

# Ifo manual

The Ifo features sixty variable contours using a single modulation parameter for intuitive shaping. The contour selection can be conceptually categorised into cyclic, random, and procedural groups. The first group can be set to phase on midi notes, the remaining groups use phase as a seed or other initialising parameter.

Where appropriate, the diagrams illustrate five cycles at 0, .25, .5, .75 and full mod settings.

## cyclic contours

- 0 linear fades saw - tri - ramp
- 1 sine shaped variant of linear form
- 2-5 wave 1-4 shaped variants of linear form
- 6-9 dual 1-4 mod is applied inversely to half the cycle
- 10 wrap shaped variant of linear form that wraps each stage
- 11 + env variable decay positive envelope

## step contours

- 12 + pulse positive pulse with variable duration
- 13 s&h sample and hold. modulation adds glide into next held value
- 14 seq 1 random s&h sequence pattern generator. pattern gradually varies, jump to randomised step, reverse sequence, et c. mod sets the number of steps to 64.
- 15 seq 2 variation with less frequent modification
- 16 rnd pulse occasional pulses of random duration, mod increases density of pulses

## curvy contours (still cyclic/periodic/repeating)

- 17 curve 1 fades from - curve impulse to + curve impulse
- 18 curve 2 fade from sine to impulse contour
- 19 curve 3 reverse form of curve 2
- 20 curve 4 forward to reverse with multiple peaks at extremes
- 21 warp 1 warped record sequence, mod increases warble  
warp contours are also good for percussion patching
- 22 warp 2 variant with more warble
- 23 w. rev 1 warp 1 in reverse
- 24 w. rev 2 warp 2 in reverse
- 25, 26 asymm warp 1 and 2 + forward then - reverse
- 27, 28 symm warp 1 and 2 + forward then + reverse

## random contours

- 29 vary sine increasing mod varies rate of sine for step duration
- 30 vary fm vary sine with an additional layer of modulation
- 31-39 grain 1-9 random granular contours. mod increases variation

## procedural contours

- 40 chua      41 lorenz x      42 henon      43 duffing
- 44 pickover 3d    45-49 clifford 1-5      50-56 dejong 1-7
- a variety of strange attractors

- 57 stun fades between short randomised cycles

## step contours (forgot to do these the first time)

- 58 step 1 step ramp up to 64 steps
- 59 step 2 step triangle
- 60 off use this setting to conserve cpu

