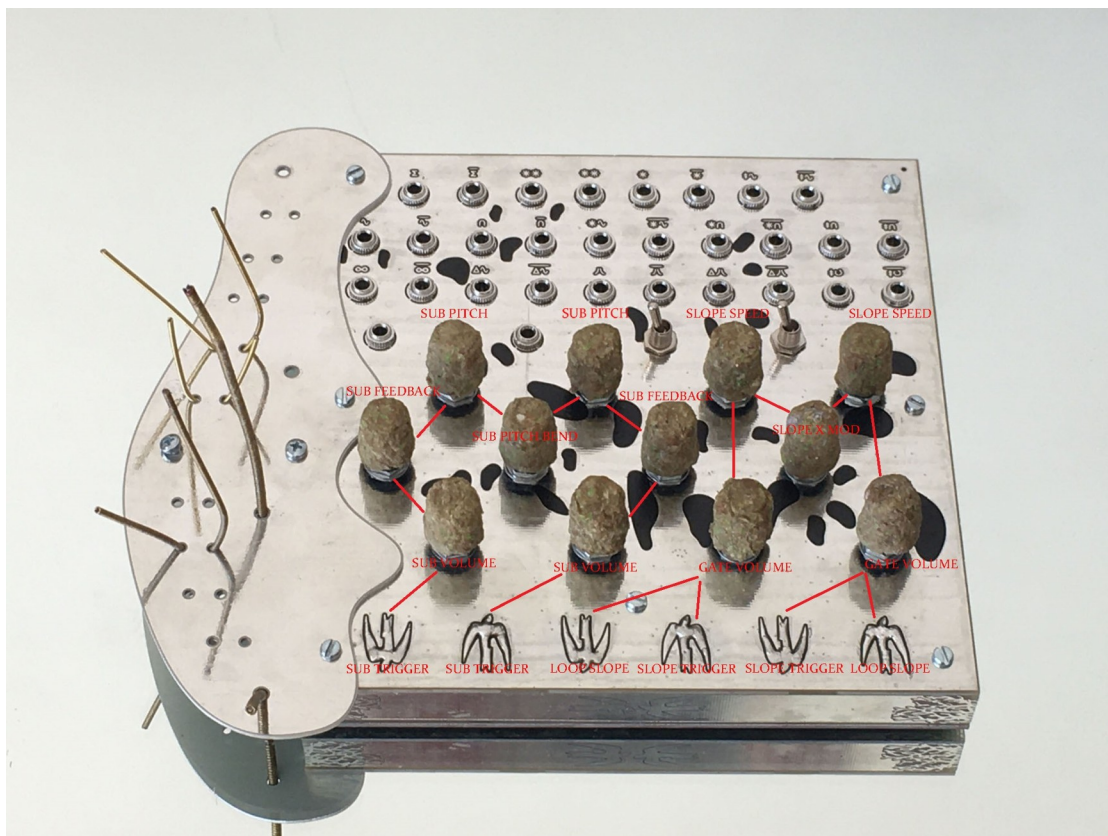


- Σ - Sum output of  $\cup$  \* and  $\cap$
  - $\cup$  - Sub (connecting this output will disconnect the sub from the sum output)
  - $\cap$  - Gate (connecting this output will disconnect the gate from the sum output)
  - \* - Aux Input
  - \* \* - Aux Input mono
  - \*  $\cup$  - Audio / voltage through the Sub
  - \*  $\cap$  - Audio / voltage input through the Gate
  - ‡  $\cup$  - Trigger Sub (Trigger the sub from another device like computer, sequencer etc...)
  - ‡  $\cap$  - Trigger Gate
  - ‡  $\cup$  - Trigger Loop
  - ∧ - Slope output (actually both input and output - you can input gate modifier voltage signal here)
  - △∧ - Modify Slope Input
  - ∞ - Modify feedback/decay parameter of sub
  - △  $\cup$  - Modify pitch of sub
- the two unlabeled jacks at the bottom of the patchbay output the piezo disc signal



Knobs left to right

Top row -- pitch sub, pitch other sub, slope time\*\*, other slope time

Middle row -- decay/feedback sub, bend amount for both subs, decay/feedback other sub, slope modulation amount for both slopes

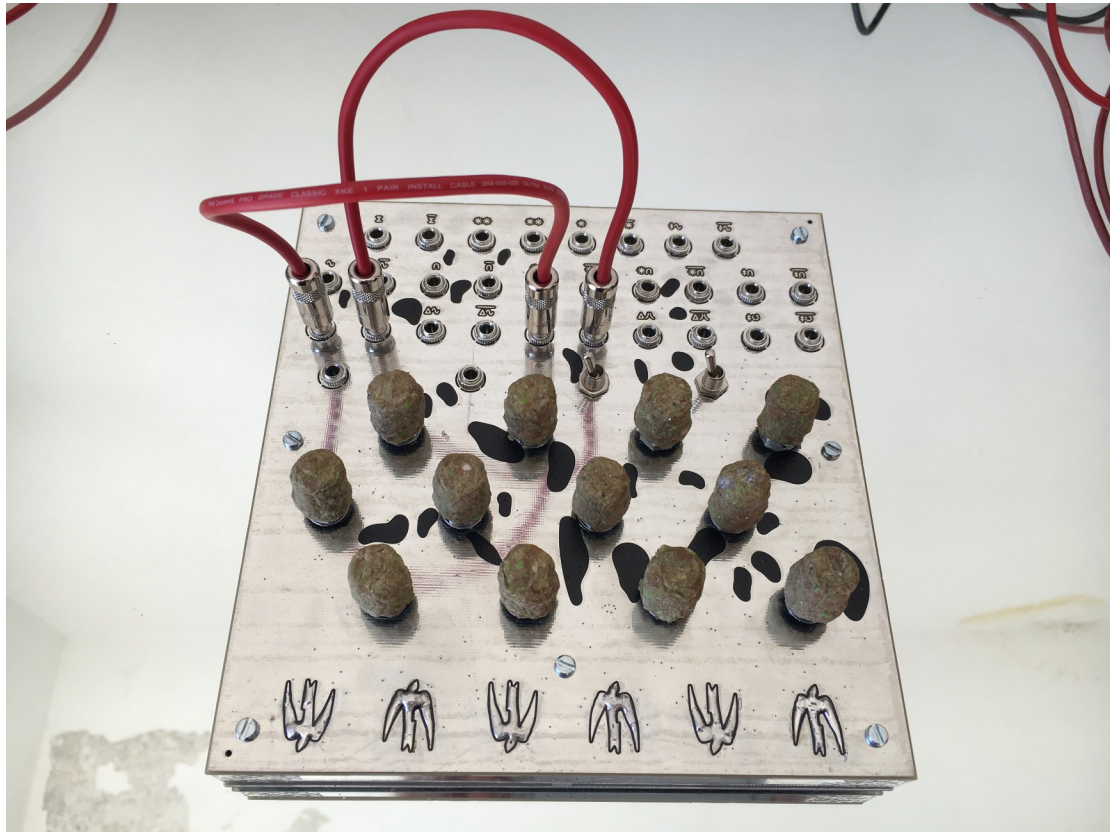
Bottom row -- volume sub, volume other sub, volume gate, volume other gate

The two switches are toggles to select fall or rise for either of the slopes -- when switch is to the left \ - falling - falls when touch is released ,when switch is to the right / - rising - rises as touch is held down

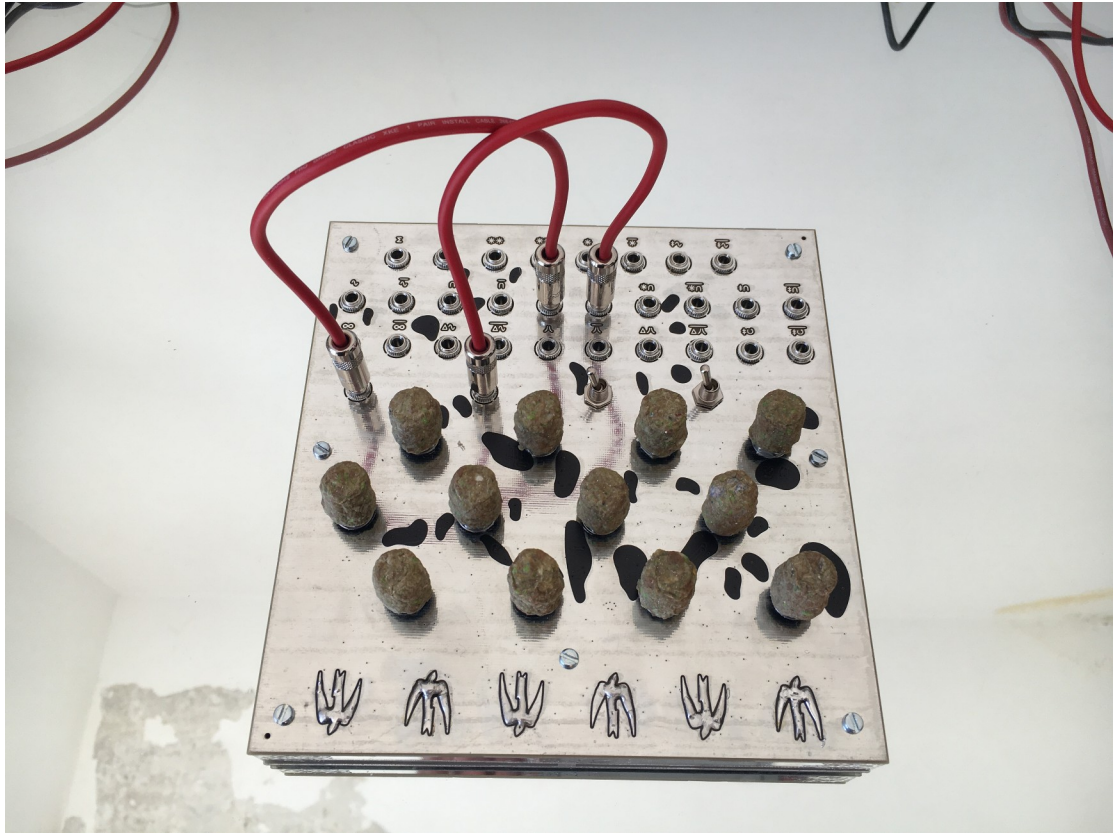
\*\*when falling slope is selected turning the knob left results in a longer fall, when rising slope is selected turning the knob to the right results in a longer rise

\*\*\*looping slope is always falling

A few patching examples



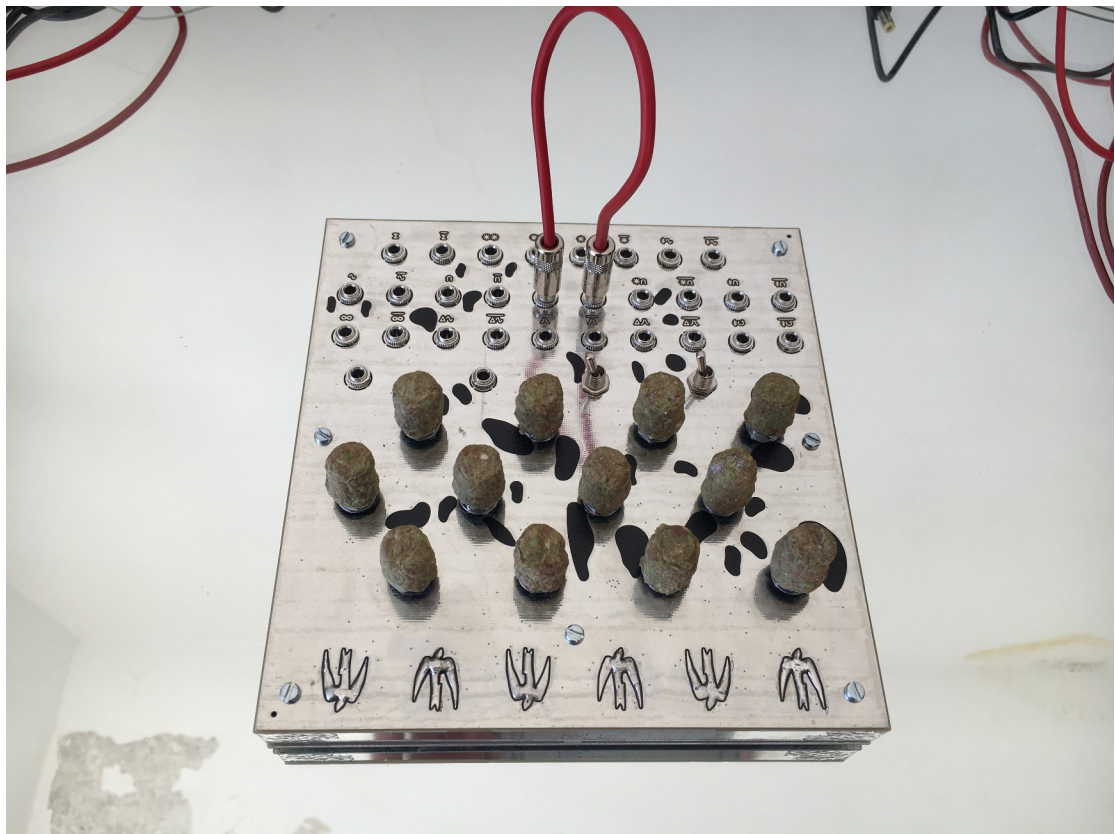
Slopes to feedback of both subs



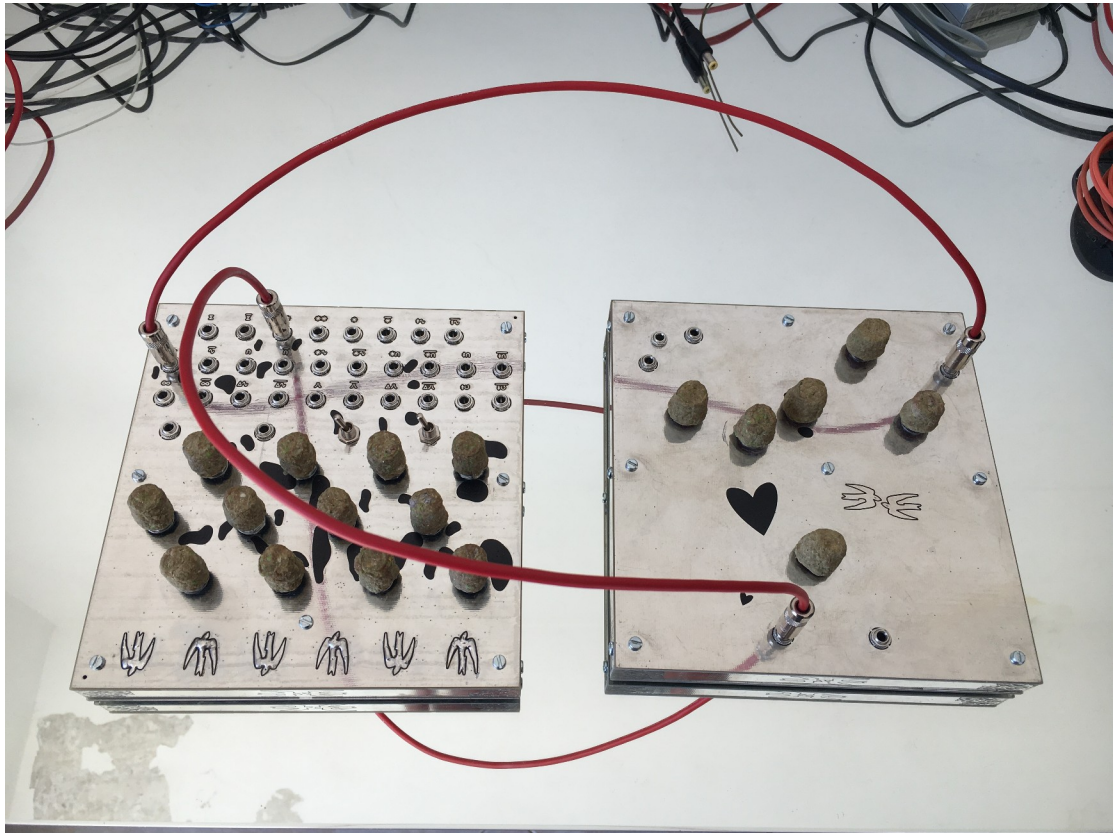
Piezo to subs



External sound through the gates



Subs linked



Send a sub output to an effects processor and route it back into the main mix