A few quick notes

Configuration -

My templates always contain at least two things. A battery life indicator and a configuration menu where you can set some options including the Lemur MIDI Target, MIDI channel, delay times, etc.
This configuration menu is found by pressing and holding a finger down on the battery life indicator in the upper right corner. After a short time, a button will begin to appear and then the configuration menu will pop up.

For the LFO demo, set the Lemur target to where your MIDI interface is connected (usually Target 0, but it can change). Set the MIDI Channel to whatever number you are using.

The LFO Resolution sets the internal granularity of the LFO. The LFO is smooth with anything from 128 to 512. Note that the resolution also interacts with the Max Rate to effectively control the maximum speed of the LFO. Also, at low resolutions, the LFO starts moving in larger steps and the target control jumps instead of moving smoothly. It could be an interesting effect, so keep that in mind.

The LFO Maximum Rate sets the nominal maximum BPM. I'm using an internal Lemur MIDI clock triggered on 64th notes to get it moving fast enough at the top speeds. If you are interested in very slow LFO movement, try using a max rate of 50 or 100 with a resolution of 512.

The reset to zero button is fairly self-explanatory.

Layout -

The upper left is a Monitor object to display the value of the sliders. Below that are some target faders and knobs. Currently they are not set to pass MIDI, but feel free to play around with the settings.

Across the top is a Master Sync button (see below for use), and the LFO 1 Display button. This shows/hides the Breakpoint object I'm using to track and display the LFO. In the upper right corner is the battery life percentage (rounded to 5% by the Lemur OS). If you battery life falls too low (below 15%), it will change to red and start blinking.

In the middle are the LFO controls. The LFO 1 button turns the LFO on and off. The two drop down menus in the middle select the LFO waveform and the target.

The 3 sliders adjust the rate, the minimum and maximum range for the LFO, and the Pulse Width of the square wave. To get a feel of how the Range control effects the LFO, run a Sine wave and play with the min and max.

The 1 Shot button turns the LFO into a one time envelope generator. The LFO will complete one full cycle then stop.

The last button is the Sync button. This, along with the Master Sync button allows you to start and stop multiple LFOs at the same time. Turn on Sync for each LFO, then use the Master to start/stop them.

If you start delving into the code and can find a simpler way to handle the various clock start/stop states, especially where One Shots are used with the Master Sync, please let me know.

Questions/issues, please email me - tom@oldgearguy.com.

thanks,
Tom