



## ARGON 8 Voice Wavetable Synthesiser Module User Guide

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# ARGON8M

### UI GUIDE

Modal Argon8M is an 8 voice polyphonic wavetable synthesizer. It features 120 crafted wavetables split into 24 banks of 5 morphable waveform sets, 32 oscillators in total (4 per voice), and a huge range of wavetable and oscillator modifiers.

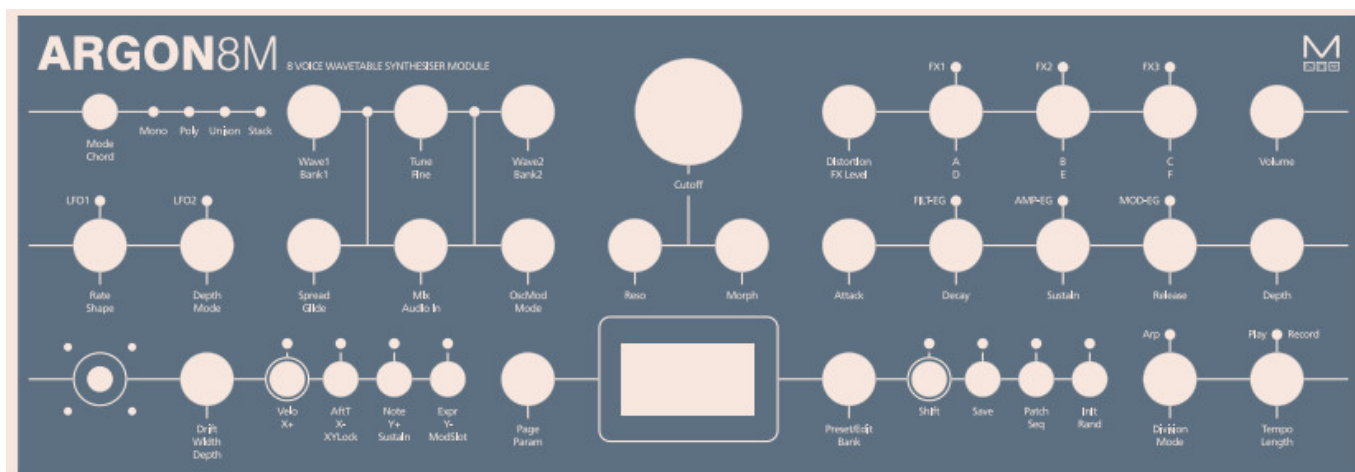
Beyond the oscillators, there is a multi-mode filter, 3 envelope generators, 2 audio-rate LFOs, 3 powerful independent and user-configurable stereo FX engines, a real-time sequencer, a programmable arpeggiator, and an extensive modulation matrix.

#### Contents

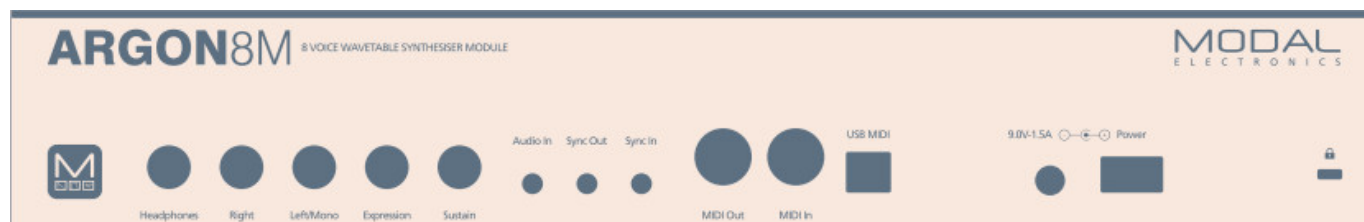
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### Screen Navigation

The two switched encoders on either side of the screen are used for screen navigation and control:  
Page/Param – When this encoder is in ‘Page’ mode it cycles through the parameter pages (e.g. Osc1, Osc2, Filter); when it’s in ‘Param’ mode it cycles through the parameters on that page. Use the switch to toggle between the two modes, the model is displayed on the screen with a line at the top for ‘Page’ mode and at the bottom for ‘Param’ mode.



**Preset/Edit/Bank** – This encoder/switch is used to adjust the value or ‘trigger’ the currently displayed parameter. When on the ‘Load Patch’ parameter when the panel is in ‘Shift’ mode this encoder is used to select the patch bank number.



## Connections

**Headphones** – 1/4” stereo jack socket

**Right** – Audio Out for the right stereo channel. 1/4” unbalanced TS jack socket

**Left/Mono** – Audio Out for the left stereo channel. If there is no cable plugged into the Right socket then sum to Mono. 1/4” unbalanced TS jack socket

**Expression** – user-configurable pedal input, 1/4” TRS jack socket

**Sustain** – works with any standard, open momentary footswitch, 1/4” TS jack socket

**Audio In** – stereo audio input, to process your audio source with Argon FX engines, 3.5mm TRS jack socket

**Shift functions** – parameters in light blue can be accessed by entering ‘Shift’ mode using the button to the right of the screen with a light blue ring. The shift can be momentary by holding the button and changing a parameter or latched by pressing the shift button.

**Alt functions** – parameters in light grey can be accessed by holding the button with the light grey ring in the same section (Velo). ‘Alt’ mode is always momentary and you will exit ‘Alt’ mode on the release of the button.

## Presets

**Patch/Seq** – this button is primarily used to switch the screen to either the ‘Load Patch’ or ‘Load Seq’ param for loading patches or sequences, however, this button also puts the panel into either ‘Patch’ mode or ‘Seq’ mode. This changes the ‘Save’ and ‘Init’ buttons to either affect Patch preset management in ‘Patch’ mode or Sequencer preset management in ‘Seq’ mode.

**‘Init / Rand’** – this button/function only responds on a button hold.

Argon8M can have a large dynamic range so there is a Patch Gain control that can be used to equalize patch volumes. Hold the ‘Patch’ button and turn the ‘Volume’ encoder to control the ‘Patch Gain’ parameter.

**Sync In** – analog clock in. 3.3v, rising edge, 1 pulse per 16th note signal, 3.5mm TS jack socket

**Sync Out** – analog clock out, the same configuration as the clock in, 3.5mm TS jack socket

**MIDI Out** – used to control other MIDI hardware, 5-pin DIN MIDI socket

**MIDI In** – used to be controlled from other MIDI hardware, 5-pin DIN MIDI socket

**USB MIDI** – MIDI in/out to a USB MIDI host, connect Argon8M to a laptop/tablet/mobile device for the optional software editor, ModalApp, full-size USB-B socket

**Power** – 9.0V, 1.5A, center-positive barrel power supply

## **Preset Saving**

Press the 'Save' button to enter the 'full' save procedure or hold the 'Save' button to perform a 'quick save (saving preset into the current slot with current name).

Once you are in the 'full' save procedure, presets are saved in the following way:

Slot selection – Use the 'Edit' encoder to select the preset bank/ number to save into, and press the 'Edit' switch to select it

Naming – Use the 'Page/Param' encoder to select the character position and use the 'Edit' encoder to select the character. Press the 'Edit' switch to finish editing the name.

There are a number of panel shortcuts here:

Press 'Velo' to jump to lowercase characters

Press 'AftT' to jump to uppercase characters

Press 'Note' to jump to numbers

Press 'Expr' to jump to symbols

Press the 'Page/Param' switch to add a space (increment all above characters)

Press 'Init' to delete the current character (decrement all above characters)

Hold 'Init' to delete the entire name

Press the 'Edit' switch to confirm the settings and save the preset.

At any point during the procedure hold the 'Page/Param' switch to move back a step.

To exit/quit the procedure without saving the preset, press the 'Patch/Seq' button.

## **Global Settings**

When the screen is displaying the 'Reset' option, hold the 'Edit' switch to trigger the 'Reset' function.

## **Quick Recalls**

Argon8M has 4 Quick Recall slots for quickly loading patches. Quick Recalls are controlled using the following button combos:

Hold 'Patch' + hold one of the four buttons on the bottom left of the panel to assign the currently loaded patch to a QR slot

Hold 'Patch' + press one of the four buttons on the bottom left of the panel to load the patch in the QR slot

## **Oscillators**

Hold the 'Patch' button and turn the 'Wave1' or 'Wave2' encoder to control the WavMod parameters

Press the 'Tune/Fine' switch to toggle between Osc1 and Osc2 tune and fine-tune controls

## **Filter**

Hold the 'Patch' button and turn the 'Cutoff' encoder to control the Filter Type parameter

## **Envelopes**

Hold any of the EG switches for one second and then turn the ADSR encoders to adjust all envelopes simultaneously

Press the 'MEG' switch when MEG is already selected to latch MEG assign

## **Sequencer**

Hold the 'Patch' and 'Play' buttons to clear the sequencer notes. When the screen is displaying the 'Linked Sequence' parameter, hold the 'Edit' switch to set the value to be the currently loaded sequence.

## **Arp**

Hold the 'Arp' switch and press keys on an external keyboard to add pattern notes or presses the 'Play' button to add rest to the pattern

Hold the 'Patch' button and turn the 'Division' encoder to control Arp Gate

## **Keyboard/Voice**

Press 'Mode' repeatedly to cycle through the different voice modes Mono, Poly, Unison (2,4 and 8), and Stack (2 and 4).

Press 'Chord' whilst holding a chord on an external keyboard to set the chord mode chord.

## **Modulation**

To assign a Mod Slot either hold (momentary) or latch the desired Mod source button – then set a depth by turning the desired modulation destination parameter

When latched in a Mod Source assign mode pressing the flashing Mod Source button again will exit assign mode  
Mod source button + 'Depth' encoder – set global depth for that mod source

Press ModSlot repeatedly to cycle through and view all mod slot settings on the screen

When the screen is displaying a mod slot 'Depth' parameter (most easily accessed via assigning modulation using the panel or via the ModSlot button), hold the 'Edit' switch to clear the mod slot assignment.

To assign a mod source to an orc's global frequency destination, use either of the fine-tune controls. 'Tune1' will

assign to the Osc1 tune, 'Tune2' will assign to the Osc2 tune.

#### **FX**

Press FX1 / FX2 / FX3 switch repeatedly to change the FX type of the slot

Hold FX1 / FX2 / FX3 switch to reset the FX type of the slot to 'None'

Turn the 'B' encoder into the negative range for the slot with a Delay FX assigned to access synced delay times

Press FX1 + FX2 + FX3 to jump to the 'FX Preset Load' parameter

#### **LFO**

Turn the 'Rate' encoders into the negative range to access synced rates

Press the 'LFO1/LFO2' switch when LFO is already selected to latch LFO assign

## **Documents / Resources**



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