DAEMON default app bundle cheat sheet

To cycle through the apps, press the button. After each button press, the inputs will flash a number of times to signify which number app is running. IE 4 flashes = app number 4. DAEMON will remember your chosen app when you turn off the power. When you switch your rack on again, DAEMON will start up on the same app as when you switched it off.

KNOBS

Nothing plugged in to the input: Knob sets parameter from 0-100%.
Analogue signal plugged into jack: Knob attenuates signal

	1	2	3	4	5	6
	VCLFO	**AD ENV**	**AR ENV**	**Quantiser**	**Turing**	**Bytebeat Filter**

INPUTS

1 VCLFO	2 AD ENV	3 AR ENV	4 Quantiser	5 Turing	6 Bytebeat Filter
Up Speed / Down Speed	Attack / Decay	Attack / Release	1V/Oct In / Scale (0-7)	Chance / Length	t / Crunch
Sync	Trigger	Gate	Trigger	Clock	Bitdepth

OUTPUTS

1 VCLFO	2 AD ENV	3 AR ENV	4 Quantiser	5 Turing	6 Bytebeat Filter
Pulse / Slope	Finish Pulse / Slope	Finish Pulse / Slope	Trigger Out / 1V/Oct Out	Pulse / 1V/Oct Out	Pulse / Wave-form

KNOBS

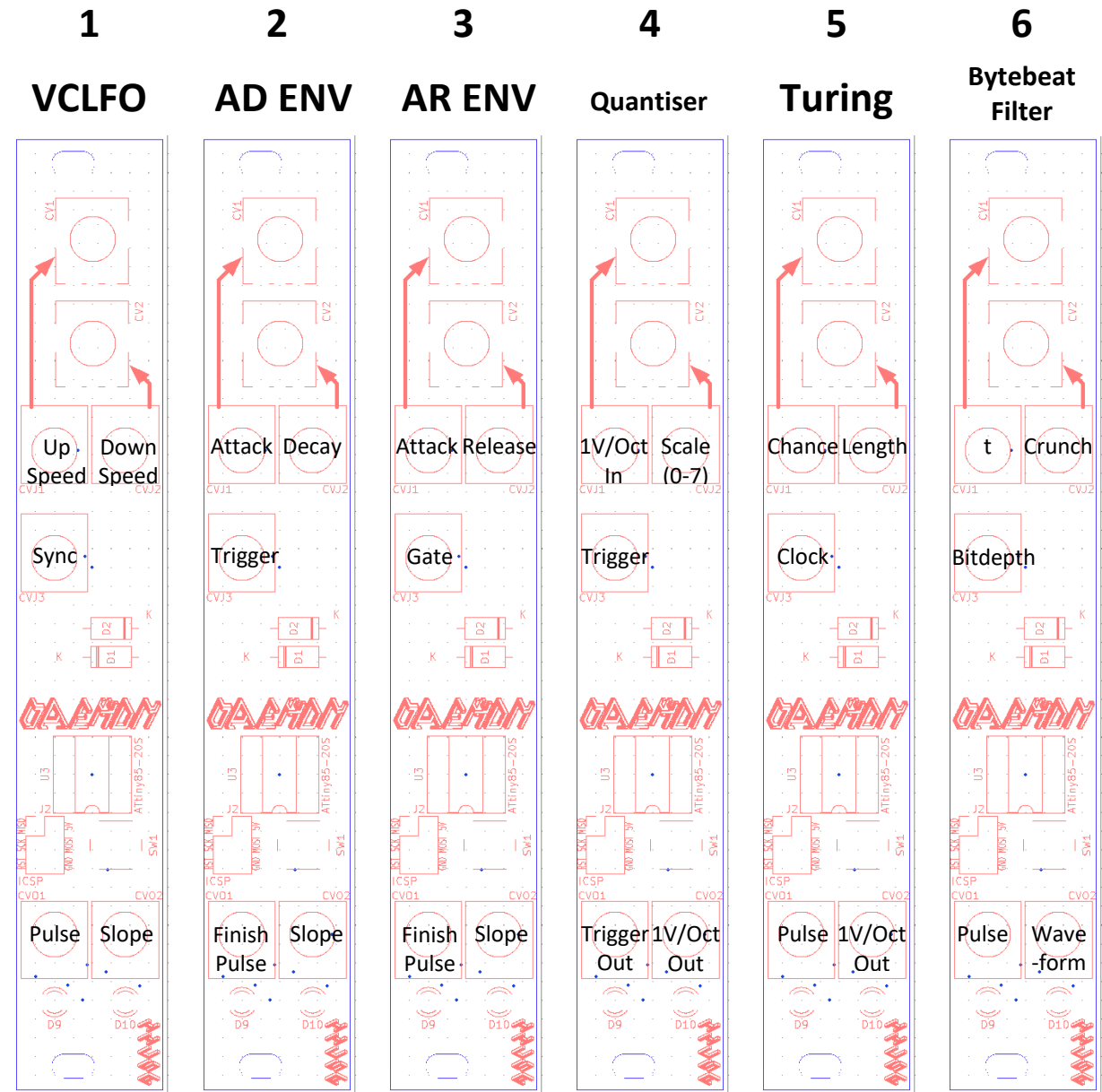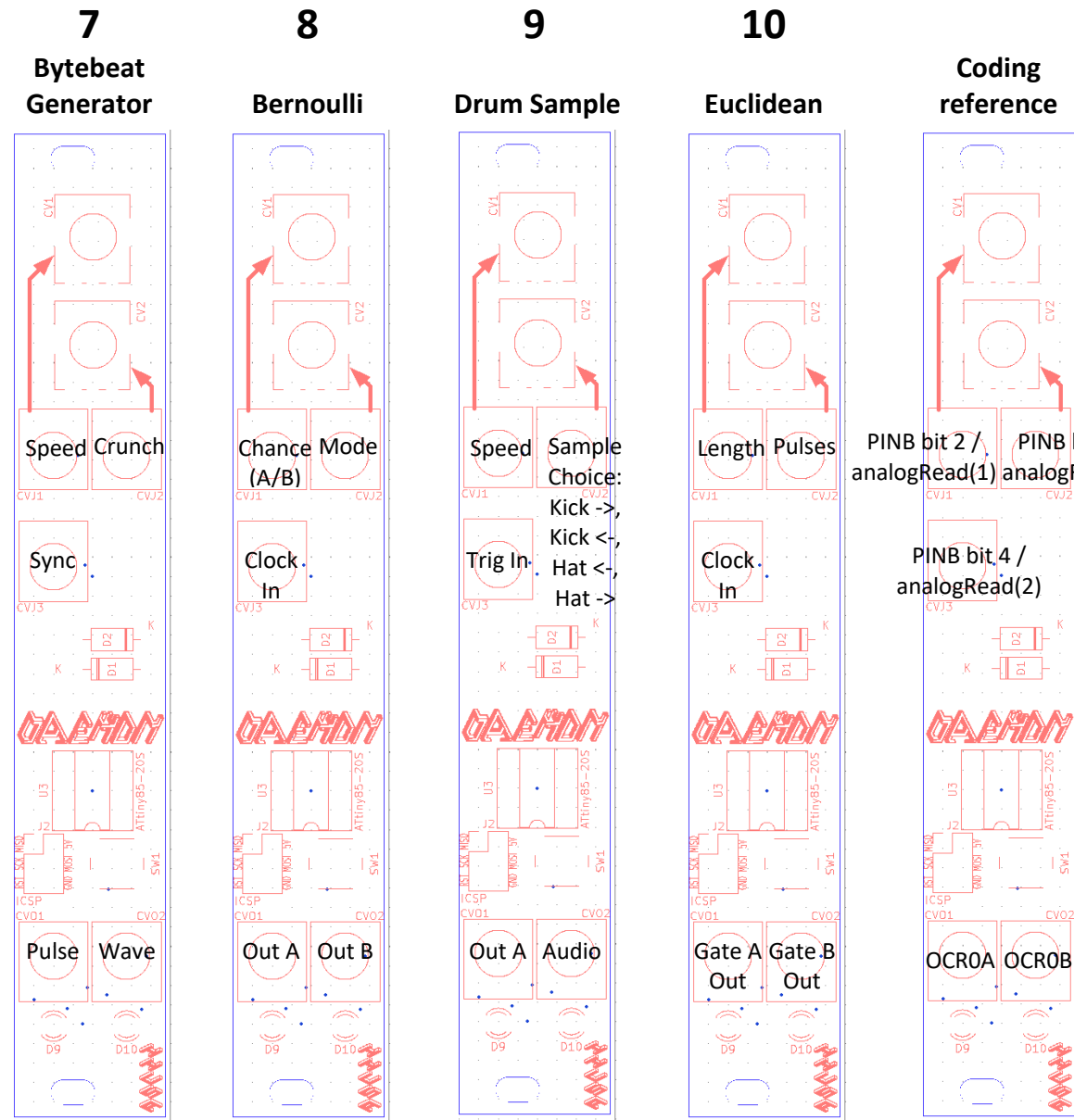Nothing plugged in to the input: Knob sets parameter from 0-100%.
Analogue signal plugged into jack: Knob attenuates signal

INPUTS

OUTPUTS

7	8	9	10	
Bytebeat Generator	**Bernoulli**	**Drum Sample**	**Euclidean**	**Coding reference**

Inputs (CV1 / CV2):

- 7: Speed, Crunch
- 8: Chance (A/B), Mode
- 9: Speed, Sample Choice: Kick ->, Kick <-, Hat <-, Hat ->
- 10: Length, Pulses
- Coding reference: PINB bit 2 / analogRead(1), PINB bit 3 / analogRead(3)

Inputs (CVJ3):

- 7: Sync
- 8: Clock In
- 9: Trig In
- 10: Clock In
- Coding reference: PINB bit 4 / analogRead(2)

Outputs (CVO1 / CVO2):

- 7: Pulse, Wave
- 8: Out A, Out B
- 9: Out A, Audio
- 10: Gate A Out, Gate B Out
- Coding reference: OCR0A, OCR0B

Mode
= Gate stays on until other one goes high
OR Gate turns off when clock goes low

Gate B plays the same sequence as A,
but backwards