

The seven segment displays shows the active algorithm
01 - 32

CV ALG is the CV input for algorithm selection. The CV input is 6.66VPP (bipolar) and is applied relative to the selected algorithm

ALG encoder selects the active algorithm from the 32 algorithms available

I, II and III are the three algorithm parameters. The CV range is 6.66VPP (bipolar) and the knobs act as offsets.

When the Decay is set to infinity AND the ALG encoder is pressed the module will enter VCO mode where the envelope is not applied to the generated sound. To exit VCO mode, simply reduce the Decay from infinite and VCO mode will exit back to normal operation.

SHAPE selects one of 16 different envelope shapes. From linear to exponential, reverse linear through multiple ramp-downs and other weirdness. The Shape CV input is 6.66VPP.

DECAY controls the length or duration of the envelope. Counter clock-wise is shorter, clockwise is longer. Decay CV input is 6.66VPP.

TRIGGER is the trigger input to generate/start sounds.

CHOKe is a trigger input. On the rising edge of a trigger all active voices will be stopped.

ACCENT is a 0 to 6.66VPP CV that can be used to increase the volume or "accent" a sound. The higher the voltage the louder the sound. Accent is "latched" when the trigger occurs and does not change the volume whilst a sound is playing.

PITCH controls the pitch of the sound. The Pitch CV input is 5VPP and only *some* algorithms track 1V/OCT

AUDIO output is where the magical audio goodness is output at 5VPP via 16bit DAC at 38khz



The **MONO/PARA** switch changes between monophonic and paraphonic mode. In **MONO**phonic mode only one voice is active at a time. Each time a trigger input is recieved, the active voice is stopped before the newly triggered voice becomes active. Because there is only ever one active voice, the CV can directly manipulate that voice in real-time.

In **PARA**phonic mode each of the CV inputs and knobs are "latched" or recorded at the time a Trigger is recieved. This means CV input will not modulate a sound once it is playing. In paraphonic mode two voices can be active at a time.