

Tuesday, 15 February 2022 13:29

The screenshot displays the TON32 GLADIATOR software interface, a complex digital synthesizer. The interface is organized into several main sections:

- Top Bar:** Includes a "TON32 GLADIATOR" logo, a "POWER" button, and a "CATEGORY" dropdown set to "Arpeggiator". A "PATCH" browser shows "MySound" with buttons for load, save, copy, paste, random, reset, and end. A "SETTINGS" section includes "MASTER VOLUME", "VOICES" (set to 256), "QUALITY" (set to High-end), and "MICROTUNING" (set to lively chords). A "DISPLAY" section shows "ARP TYPE" set to Gate.
- OSCILLATOR (OSC) Section:** Contains four oscillators (OSC 1/4-2D, OSC 2/4-4D, OSC 3/4, OSC 5). Each oscillator has a "WAVE" dropdown, "MOD" buttons, and a "PHASE" knob. OSC 1/4-2D and OSC 2/4-4D have "MORPHMODE" and "START" buttons. OSC 3/4 and OSC 5 have "P.AN" buttons.
- FILTER Section:** Features a "RESPONSE" graph, a "FILTER TYPE" dropdown (set to LP SuperW), and various filter parameters like CUTOFF, RESO, STEREO, HEY, VEL, SEND, and SHAPE.
- EFFECT Section:** Includes "DISTORTION" (set to Bitcrush), "VOLUME" (set to 1), "P.AN" (set to 1), "SHAPE" (set to 1), "DELAY" (set to 1/2), "EFFECT1" (set to Super strings), "EFFECT2" (set to Surround pan), "P.AN" (set to 1), "SHAPE" (set to 1), "HIGH" (set to 1), "LOW" (set to 1), "EFFECT3" (set to Rand A), "EFFECT4" (set to 1), "P.AN" (set to 1), "SHAPE" (set to 1), "EFFECT5" (set to 1), "P.AN" (set to 1), "SHAPE" (set to 1).
- SAMPLE / NOISE Section:** Includes a "SAMPLE / NOISE" dropdown (set to Noise vinyl), "RET" and "LOOP" buttons, and a "STEP" knob.
- MODULATION IN/OUT Section:** Includes a "MODULATION IN/OUT" dropdown (set to 1), "GLIDE" (set to off), "PITCHBEND" (set to -2), and a "SOURCE AMOUNT DEST" table.

The interface is dark-themed with blue and yellow highlights. It features a variety of knobs, buttons, and dropdown menus for sound manipulation. The "SOURCE AMOUNT DEST" table is as follows:

SOURCE	AMOUNT	DEST
low keys	mod34	
CC85	cutoff	
aftertouch	lfo1	
lfo1	mod34	
step lfo	feedback	
mod34	cutoff	

New features:

TONE2 Audio releases Gladiator 3.1.5

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- HiDPI support for the VST3 version.

Enhancements:

- Slightly better performance.
Further optimisation to prevent denormalisation.
Several small enhancements.

Fixes:

- The VST3 plugin did not properly sync the BPM-rate.
- Workaround for some DAWs that did not update the GUI properly after re-sizing it.

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