Odds

stochastic control synthesis
KORG oscillator plugin

USER MANUAL

Designed and developed by **Sinevibes** ©2021-2026

KORG
prologue
KORG
digital
KORG
minilogue xd
KORG
digital mkII

INTRODUCTION

Odds is a stochastic control synthesis plugin for KORG **prologue**, **minilogue xd**, **NTS-1** and **NTS-1 mkII**. It starts with a hybrid engine that features dual oscillators with a wide variety of sources – including virtual analog, FM, phase distortion, waveshaping, ring modulation, cross modulation, and lo-fi – all of them running at double the system sample rate for highest possible quality. Together with a state-variable filter, **Odds** offers a total of 80 different configurations, covering a huge spectrum of sounds. But the "stochastic control" part is what takes this plugin to an entirely new level: for every note played, **Odds** has variable trigger probability, selectable pitch transpose randomization patterns, plus further independent randomization of up to 4 additional synth engine parameters. These advanced features make it possible to create extremely complex, never-repeating melodic and tonal variations even out of the most basic note sequences. Add to this a highly flexible modulation generator with a multitude of envelope and LFO shapes – and, right within your existing device, you have the synthesis power and sophistication that can rival a small modular system.

HIGHLIGHTS

- Bespoke dual-oscillator engine with multiple sound source types: virtual analog, FM, phase distortion, waveshaping, ring modulation, cross modulation, bit reduction, as well as hybrid (80 variations in total)
- Adjustable note trigger probability
- Individual randomization of pitch transposition, sound generator tone, modulation depth/speed, output level
- Waveform generators run at 96 kHz sample rate with an anti-aliasing filter for superior quality
- Built-in -12 dB/octave multi-mode state variable filter
- Flexible modulation generator with 24 modes: exponential envelopes, linear envelopes, multi-waveform LFO (triangle, saw, square, pulse, trapezoid, peak), sample & hold, and random triangle
- Built-in lag filters for noise-free, ultra-smooth parameter adjustment and modulation

COMPATIBILITY

- KORG **prologue**
- KORG **minilogue xd**
- KORG **NTS-1**
- KORG **NTS-1 mkII**

PACKAGE CONTENTS

- Plugin files in individual formats for **prologue**, **minilogue xd**, **NTS-1** and **NTS-1 mkII**
- 40 presets for **prologue**, 35 presets for **minilogue xd**
- 35 preset tables for **NTS-1** and **NTS-1 mkII**
- User Manual PDF

BEFORE YOU START

Before you install third-party plugins, please make sure that you have the latest **system update** installed on your KORG synthesizer, and that you also perform the **panel update** and **voice update** procedures if they are required. Older system versions can have major issues with newer plugins. You should keep the **Sound Librarian** or the **KORG KONTROL EDITOR** application updated as well.

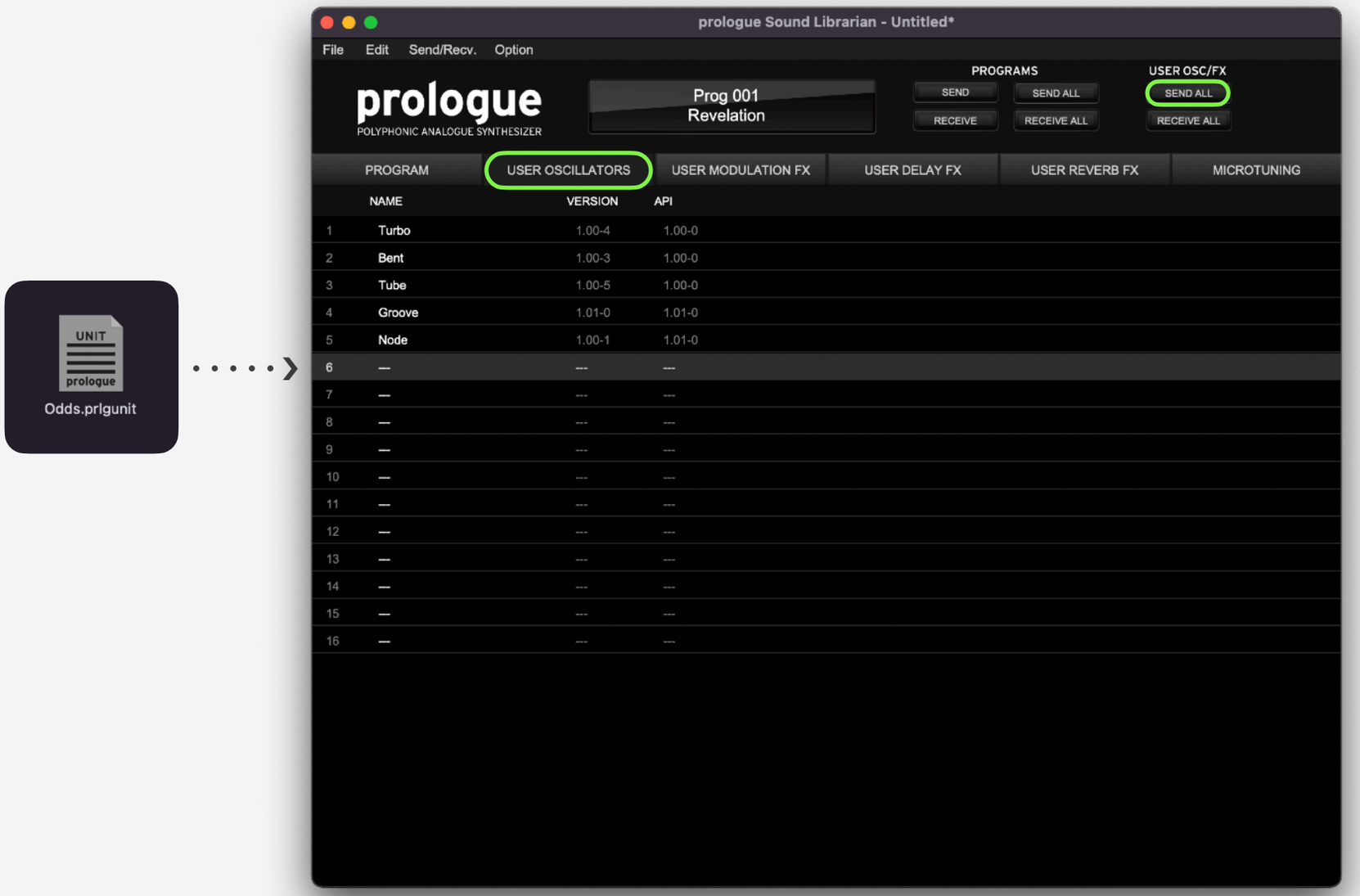
Follow the links below to check and download the latest software for your synthesizer:

- Software for KORG **prologue**
- Software for KORG **minilogue xd**
- Software for KORG **NTS-1**
- Software for KORG **NTS-1 mkII**

To get the latest version of **Odds**, visit the **Sinevibes** website and request your downloads:
www.sinevibes.com/updates

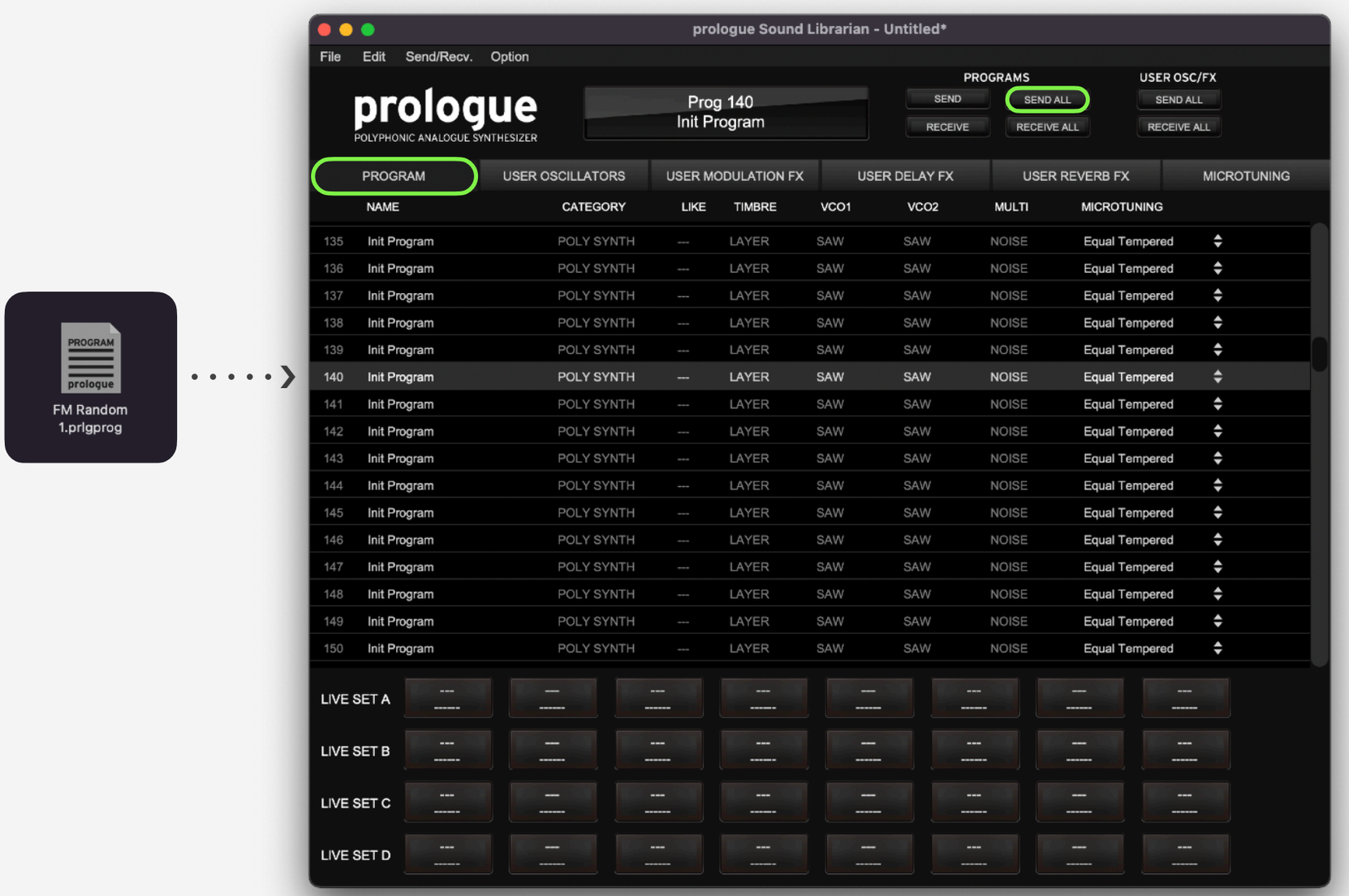
INSTALLING ODDS

1. Connect your synthesizer to your computer with a USB cable.
2. Turn the synthesizer on.
3. On your computer, launch the Sound Librarian or the KORG KONTROL EDITOR application (depending on your device model).
4. In this application, switch to the OSCILLATORS tab.
5. Drag and drop the **Odds** plugin file into any available oscillator slot.
6. Click the SEND ALL button in the USER OSC/FX toolbar section (Sound Librarian) or the SEND button in the OSCILLATORS tab (KONTROL EDITOR).



INSTALLING PRESETS

1. Connect your synthesizer to your computer with a USB cable.
2. Turn the synthesizer on.
3. On your computer, launch the Sound Librarian application.
4. In this application, switch to the PROGRAM tab.
5. In the **Odds** package, open the Presets folder, and then open the folder corresponding to the slot number into which you installed the plugin – this is a very important step without which the presets won't work!
6. In the Sound Librarian, click to highlight the target preset location, then drag and drop the desired preset file into this location. Repeat this for all presets you'd like to install.
7. Click the SEND ALL button in the PROGRAMS toolbar section.



LOADING ODDS

To use **Odds** for creating your own sounds, you need to load the plugin into the MULTI ENGINE oscillator. It is best to start from an initialized preset to make sure that there are no pre-existing sound adjustments that could prevent the plugin from sounding correctly.

prologue

- Start from an initialized patch *
- In the MIXER, set VCO1 level to zero and MULTI level to the maximum.
- Set the MULTI ENGINE oscillator type switch to USR.
- Use the TYPE dial to scroll through plugins until you select **Odds**.

minilogue xd

- Start from an initialized patch *
- In the MIXER, set VCO1 level to zero and MULTI level to the maximum.
- Set the MULTI ENGINE oscillator type switch to USR.
- Use the TYPE dial to scroll through plugins until you select **Odds**.

NTS-1 / NTS-1 mkII

- Start from an initialized patch *
- Press the OSC button.
- Use the TYPE dial to scroll through plugins until you select **Dense**.

NOTE: on the **NTS-1** and **NTS-1 mkII** all DSP modules share the resources of the single CPU, therefore the **Odds** oscillator plugin can affect the total amount of effects you can run at the same time.

* Please refer to the user manual to learn how to initialize the current patch to its default settings.

EDITING PARAMETERS

Like all multi-engine plugins, **Odds** includes additional parameters that enable deep customization. Below are the instructions for accessing and editing them depending on the device model. For the detailed description of what each parameter does, please see the PARAMETER GUIDE.

prologue

- Press the EDIT MODE button and select PROGRAM EDIT.
- Press the function key #7 repeatedly to switch between the additional plugin parameters.
- Use the PROGRAM/VALUE dial to adjust the currently selected parameter.

minilogue xd

- On the **minilogue xd** module, make sure that the KEYBOARD switch is off.
- Press the EDIT MODE button and select PROGRAM EDIT.
- Press the sequencer key #10 repeatedly to switch between the additional plugin parameters.
- Use the PROGRAM/VALUE dial to adjust the currently selected parameter.

NTS-1 / NTS-1 mkII

- Press and hold the OSC button, then rotate the TYPE dial to enter the oscillator parameter edit mode.
- Use the TYPE dial to switch between the additional plugin parameters.
- Use the B knob to adjust the currently selected parameter.

PARAMETER GUIDE

Parameter	Range	Description
SHAPE / A	0 .. 100%	Adjust the main control parameter of the sound engine. Depending on the selected **Source Type**, this control is mapped to either filter cutoff frequency, frequency modulation depth, or waveshaper intensity.
SHIFT+SHAPE / B	0 .. 100%	Adjust the probability of each note being triggered: the parameter range is reversed, e.g. actual probability value goes from 100 to 0%.
Source Type	1 .. 80	Select the sound engine configuration: these include various oscillator models, their waveforms and pitches, as well as output filter types. Parameter value reference: SOURCE TYPES
Random Pitch	0 .. 27%	Select the pitch transpose amount that will be applied each time a note is triggered. Depending on the transpose pattern, pitch can go up or down in multiple fifth or octave intervals. Parameter value reference: RANDOM PITCH
Random Tone	0 .. 16%	Select the sound engine parameters that will be randomized each time a note is triggered. Parameter value reference: RANDOM TONE
MG Type	1 .. 24	Select the modulation generator type and configuration: exponential envelope, linear envelope, LFO, sample & hold, random triangle. Parameter value reference: MODULATOR MODES
MG Speed	0 .. 100%	Adjust the modulation generator time or frequency depending on the currently selected **MG Type**: the range is mapped to **5 ms .. 10 s** (EG), **0.05 .. 20 Hz** (LFO), **0 .. 20 Hz** (sample & hold, random triangle).
MG Depth	0 .. 100%	Adjust the amount of modulation generator output sent into the **SHAPE** parameter

SOURCE TYPES

	Generator	Filter		Generator	Filter
1	saw	high-pass	**21**	saw	band-pass
2	square		**22**	square	
3	2x saw detuned		**23**	2x saw detuned	
4	2x square detuned		**24**	2x square detuned	
5	saw + square detuned		**25**	saw + square detuned	
6	2x saw fifth		**26**	2x saw fifth	
7	2x square fifth		**27**	2x square fifth	
8	2x saw octave		**28**	2x saw octave	
9	2x square octave		**29**	2x square octave	
10	saw + square octave		**30**	saw + square octave	
11	saw	low-pass	**31**	2-op FM with 1:1 ratio	–
12	square		**32**	2-op FM with 1:1 ratio + feedback	
13	2x saw detuned		**33**	2-op FM with 2:1 ratio	
14	2x square detuned		**34**	2-op FM with 2:1 ratio + feedback	
15	saw + square detuned		**35**	2-op FM with 3:1 ratio	
16	2x saw fifth		**36**	2-op FM with 3:1 ratio + feedback	
17	2x square fifth		**37**	2-op FM with 4:1 ratio	
18	2x saw octave		**38**	2-op FM with 4:1 ratio + feedback	
18	2x square octave		**39**	2-op FM with 6:1 ratio	
20	saw + square octave		**40**	2-op FM with 6:1 ratio + feedback	

SOURCE TYPES

	Generator	Filter		Generator	Filter
41	2-op FM, 1:1 ratio + phase distortion		**61**	bit-reduced triangle + modulation	
42	2-op FM, 1:1 ratio + phase distortion + feedback		**62**	bit-reduced saw + modulation	
43	2-op FM, 2:1 ratio + phase distortion		**63**	2x square detuned × ring mod	
44	2-op FM, 2:1 ratio + phase distortion + feedback		**64**	2x square detuned/mixed × ring mod	
45	bit-reduced 2-op FM, 1:1 ratio		**65**	2x square octave × ring mod	
46	bit-reduced 2-op FM, 1:1 ratio + feedback	–	**66**	triangle + square octave × ring mod	low-pass
47	sine + waveshaper		**67**	cross-modulated saw	
48	2x sine octave + waveshaper		**68**	cross-modulated square	
49	bit-reduced sine + waveshaper		**69**	overmodulated square	
50	bit-reduced 2x sine octave + waveshaper		**70**	overmodulated saw fifth	
51	bit-reduced triangle + modulation		**71**	bit-reduced triangle + modulation	
52	bit-reduced saw + modulation		**72**	bit-reduced saw + modulation	
53	2x square detuned × ring mod		**73**	2x square detuned × ring mod	
54	2x square detuned/mixed × ring mod		**74**	2x square detuned/mixed × ring mod	
55	2x square octave × ring mod		**75**	2x square octave × ring mod	
56	triangle + square octave × ring mod	high-pass	**76**	triangle + square octave × ring mod	band-pass
57	cross-modulated saw		**77**	cross-modulated saw	
58	cross-modulated square		**78**	cross-modulated square	
59	overmodulated square		**79**	overmodulated square	
60	overmodulated saw fifth		**80**	overmodulated saw fifth	

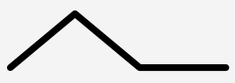
RANDOM PITCH

Value	**Transpose Pattern** (semitones)	Value	**Transpose Pattern** (semitones)
0	0	**14**	0, +7, +12, +19, +24, +31
1	0, +12	**15**	0, +7, +12, +19, +24, +31, +36
2	0, +12, +24	**16**	0, -7
3	0, +12, +24, +36	**17**	0, -7, -12
4	0, -12	**18**	0, -7, -12, -19
5	0, -12, -24	**19**	0, -7, -12, -19, -24
6	0, -12, -24, -36	**20**	0, -7, -12, -19, -24, -31
7	0, +12, -12	**21**	0, -7, -12, -19, -24, -31, -36
8	0, +12, -12, +24, -24	**22**	0, +7, -7
9	0, +12, -12, +24, -24, +36, -36	**23**	0, +7, -7, +12, -12
10	0, +7	**24**	0, +7, -7, +12, -12, +19, -19
11	0, +7, +12	**25**	0, +7, -7, +12, -12, +19. -19, +24, -24
12	0, +7, +12, +19	**26**	0, +7, -7, +12, -12, +19. -19, +24, -24, +31, -31
13	0, +7, +12, +19, +24	**27**	0, +7, -7, +12, -12, +19. -19, +24, -24, +31, -31, +36, -36

RANDOM TONE

Value	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Shape		●				●	●	●				●	●	●		●
MG speed			●			●			●	●		●	●		●	●
MG depth				●			●		●		●	●		●	●	●
Level					●			●		●	●		●	●	●	●

MODULATOR MODES

1	Exponential decay-sustain EG	**13**	Square LFO
2	Exponential attack-sustain EG	**14**	Square LFO, inverted
3	Exponential attack-decay-sustain EG	**15**	80% pulse LFO
4	Exponential attack-decay-sustain EG, attack 5x shorter than decay	**16**	80% pulse LFO, inverted
5	Linear decay-sustain EG	**17**	20% pulse LFO
6	Linear attack-sustain EG	**18**	20% pulse LFO, inverted
7	 Linear attack-decay-sustain EG	**19**	Trapezoid LFO
8	Linear attack-decay-sustain EG, attack 5x shorter than decay	**20**	Trapezoid LFO, inverted
9	Triangle LFO	**21**	Peak LFO
10	Triangle LFO, inverted	**22**	Peak LFO, inverted
11	Saw LFO	**23**	Sample & hold
12	Saw LFO, inverted	**24**	Random triangle

SINEVIBES

DOWNLOADABLE SUPERPOWERS