

This firmware, when installed on your E352, will OVER-WRITE ALL THE PRESETS AND USER WAVETABLES.

To install the software

- a) copy the e352_fm.w.bin file to the ROOT directory of your uSD card. The card MUST BE FAT32 formatted.
- b) turn off power to the E352, insert the uSD card, and while HOLDING DOWN the encoder knob, apply power.
- c) release the knob. The Bootloader should run and detect the firmware file. It will ask if you really want to do this, select YES and click. The new firmware will load.
- d) remove the uSD card when the E352 reboots.

Bugfixes:

* None

Features added

Detune Mode – detunes OUT2 from the frequency at OUT1 ('Master').

- Detuning can be 'smooth' from +-2.5Oct to +-1.25Oct (menu setting).
- There are fixed (quantized) tuning spreads available from the menu
- The Unison Mode has no Detuning, but has a 0-360 deg Phase Shift between OUT1/OUT2 as set by PARM X CV

Each output in Detune Mode has independent wavetables and independent Z Morphing available.

Sample Player Mode (similar to the E370 Quad VCO)

The Sample Player treats an entire Bank of 64 wavetables as 1 large sample. The length is 33KB or 16K 16bit words. There is NOT a 'sample rate' associated with this file. Rather, the file loaded is a FIXED length. If you had a 32KHz sample rate and sampled for 1/2 second using 16bits, that would fill up 1 Bank. Because of the small memory, this is not exactly 'high fidelity'.

Samples used need to be Imported and Saved As Bank using the free WaveEdit tool at www.synthtech.com/waveedit

The Import feature of WaveEdit allows much longer WAV files (up to 4MB) to be used. The imported file is sample-rate converted to 'fit' into the proper 33KB file size. Results will vary based on the frequency content of the source file.

- A Sample Bank can be Looped or 1-shot played (using a SYNC input, like a Gate, LFO or trigger)
- There are 2 Start pointers and a common '0-100% length' variable
- PARM X sets the Start point for OUT1, PARM Y sets the start point for OUT 2, and PARM Z is the length
- Looped samples can be played as if they were a wavetable VCO, and be used as LFOs or Audio rates

Please note that Sample Player is not intended to compete with 'true' Samplers. This is 'just for fun'. The playback audio does not have the same DSP algorithms applied as a 'real' Sampler would, so it's going to be 'gritty' and 'noisy'. But it's a free upgrade.

A revised E352 manual is in the works and will be posted on the E352 page on 8Nov. Meanwhile, use the SynthTech Modular Group on Facebook for questions and bug reports. Or email us directly (the link is on the site).

Thanks to everyone for suggesting the Detune Mode. We listen ☺