

What is it?

LFO (Low Frequency Oscillator) lets you add tremolo or vibrato to a sound with control of the depth over time.

How to use it

When an LFO waveform is selected, the envelope controls the depth of the LFO over time, and the Range popup menu controls the maximum depth of the LFO. Selecting LFO from the Envelope popup menu will bring up a dialog box with the following four parameters, Waveform, Frequency, Times, Phase, and Invert. The default parameters will give you a 1Hz LFO waveform.

The Waveform popup menu is divided in three parts, the upper part is "Off", the middle part is the built in waveforms, the lower part is all the waveforms in the Waveforms folder.

The Frequency field can have a range of .0001 to 9999.9999 Hertz. It controls the speed of the LFO.

The Times field can have a range of .0001 to 65535.9999. It controls how many cycles the LFO has.

The Phase field can have a range of 0 to 359° (degrees). It controls the starting point of the waveform. For the Random waveform, Phase controls the starting point of the random pattern.

The Invert popup menu has the choice of "Not Inverted" and "Inverted" (flipped upside down).

Notes

Changing the Frequency field automatically updates the Times field, and vice versa.

Sometimes the LFO will be drawn as though it was set at a low frequency, this is called aliasing, even though its drawn incorrectly, it will process the sound correctly.

See "Envelope", "Range", "Crossfade", and "Waveforms Folder" for more information.