List of the Anyma synth engine modules

SOUND SOURCES / OSCILLATORS — 45

Physical models	**PLUK**	Simple plucked string
	BOWD	Simple bowed string
	BLOW	Simple single-reed wind
	FLUT	Simple air-jet flute
	Windsyo	Specific wind instrument models (Reed1: generic reed model)
		Specific wind instrument models (Flute model)
		Specific wind instrument models (Duduk model)
		Specific wind instrument models (Sylphynet model)
	String resonator	Vibrating string simulator
	Modal resonator	Vibrating structure simulator
Exciters	**Bow**	Bowing noise generator
	Wind	Wind noise generator
	Strike	Percussive noise generator
Noise	**White noise**	Simple white noise generator
	NOIS	Filtered noise
	TWNQ	Resonant noise
	CLKN	Random sample generator
	CLOU	Granular cloud generator
	PRTC	Particle system simulator
	QPSK	Telecommunication data generator
	TOY*	Circuit-bent toy
Percussive models	**BELL**	Additive bell sound oscillator
	DRUM	Additive metal drum oscillator
	KICK	808-style kick drum
	SNAR	808-style snare drum
	CYMB	808-style cymbals
Virtual Analog	**Sine wave**	Pure tone without any harmonics
	Triangle wave	Soft tone with some odds harmonics
	Square wave	Harsh, rich tone with many odds harmonics
	Sawtooth wave	Very rich tone with many harmonics
	Virtual analog	A virtual analog oscillator with smooth waveform transition
	SUB	Waveform with sub-oscillator
	FOLD	Folded sine/triangle
	SYNC	Dual hard-synced waveforms
	x3	Triple oscillator
	SawSwarm	Seven detuned sawtooths
Digital oscillators	**BUZZ**	One to many sine waves
	VOSM	Voice simulator
	VOWL	Early speech synthesizer
	VFOF	FoF vowel simulator
	HARM	Additive oscillator
Wavetable	**WTBL**	Wavetable oscillator
	WMAP	2D wavetable oscillator
	WLIN	Interpolated wavetable oscillator
	WTx4	Four-voice wavetable oscillator
External audio inputs	**Main L**	Main input Left
	Main R	Main input Right
	Main L+R	Main inputs Left + Right
	Aux L	Aux input Left
	Aux R	Aux input Right
	Aux L+R	Aux inputs Left + Right

EFFECTS / AUDIO SIGNAL PROCESSING 43

Resonators	**String resonator**	Vibrating string simulator
	Modal resonator	Vibrating structure simulator
	Snare resonator	Simple single-reed wind
Filters	**SVF** **Two-stage resonant filter** **(-12 dB/oct)**	Lowpass Highpass Bandpass Notch
	Ladder **Classic resonant filter**	LP4 Lowpass (-24 dB/oct) HP4 Highpass (-24 dB/oct) LP3 Lowpass (-18 dB/oct) HP3 Highpass (-18 dB/oct) LP2 Lowpass (-12 dB/oct) BP2 Bandpass (-12 dB/oct) HP2 Highpass (-12 dB/oct) Notch
	Simple EQ	Simple equalizer
	Dirty formant filter	Old-school FoF-based formant filter
Dynamics	**VCA**	Voltage-controlled amplifier (decreases the level of its input signal)
	Tremolo	Change the amplitude of the input in a periodic way
	Noise gate	Attenuates the input when the signal is below a threshold
	Compressor	Compress the input signal
	Dynamics booster	Tame or boost the signal by compressing it
Mix	**Cross-fader**	Balances between two inputs
	Cross-fader with drive	Cross-fader with drive controls
	Rotary speaker (stereo)	Simulation of a stereo rotary speaker (affects both buses)
Timbre	**Amplifier**	A saturating amplifier
	Overdrive	Saturates without increasing volume
	Bitcrusher	Reduces the resolution of the audio signal
Cross Modulation	**Cross-folder**	Wavefolds two inputs together
	Ring modulator	Ring-modulates two inputs together
	XOR modulator	XORs two inputs together bit by bit
	CMP modulator	Cross-modulates two inputs with digital comparison operators
Modulation	**Chorus**	Thickens the input
	Phaser	Six-stage phase shifter
	Pitch shifter	Transposes the input
	Rotary speaker	Simulation of a rotary speaker
	FM Operator	An oscillator that can be used to build complex FM structures
Delay	**Delay**	Delay line with feedback and damping
	Delay (sync)	Delay line with feedback and damping (synced to the tempo)
	Ping-pong delay	Ping-pong stereo delay line (uses both buses)
	Ping-pong delay (sync)	Ping-pong stereo delay line (uses both buses, synced to the tempo)
	Reverb	Mono reverberation effect
	Granular processor	Creates audio textures by combining short segments of the input

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LFO	**Simple LFO**	Simple low-frequency oscillator
	Advanced LFO	Advanced low-frequency oscillator with shape and fade-in controls
	Slow LFO	Low-frequency oscillator with very long periods of time
	LFO (sync)	Low-frequency oscillator synced to the tempo
Envelope	**Envelope**	Simple envelope generator
	DAHDSR Envelope	DAHDSR envelope generator
Sequencer	**Step sequencer**	Change a value according to a predetermined pattern over time
	Euclidean sequencer	Generate euclidean rhythms
	Hex sequencer	Generate rhythms from hexadecimal numbers
Audio processors	**Envelope follower**	Transform an audio signal into a smoothed value
	Timbre follower	Extract the brightness from an audio signal
	Drum trigger	Derive a signal suitable for percussive sound triggering
Shape	**Xform**	General-purpose value transform
	Curve	Apply a curve to a value
	Quantize	Reduce the resolution of a value
	Change polarity	Make a unipolar value bipolar, and vice-versa
	Smooth	Smooth out the variations of a value
	Accumulate	Accumulate a value or variations over time
	Lookup table	Change a value according to a predetermined shape
Physics	**Bouncing ball**	Simulate the movement of a single bouncing ball
	Ball impact	Simulate the impact of several independent bouncing balls
	Spring-damper system	Simulate a spring-damper system attached to the input
Chaos	**Logistic map**	Unfold the logistic equation on each trigger
	Tent map	Unfold the tent map sequence on each trigger
	Circle map	Unfold the tent map sequence on each trigger
	Discrete chaotic map	Apply a specific chaotic map equation on each trigger
	Cellular automaton	Use specific bits of a running cellular automaton
Logic	**Gate combinator**	Perform successive operations on a series of gates; e.g., (G1 and G2) or G3
	Trigger combinator	Perform successive operations on a series of triggers; e.g., (T1 and T2) or T3
	Gate to trigger	Converts gate transitions into triggers
	Gate delay	Delay the gate signal by a given time offset
	Trigger delay	Delay the trigger signal by a given time offset
React	**Impulse**	Generate an impulse from a value and a trigger
	Count	Generate an impulse from a value and a trigger
	Time	Measure the time since a trigger
	Delay	Delay the signal by a given time offset
	Latch	Capture a value when a trigger occurs
	Minimum	Keep the minimum of a value since a trigger
	Maximum	Keep the maximum of a value since a trigger
	Compare	Determine when the input value goes above or below a threshold
Constrain	**Clamp**	Limit a value to an interval
	Wrap	Wrap a value around an interval
	Fold	Fold a value inside an interval
Combine	**Interpolate**	Cross-fade between two values
	Interpolate (4-point)	Interpolate between four points
	Calculate	Perform successive operations on a series of values; e.g., min(I1+I2,I3)