

Talko as Ginkosynthese Grains

Both Talko 1.1 & 1.2 share some hardware with the Ginkosynthese Grains.

The Grains is also an Arduino module (based on the famous Audino code from Peter Knight) with the 3 first analogues port being used to manipulate the sound



Talko can also do this and the Grains code need just to be tweaked a bit to get the output on pin 3 (very easy to do)

I tested a few examples found here:

<http://www.ginkosynthese.com/product/grains/>

I uploaded some example on the [Github](#) and also posted their compiled firmware here so can be uploaded directly using [EasyUploader](#) :

[fresh.hex](#)

TALK0 1.1 control

Sound : sample offset

Pitch : loop length

Speed : pitch

TALK0 1.2 control

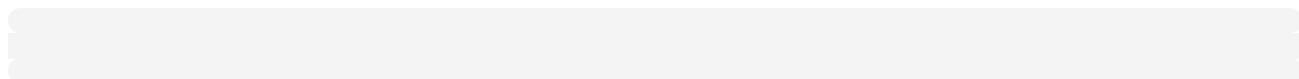
Pitch : sample offset

Speed : loop length

Bend : pitch



[View this post on Instagram](#)



A post shared by Jean-Luc Deladrière (@polaxis)

[hrtl-cereals-V2](#)

TALK0 1.1 control

Sound : sample start

Pitch : grain size

Speed : pitch

TALK0 1.2 control

Pitch : sample start

Speed : grain size

Bend : pitch

[jgb-patternrain-v2](#)

TALK0 1.1 control

Gate : clock in

Sound : select pattern

Pitch : select bank for patterns

Speed : stop/reset and then pattern rotate (to be able to make it fit better to other parts of your music)

TALK0 1.2 control

Gate : clock in

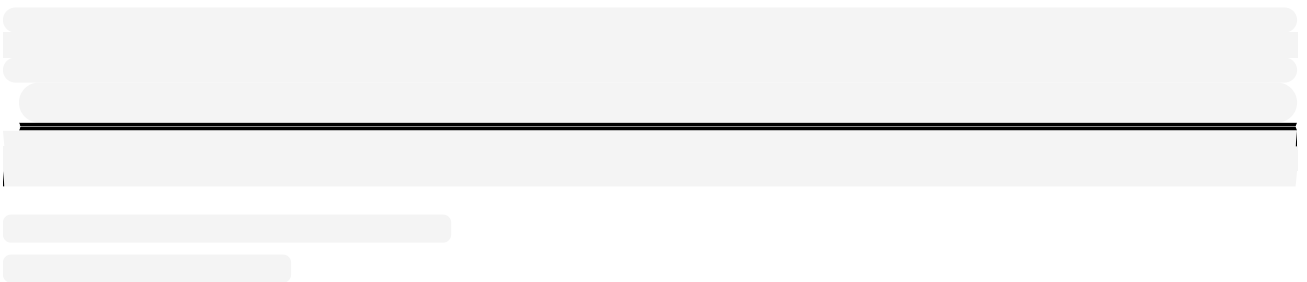
Pitch : select pattern

Speed : select bank for patterns

Bend : stop/reset and then pattern rotate (to be able to make it fit better to other parts of your music)



[View this post on Instagram](#)



A post shared by Jean-Luc Deladrière (@polaxis)

[jgb-RZ1-drums](#)

TALK0 1.1 control

Sound : Pitch CV 0-5 V

Pitch : Play on / off. Set it to max for normal function

Speed : SAMPLE_SELECT between two wavetables 0-5 V

TALK0 1.2 control

Pitch : Pitch CV 0-5 V

Speed : Play on / off. Set it to max for normal function

Bend : SAMPLE_SELECT between two wavetables 0-5 V

If you would like to adapt other Grains code, just let me know so I can post there here too.