

C15 Software Update – Spring 2020

Dual Modes

The 24 voices can be split into two groups of 12 voices (Part I and II), loading different presets. Each Part contains a complete effect section. The voice allocation can run in “Split” or “Layer” mode.

- Layer mode: voices from Part I and II are stacked per key.
- Split mode: Part I and II are assigned to different key ranges.

The Feedback Mixer now has additional channels to receive signals from the other Part. This means that in Layer mode the two voices not only run in parallel but their signal processing can be combined in serial and feedback structures, allowing e.g. 4-operator PM or 8-pole filters.

Monophonic Modes

The voice allocation now supports monophonic keyboard modes with Lowest, Highest and Last Key Priority, Legato and an adjustable Glide Time. Up to 24 unison voices can be layered.

More Macro Controls

The four existing Macro Controls (A, B, C, D) are extended by MC E and F. All 6 MCs are also available in the “MC View”, a 2-D control surface for touch screens.

More Modulation Targets

Additional parameters (e.g. the Oscillator Phases) can be assigned to Macro Control modulation.

New Parameters

- Velocity amounts for the Decay 1 and 2 times of the envelopes
- Separate envelope shapes for timbre and amplitude of the oscillators
- Tremolo effect as an extension of the Flanger
- Dual mode: Volume and Tune for Part I and II
- Feedback Mixer: more inputs for the dual mode cross routing
- Output Mixer: signal split to both dual mode effect chains
- Individual smoothing times for the six Macro Controls
- Adjustable tuning reference: 440 +/- 40 Hz

Extended Parameter Ranges and Resolutions

- Unison: up to 24 voices (before: 12)
- Key Tracking amounts: 0 ... 200 % or -200 ... 200 %
- Internal high-resolution parameter format

Enhanced Quality and Performance

- More efficient sound engine: 24 voices (before: 20)
- Option for double sample rate for extra-high signal quality
- Sample-precise envelope times
- Enhanced velocity resolution
- Optimized keyboard latency
- Improved glitch suppression for preset recalls and morphing transitions



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