude of each Waveform is saved in the patch, so the CV-Amount to a Filter is saved in the Patch

That bring 2 disadvanteges:

- 1.LFO or ENV cant get patched to individual destination
- 2.the Resulution gets lower 2 very low, and the code has to be adptet much... or have to be made from scratch Because I use the device for a Memory-Filterbox (VCF+VCA), i am ok with the pros and cons, so i call it EASY-CV

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**Envelope Scope:** show the ENV-Waveform or the Mixed-CV-Output-Waveform (when Switch is in LFO Mode) and show the Envelope-Amount with a BAR or as integer Value? **MIXED CV Plug:** CV-Output > Mixed Waveform ENV+LFO

Switch @ ENV:

- 1. Depth-Encoder change ENV Amount of the CV-MIX
- 2. ENV Scope will show ENV Wave
- 3. LFO Scope will Show CV-Mix

### Switch @ LFO: visa versa ENV

Press the Encoders built in **ENCODER-BUTTON**:

will switch the BRAIN-A-D-S-R and L-F-O ENCODER to the Page for THIS Module... workflow, see what you have with a Scope, over a filter, and edit exact this selected CV on the brain in full detail...

## **VCA-VCF**

THE VCA and the VCF are controlled with each one CV - each CV has a LFO and a ENVELOPE digitaly mixed... fixed in routing.





basicly a simple VCA (MS20Like) that drives the input of a Audio transformator 1:3 which is a Neutrik NTE10-3 (9€)

this "Tesla" Hi Gain - goes now thru the Post-VCA-Gain-Potentiometer - which then overdrives the 303 Filter (my prototype was a Freebase 383)

sound now goes to the Post-VCF-Gain-Potentiometer

now sound goes into a OP-Amp - to have the change for a light overdrive

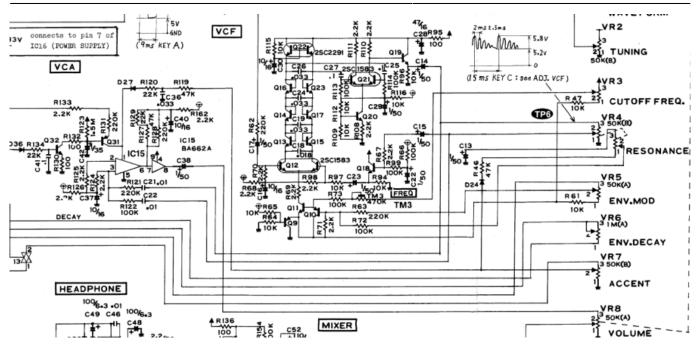
From this point a EFX-Send Potentiometer send the Processed Signal to a extra Output (EFX-Send) With the +DRY-Switch, we switch the original Signal additional to this EFX-Send-Potentiometer (or not) Parallel to the EFX-Send Potentiometer is the DRY/WET Potentiometer it Pan between Original and Filtered Sound.

after DRY/WET come the Volume-knob and the Audio outs...

#### **Original Schematics 303 - VCA-VCF**

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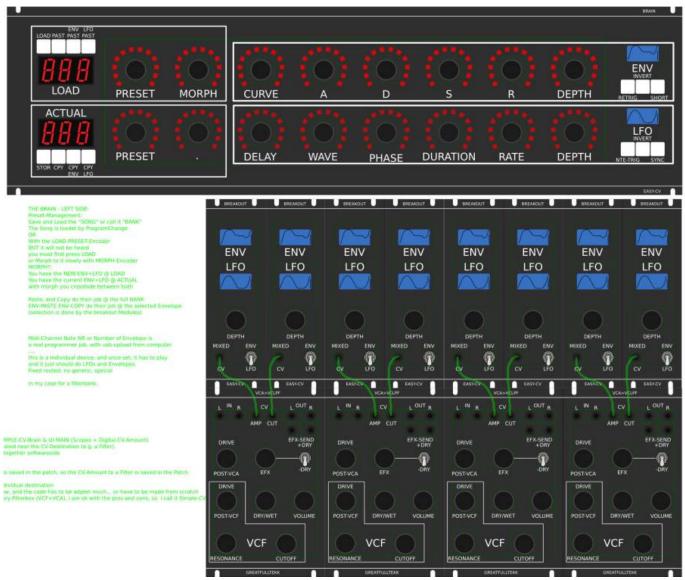


#### **Mod Sources**

Fill with 303 mods take orginal VCA (have a bunch of this ICS) or make MB33 Style with standart components...

# **Example for a Filterbank**

Here are 8Envelopes 4xfor VCF 4xfor VCA... in fact there could be used more then this for example 8xVCF and 8xVCA...since the BREAK-OUT-Modules are Modular, and they share the same "Main-UI"...the only limiting factor is the CODE...i am not a C-Guru, and maybe i will still have timing problems with 8x CV-Outs...we will see.



## I will use it to filter:

2xGuitar-Loopstations 1xGuitar 1xPercussion-Master

# **General Design**

The panel size is 3U, Eurorack compliant

## **FrontPanel**

## **PCBs**

The Analog Circuits (VCF+VCA) get sandwitch as normal (not90° angeled)

## **3D View of Sandwitches**

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# 1. UI Parts Listing

#### **BRAIN + BREAKOUT**

- Jacks 3.5mm @ Thonk
- SPDT Switch ON-OFF-ON @ Rs-components

Value	Туре	Qty
3.5mm Jack	Vertical PCB-Mount	13
Switch	SPDT Vertical PCB-Mount ON-OFF-ON	1



#### Pots / Knobs

- Alps RK11K Series
- Alpha Pots @ Thonk
- Knobs Suppliers
- need special 4gang 50KB potentiometers for a STEREO Resonance (stereo filter, one UI)
- need special 4gang xxKB (50?) potis for a Stereo DRY/WET Mix
- need special 2gang xxKB (50?) potis for EFX Send Mix Stereo
- need special 2gang 50KA potis for CUT-OFF Stereo
- need special 2gang Post Transformator Potentiometer (Value have to look in my prototype which is used)

Value	Туре	Qty
5K	Linear	х
10K	Linear	х
50K	Linear	х
50K	Logarithmic	х
100K	Linear	х
1M	Linear	х
2M?	Linear	х
Knobs	Soft/Plastic/Alu	х

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## 2. Analog Parts Listing

#### **VCA-VCF-Board**



# 3. Footprint Making in KiCAD

- ALPS Pots
- Alpha Pots
- 3,5mm Jack
- Switch
- Momentary Switch
- 7 Segment LED Display
- OLED Display
- Rotary Encoder



## 4. Schematics in KiCAD



# 5.PCB Making In Kicad

## **PCB Making Order**

- BRAIN PCBs:
- a.Left-Brain
- b.Right-Brain
- LRE8x2CS is a generic PCB which i already have (fairlightiiś)
- BREAKOUT PCBs (maybe have to sandwitch because of shiftregisters and less space)
- FILTER PCBs (have to sandwitch)

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