

Optional: Number of steps
Only available before recording
(16 steps by default)

Record a sequence
Auto Playback – reaching
selected number of steps

Manually stop recording
before the selected number of
steps has been reached

- Powers of 2
- Multiples of 3
- Multiples of 5
- Primes



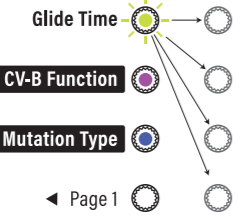
Transpose
via CV

2 sec



Config pages 1 & 2

Record again



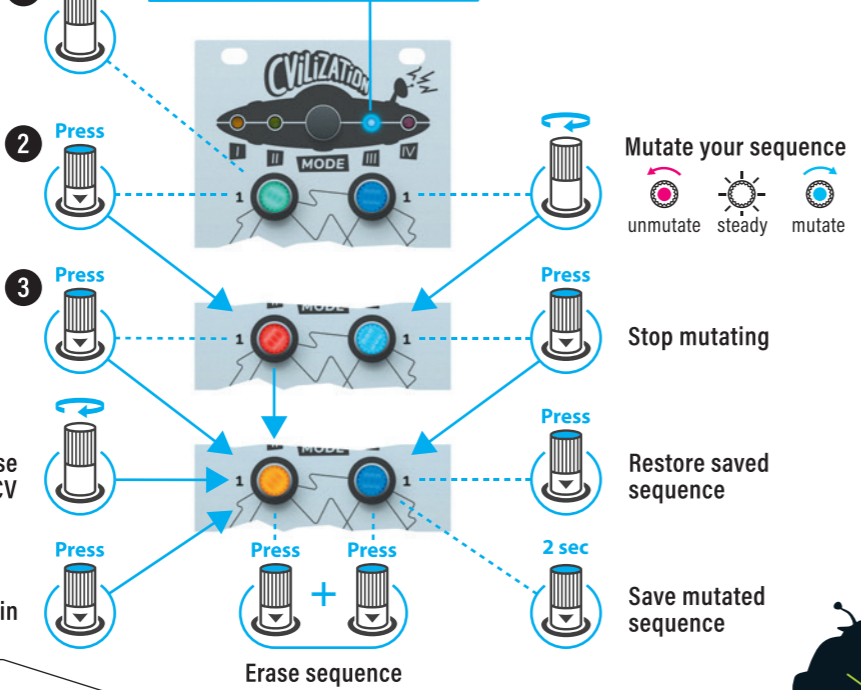
CV-B Function

- Off
- Reset
- Quantizer Scale Select (CV)
- Glide on (+3V Gate)
- Record Start/Stop
- Overdub
- Mutate
- Restore saved sequence

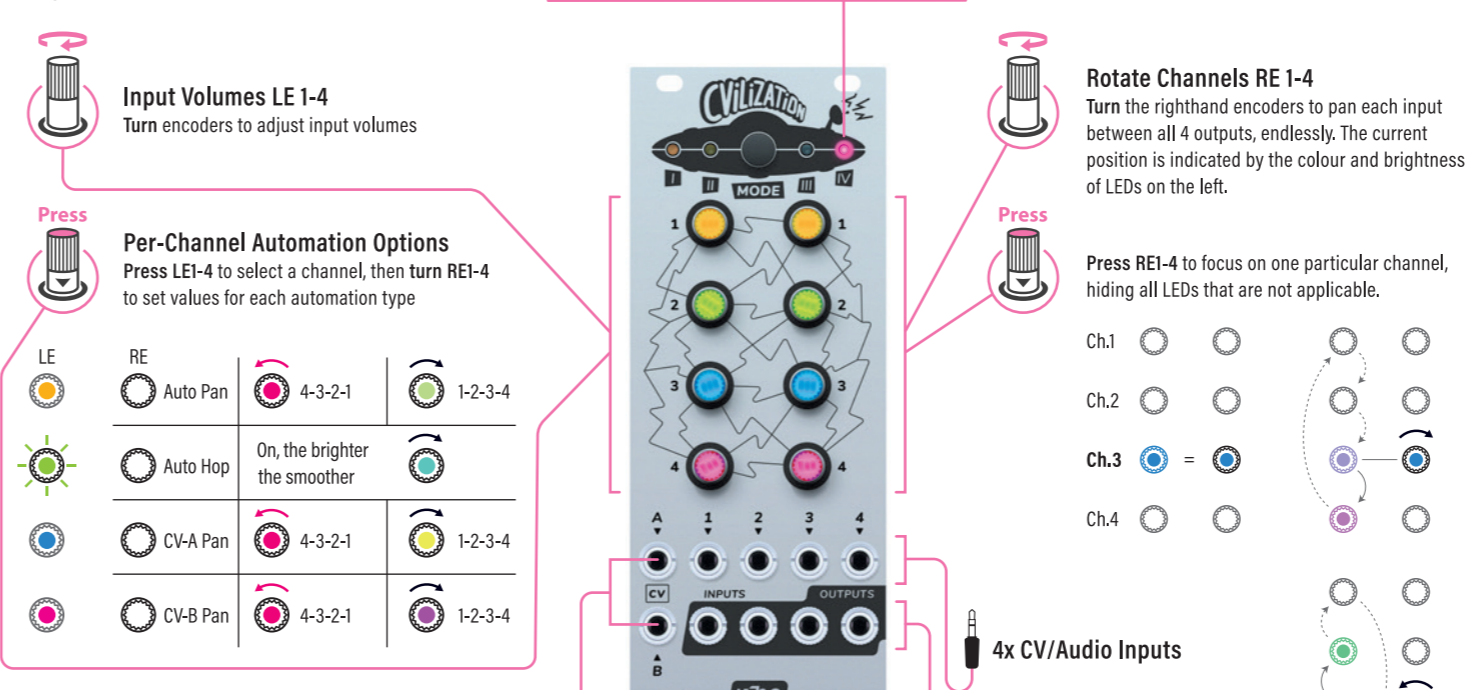
Mutation Type

- Randomly decrease/increase intervals
- Randomly copy input CV
- Randomly copy from above sequence
- Harmonize

Mode III: Quad Mucorder



Mode IV: Quadrasonic Panner



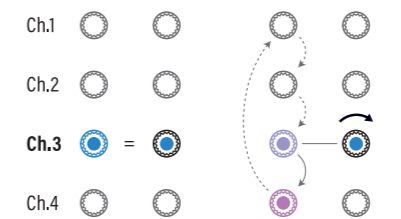
Input Volumes LE 1-4
Turn encoders to adjust input volumes

Per-Channel Automation Options
Press LE1-4 to select a channel, then turn RE1-4 to set values for each automation type

LE	RE	Automation Type	Automation Type

Rotate Channels RE 1-4
Turn the righthand encoders to pan each input between all 4 outputs, endlessly. The current position is indicated by the colour and brightness of LEDs on the left.

Press RE1-4 to focus on one particular channel, hiding all LEDs that are not applicable.



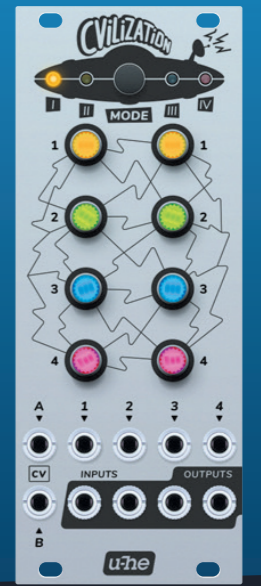
4x CV/Audio Inputs

4x CV/Audio Outputs

CV-A

CV-B

Pan channels via CV



ultimate cheat sheet



SPACE
CERTIFIED
SUPERCOMPUTER

by **uThe**

MOOTATION /mu:'teɪ.ʃən/

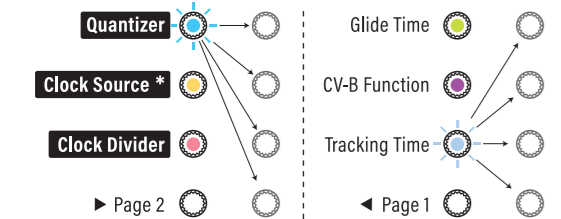
A PERMANENT CHANGE IN A COW'S ORGANISM, OR THE CHANGED ORGANISM ITSELF: ENVIRONMENTAL PRESSURES ENCOURAGE GENES WITH CERTAIN MOOTATIONS TO PERSIST AND OTHERS TO DIE OUT. IT IS A LITTLE-KNOWN FACT THAT UNPROTECTED EXPOSURE TO TRACTOR BEAMS IS THE CHIEF CAUSE OF MOOTATION.

I

Press
Mix 1 input into 4 outputs
 Press an encoder on the left (LE1-4) to select an input, then turn the encoders on the right (RE1-4) to adjust levels (negative values = red)
 Press the breathing encoder to exit the page

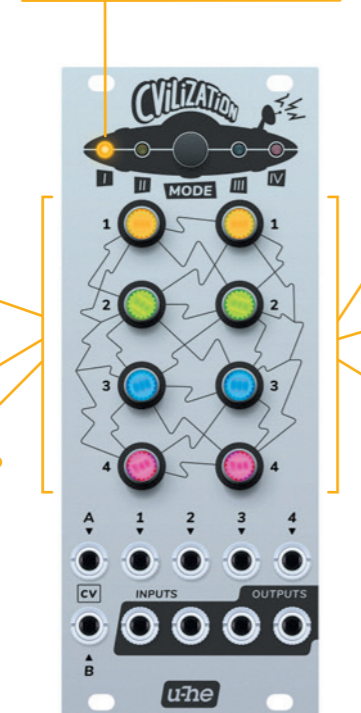
Mute/Unmute Inputs
 Turn LE1-4 up to mute input (red)
 Turn LE1-4 back down to unmute

2 sec
Config pages 1 & 2



* In Mode I, the clock is used for Sample & Hold only
 In Mode II, Press RE1-4 to switch Sample & Hold on/off

Mode I: 4x4 Matrix Mixer

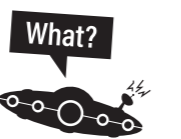


- Quantizer**
- Off
 - Chromatic
 - Major
 - Natural Minor
 - Harmonic Minor
 - Pentatonic Minor
 - Blues
 - Phrygian Dominant
 - Diminished
 - Alien Alloy

Press
Mix 4 inputs into 1 output
 Press an encoder on the right (RE1-4) to select an output, then turn the encoders on the left (LE1-4) to adjust levels (negative values = red)
 Press the breathing encoder to exit the page

Mute/Unmute Outputs
 Turn RE1-4 up to mute output (red)
 Turn RE1-4 down to unmute again

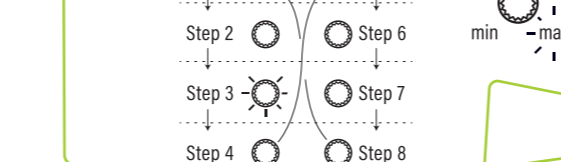
2 sec
Static Offsets
 Octaves (+/-10V)
 In-Scale Transpose
 Semitones
 Cent (+/-100)



- Clock Source***
- Off
 - CV-A
 - CV-B
 - CV-A or CV-B
 - CV-A and CV-B
 - Select Bus / Bus Gate
- Clock Divider**
- 1x
 - 2x
 - 4x
 - 8x

II

Press
Step Gain
 Press an encoder on the left (LE1-4) to edit the corresponding sequence 1-4 (all encoders turn white)
 Turn all encoders to adjust the gain for each step.
 Press the selected encoder again to leave the page.



Turn down a tick to stop & reset
 Turn back to center to start playback
 Turn up a tick to pause (no reset)

2 sec
Long-press LE4: Config page 2
 Press LE3 to select Playback Direction.
 Turn RE1-4 for playback options (seq. 1-4)

- Glide Time
- Forwards
 - Backwards
 - Zigzag
 - Random
- Playback Direction**
- Page 1

Mode II: 4 x 4 Sequential Switch



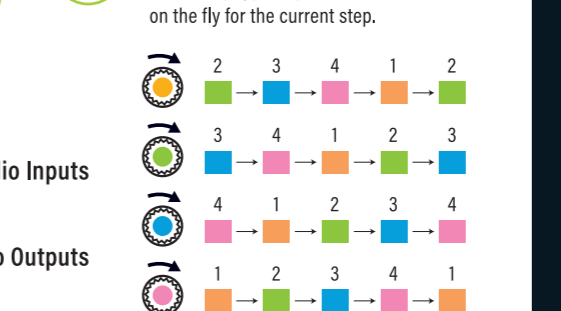
- CV-A**
 Clock / Trigger for sequential switch
- CV-B**
- Reset
 - Quantizer Scale Select (CV)
 - Glide on (+3V Gate)

Press
Step Types
 Press an encoder on the right (RE1-4) to edit the corresponding sequence 1-4 (all encoders adopt the selected sequence colour)
 Turn all encoders to select the step types
 Press the selected encoder again to leave the page



Turn encoders RE1-4 (seq.1-4) to select step type (inputs 1, 2, 3 or 4) on the fly for the current step.

Live Input switching
 Turn encoders RE1-4 (seq.1-4) to select step type (inputs 1, 2, 3 or 4) on the fly for the current step.



THE UFO ABDUCTION SCENE
 WHEN CIVILIZATION IS SWITCHED ON ITS LEDS RE-ENACT A UFO ABDUCTION SCENE. OUR BOFFINS TRIED EVERYTHING IN THEIR POWER TO REMOVE IT, BUT THE ALIEN TECHNOLOGY DEFIED ALL ATTEMPTS AT FIDDLING WITH THE BOOT ROUTINE. WE ASSUME THIS IS SOME KIND OF DEEP MESSAGE FROM A VAST EXTRATERRESTRIAL INTELLIGENCE, BUT WE CAN'T SAY WHAT IT MEANS. YET. ALSO, IF YOU THOUGHT THAT THE BIT ABOUT "A FRAGMENT OF A UFO CONTROL PANEL RIGHT THERE IN YOUR EURORACK" WAS A MARKETING PLOY, THINK AGAIN. THE FACT THAT IT IS IMPOSSIBLE FOR THE BEST MINDS IN THE WORLD TO REMOVE THE ANIMATION IS SURELY PROOF ENOUGH THAT WE ARE DEALING WITH ALIEN TECH.