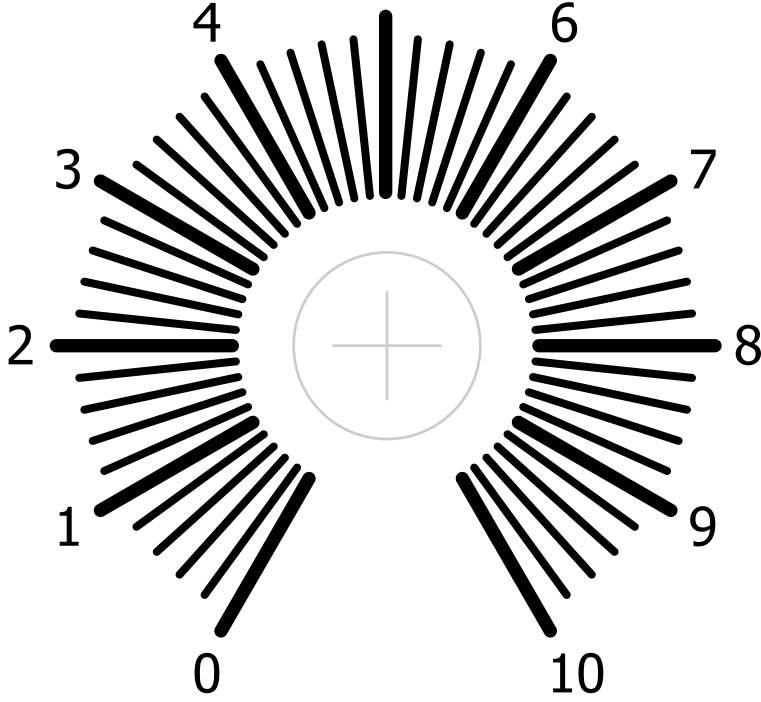




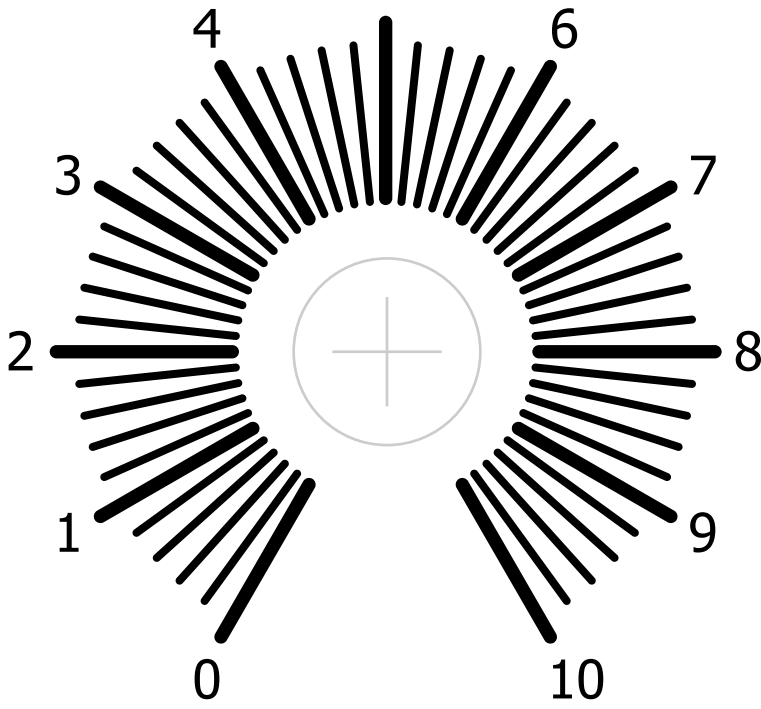
ADSR



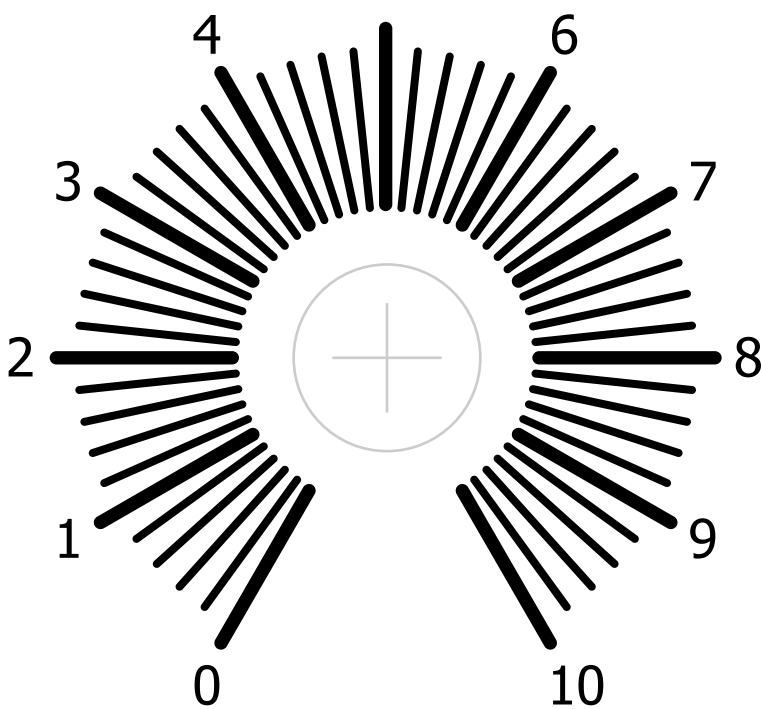
Attack



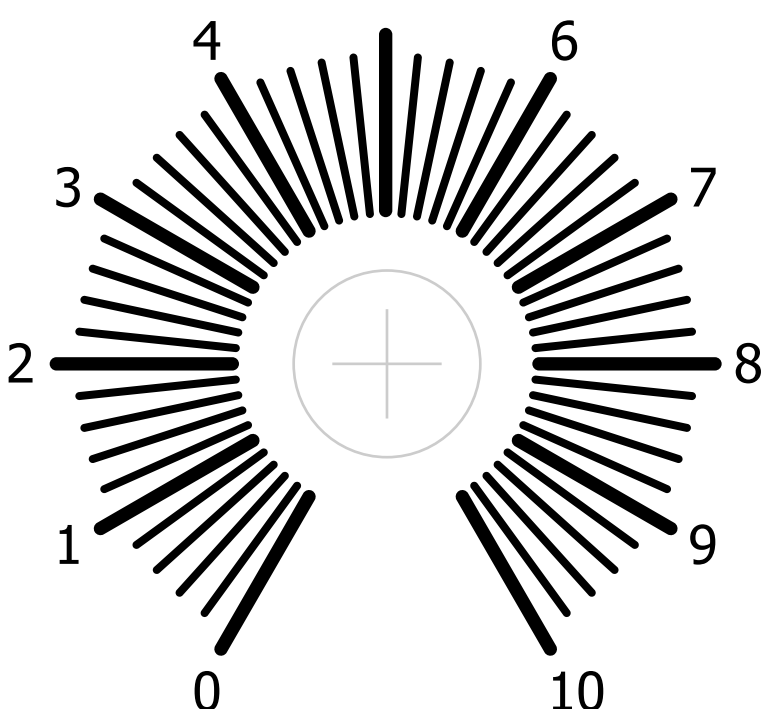
Decay



Sustain



Release



Manual

Duration

Short



Long

Gate In



Trigger In

Out



MFOS

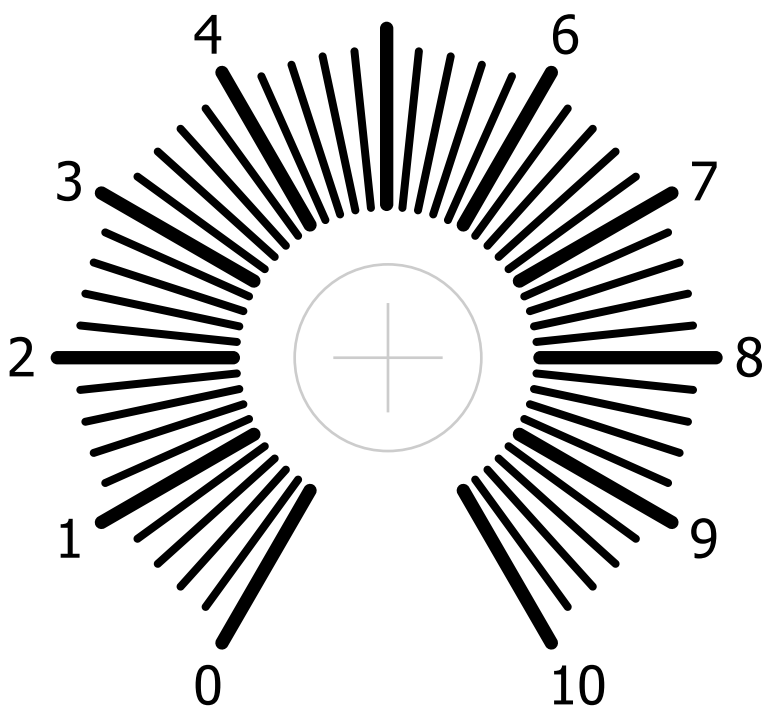




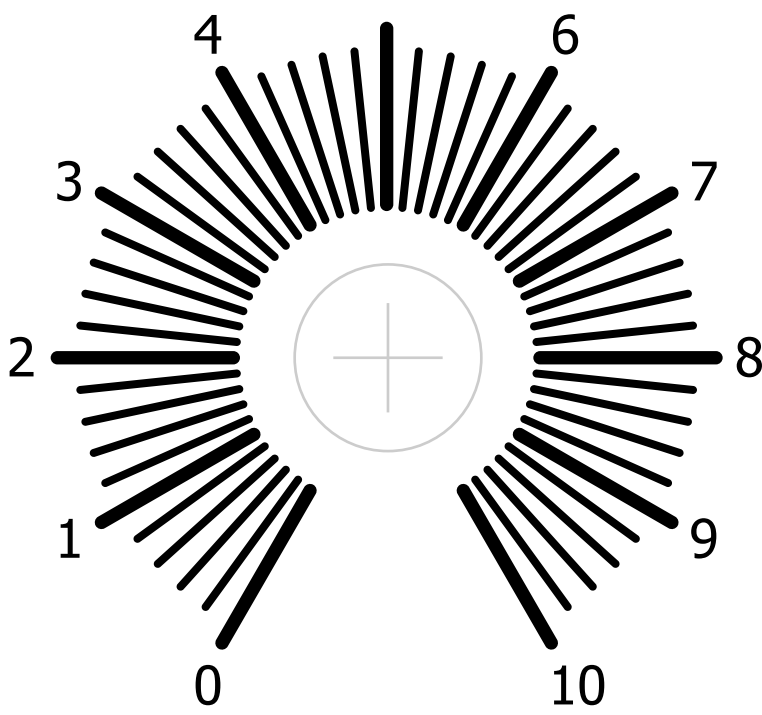
VCA



VCA 1 Gain



VCA 2 Gain



VCA 1

VCA 2



Response

Response

Log

Log

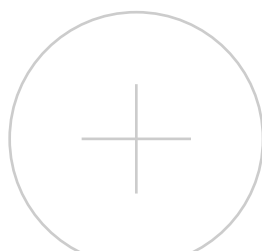
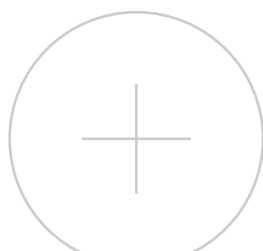


Linear

Linear

Input

Input



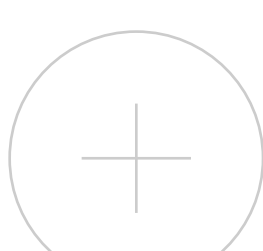
Gain CV In

Gain CV In



Gain CV In

Gain CV In



Out

Out



MFOS

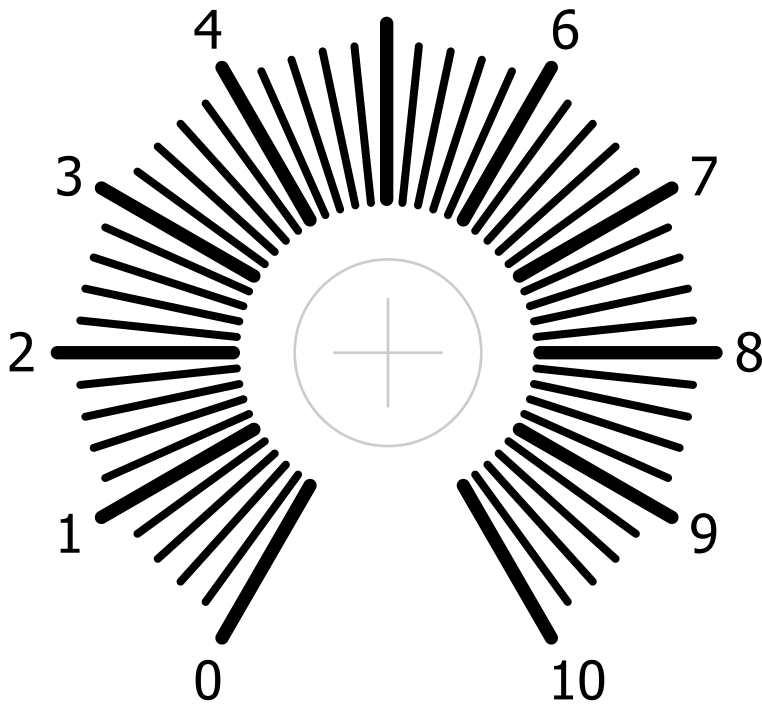




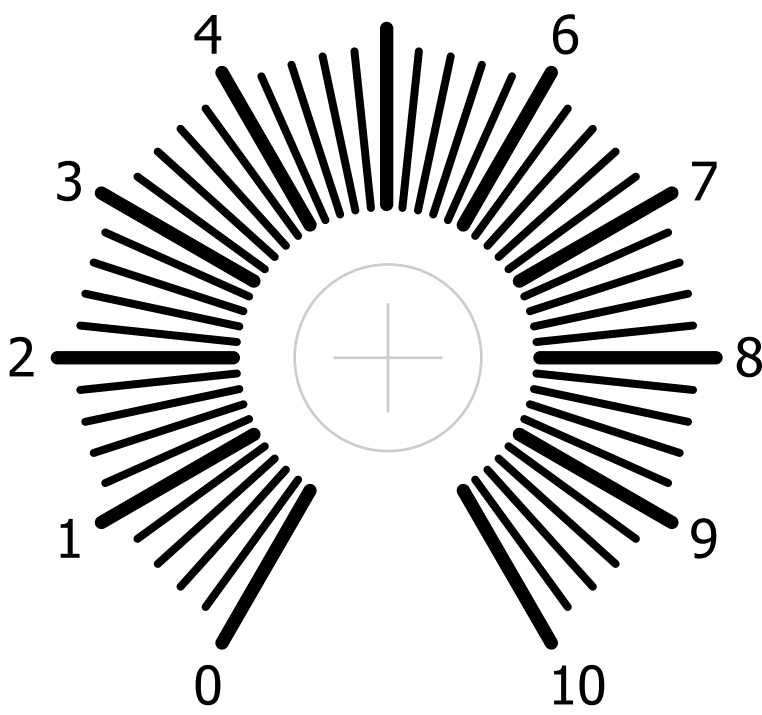
LFO



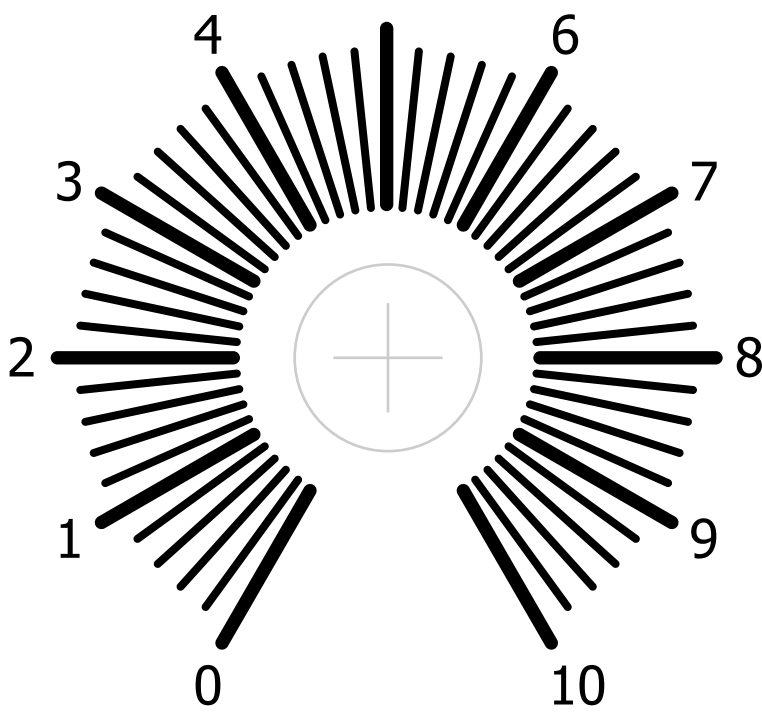
Coarse



Fine



PWM Width %



Square Out



Sine Out



PWM CV In



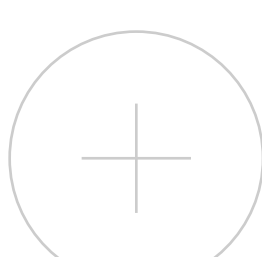
Triangle Out



Freq CV In



Saw Out



Freq CV In



Ramp Out



MFOS





MULTI



Link 1/2

Off



On

Link 3/4

Off



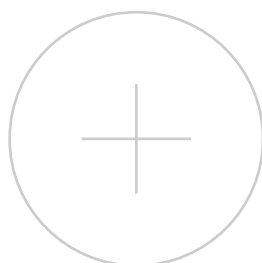
On



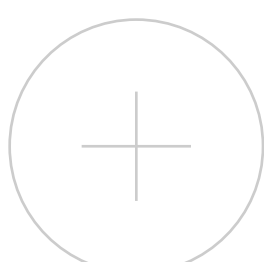
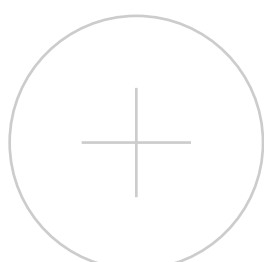
Bank 1



Bank 2



Bank 3



Bank 4

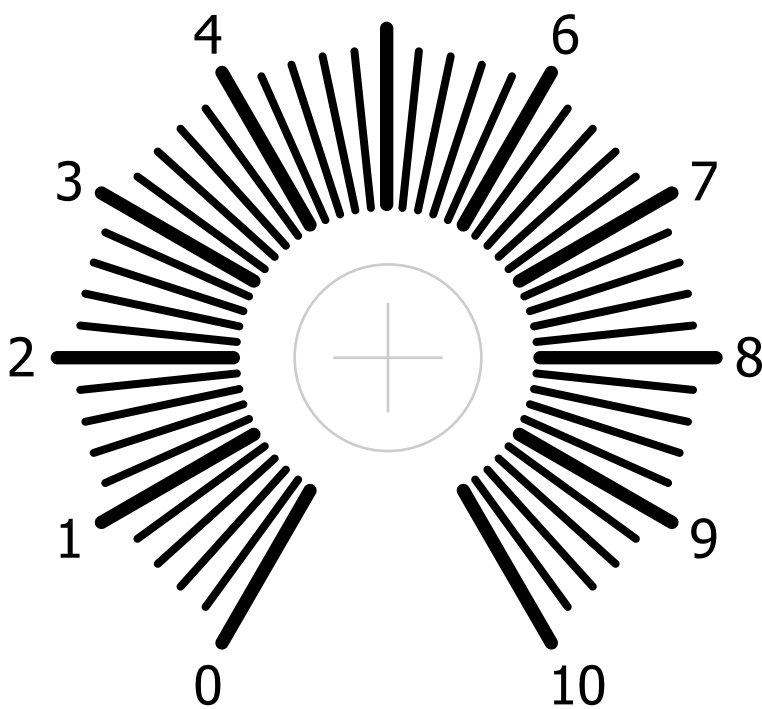




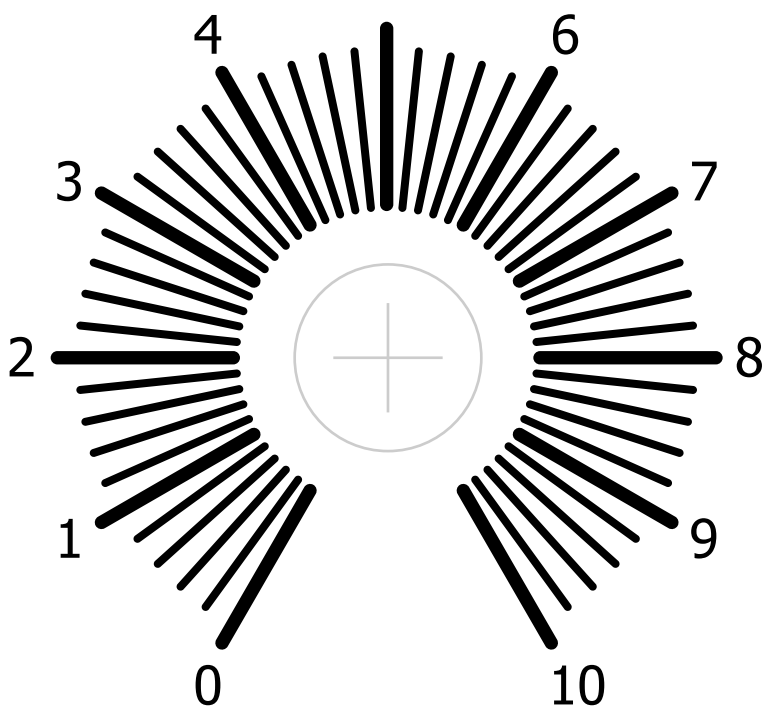
LEVEL



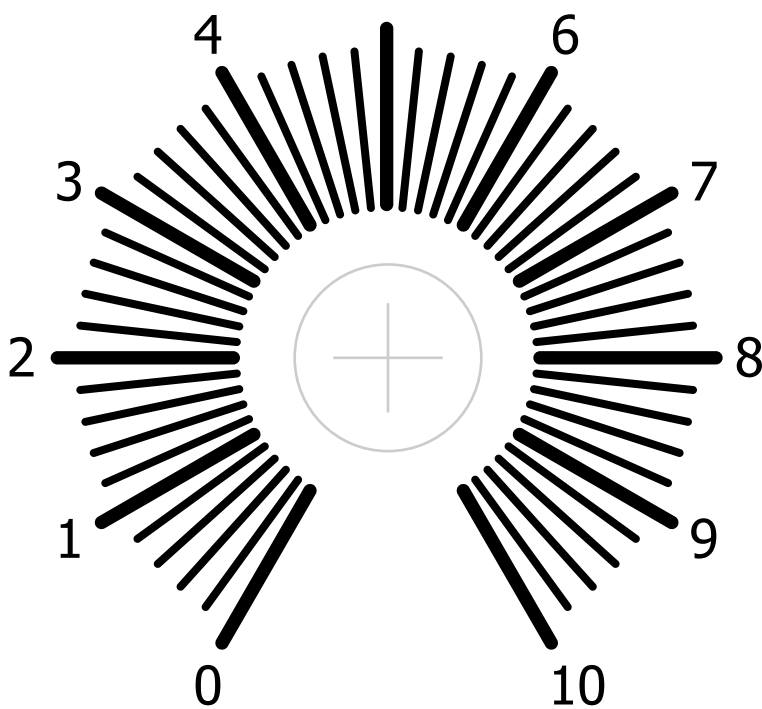
Level 1



Level 2

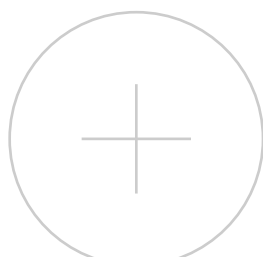


Level 3



1 In

1 Out



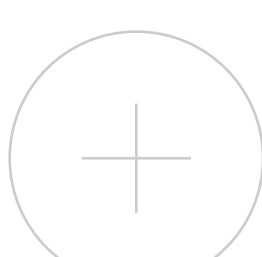
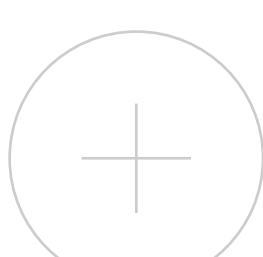
2 In

2 Out



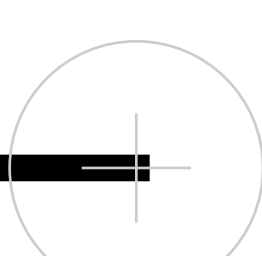
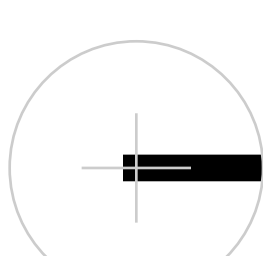
3 In

3 Out



4 In

4 Out





POWER



-12V



+12V

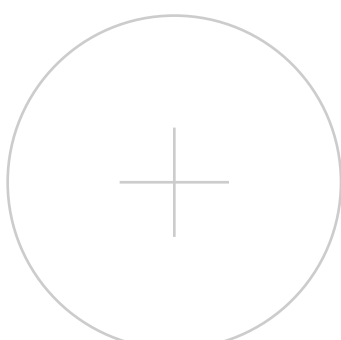


Power
Off



On

12V 1A



LukeLabs

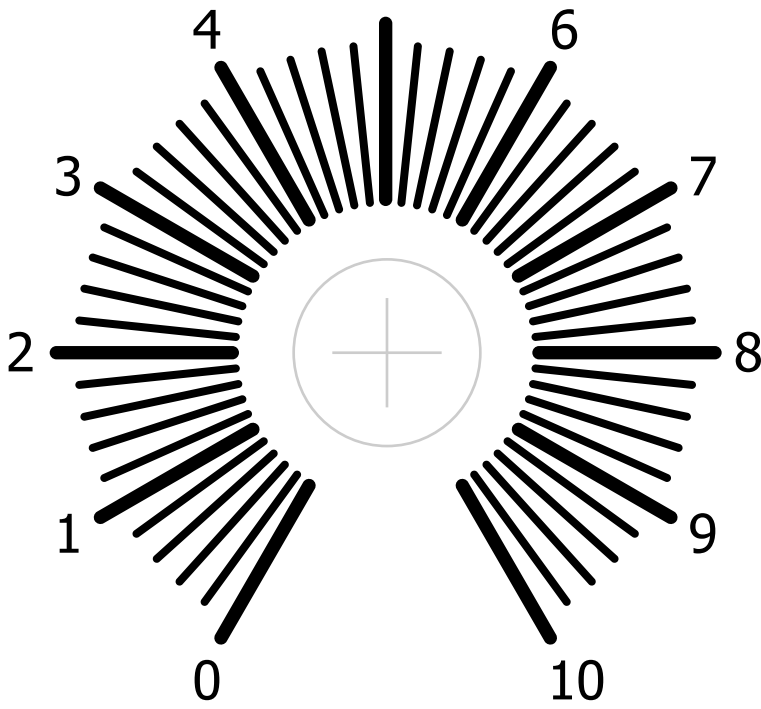




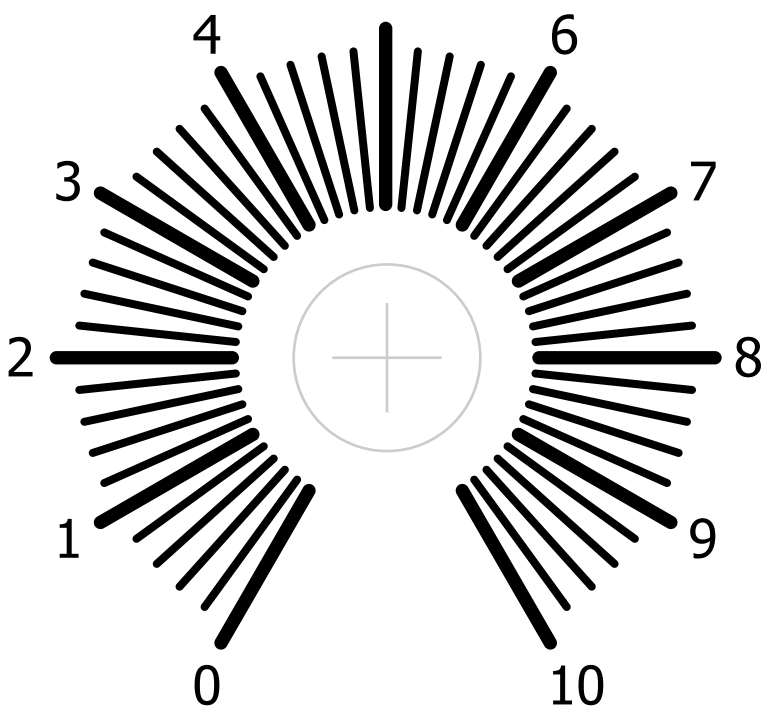
DMOD



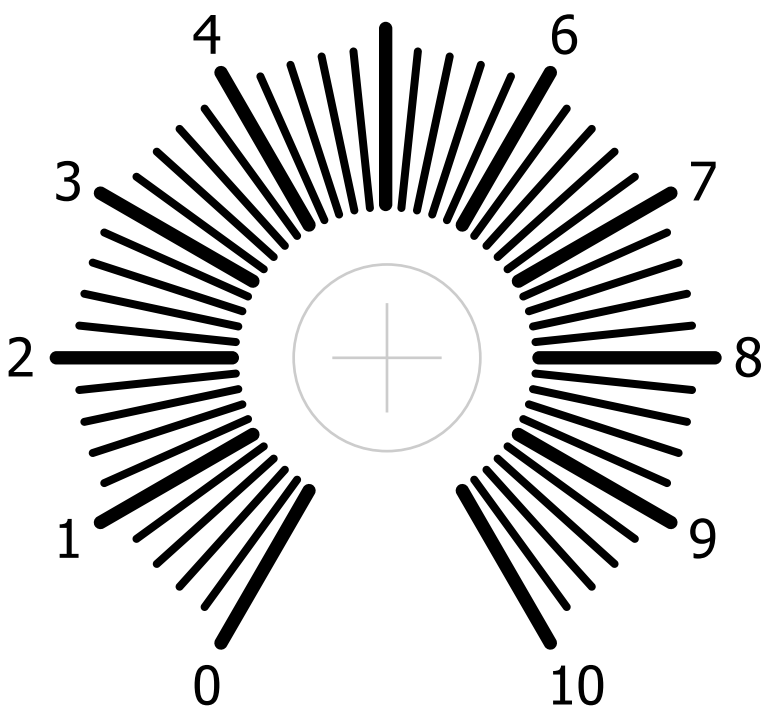
Attack



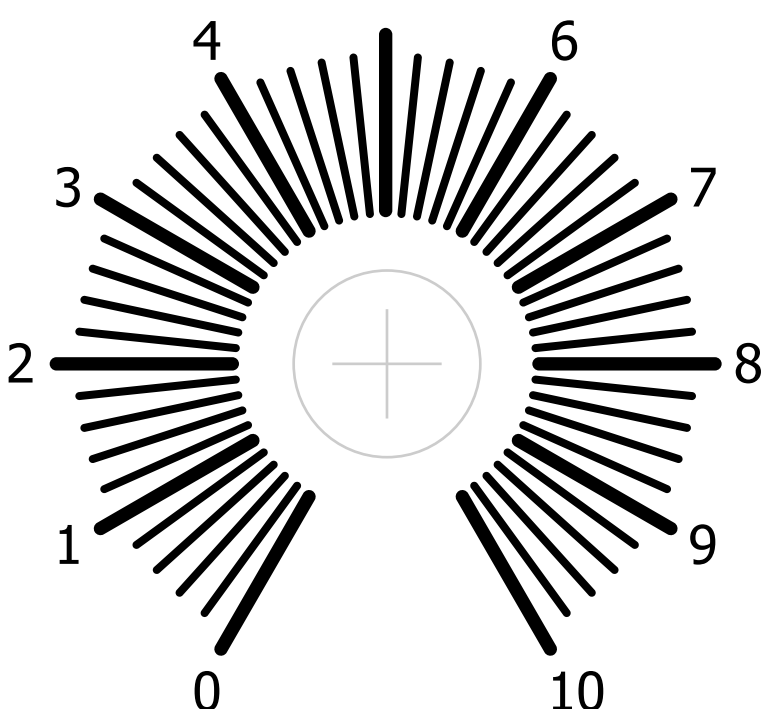
Release



LFO Frequency



Modulation



LFO

Square

Active



Sine

Input

Mod Level

Gate

Low

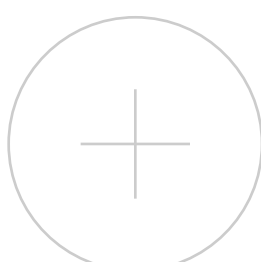
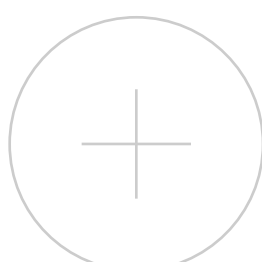


Trigger

High

Trigger In

Out



MFOS

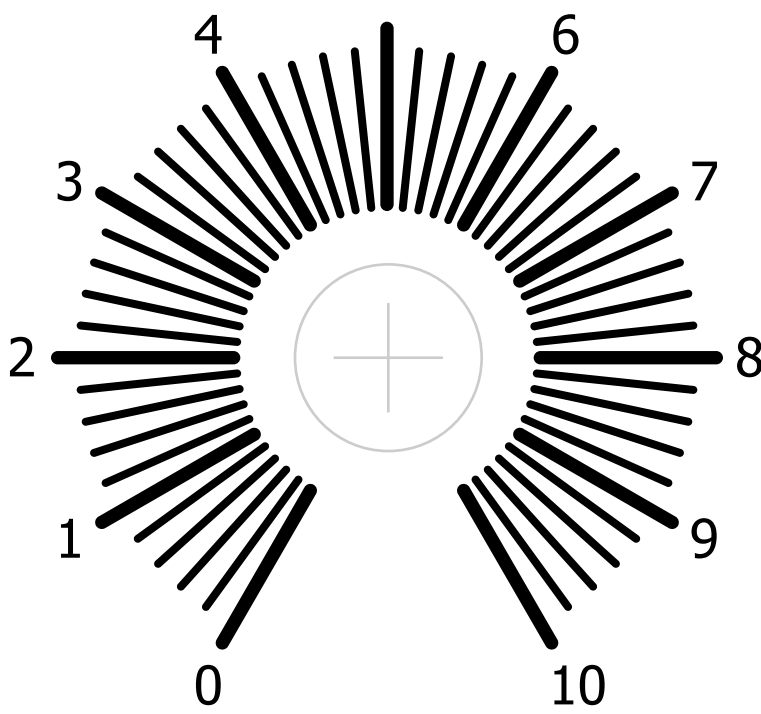




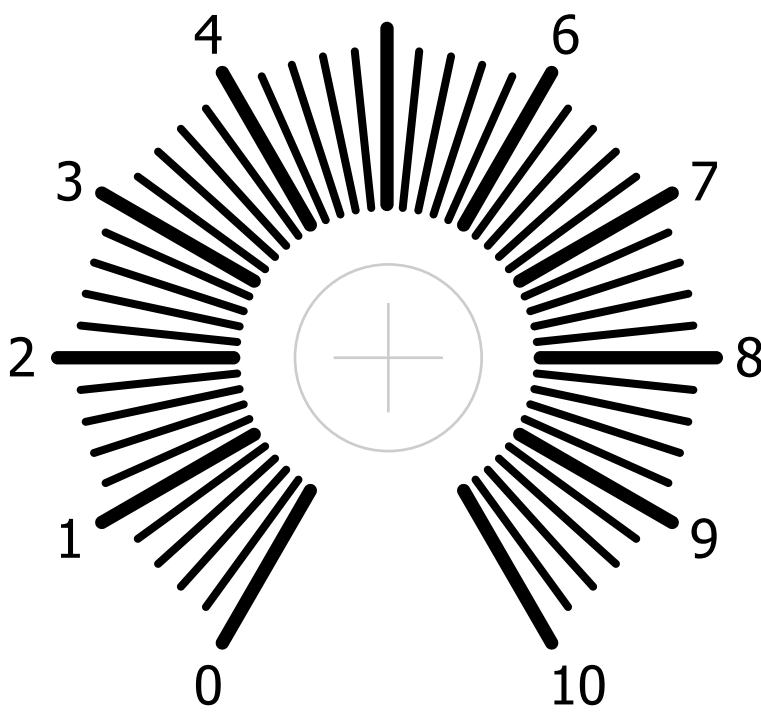
S&H



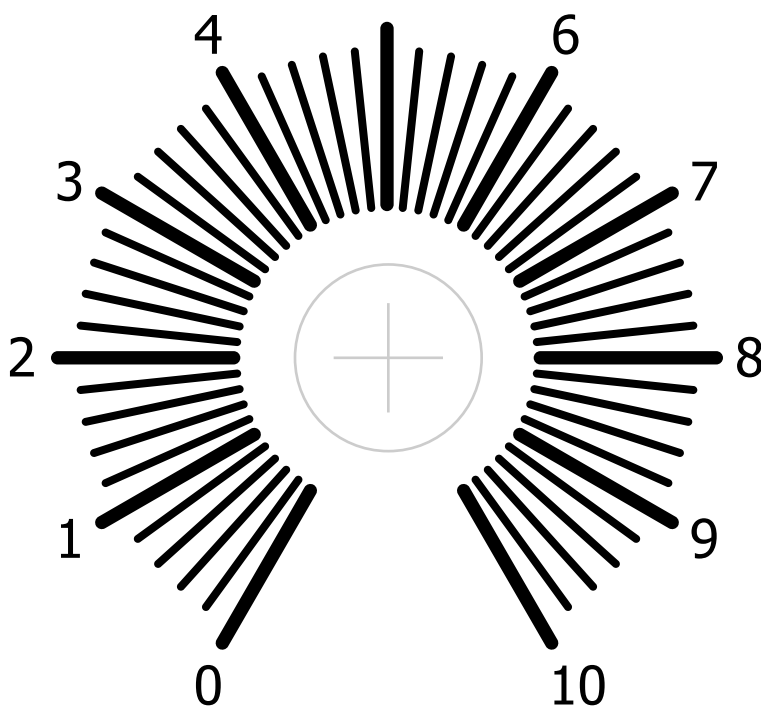
Input Level



Sample Rate



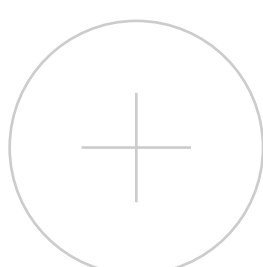
Glide



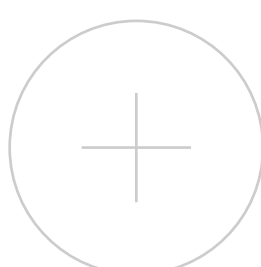
Active



Signal In



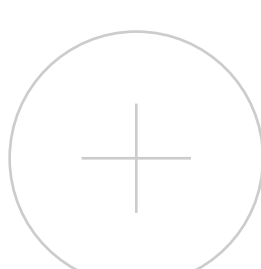
Out



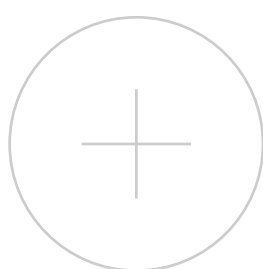
Rate CV In



Glide Out



Sync In



Trigger Out



MFOS

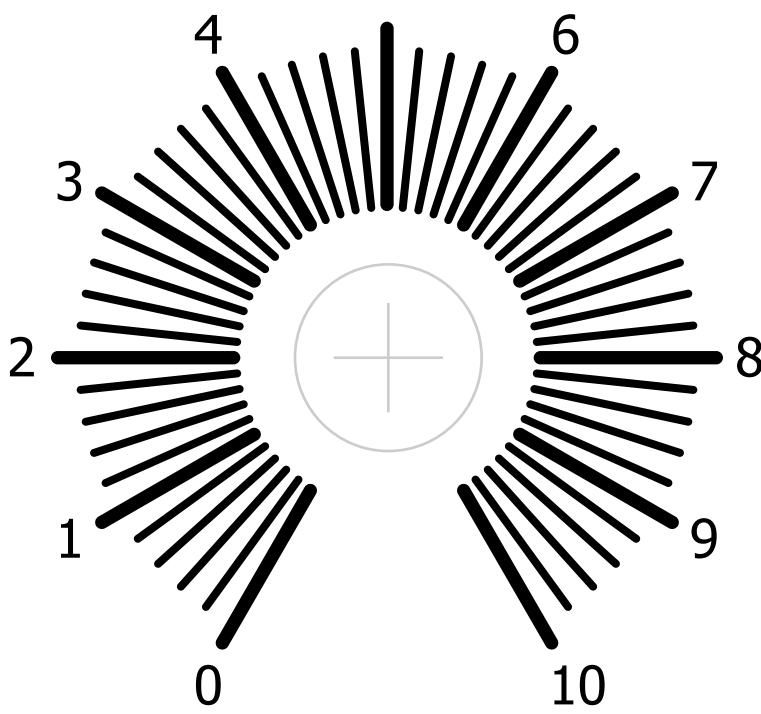




PAN



Input Level



Leslie Simulation

Off



On

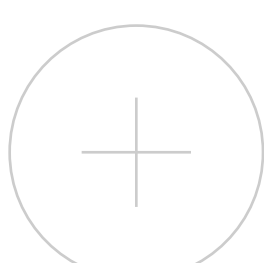
Rate Toggle



Active

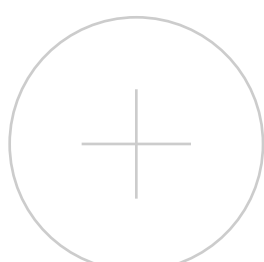


Signal In



Left Out

Right Out



MFOS

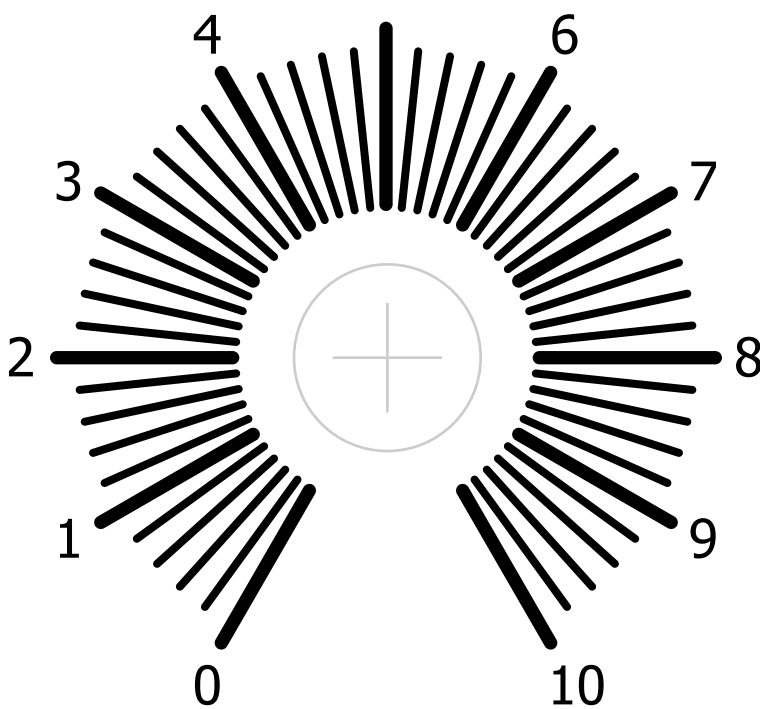




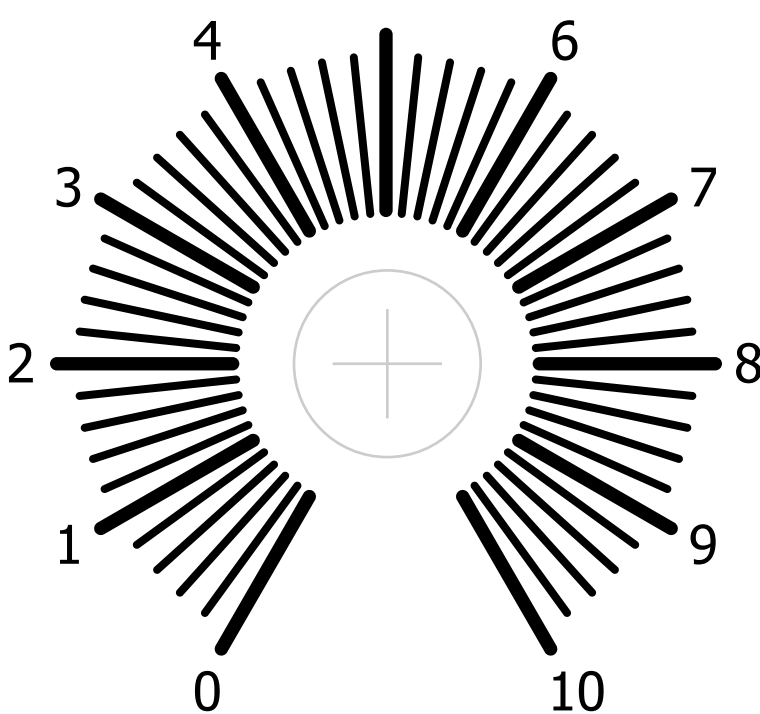
NOISE



Graininess



Gate Frequency



Gate Active



Noise



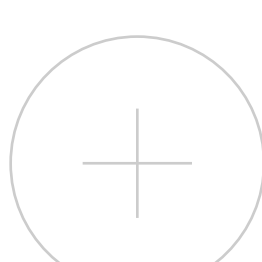
Random



Low-Pass



Grain



High-Pass



High-Pass



MFOS

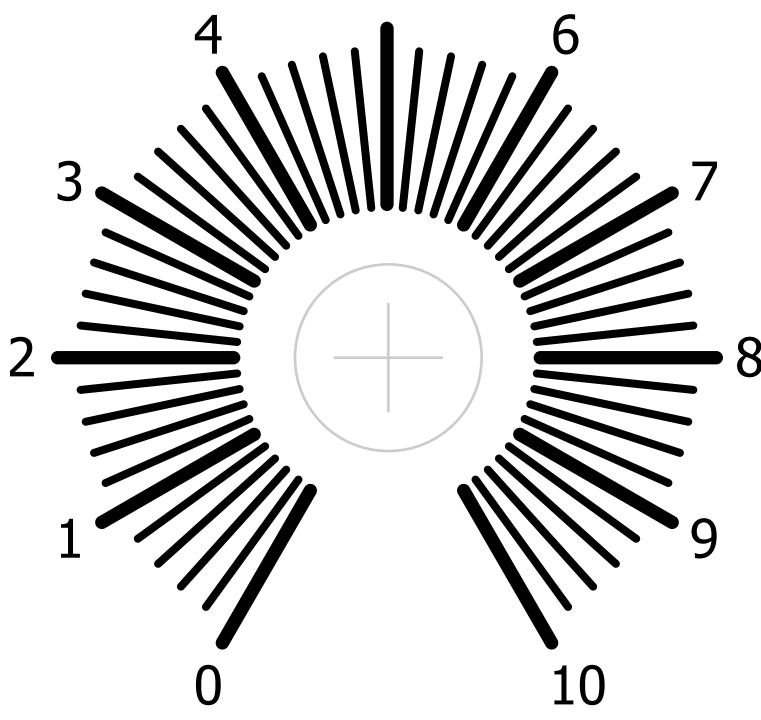




QUANT



Input Bias



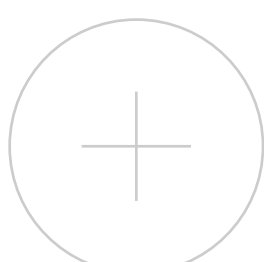
Steps

Whole



Half

In



In



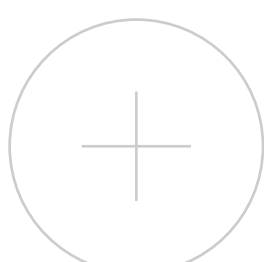
Steps

Fourths



Out

Out



Out



MFOS

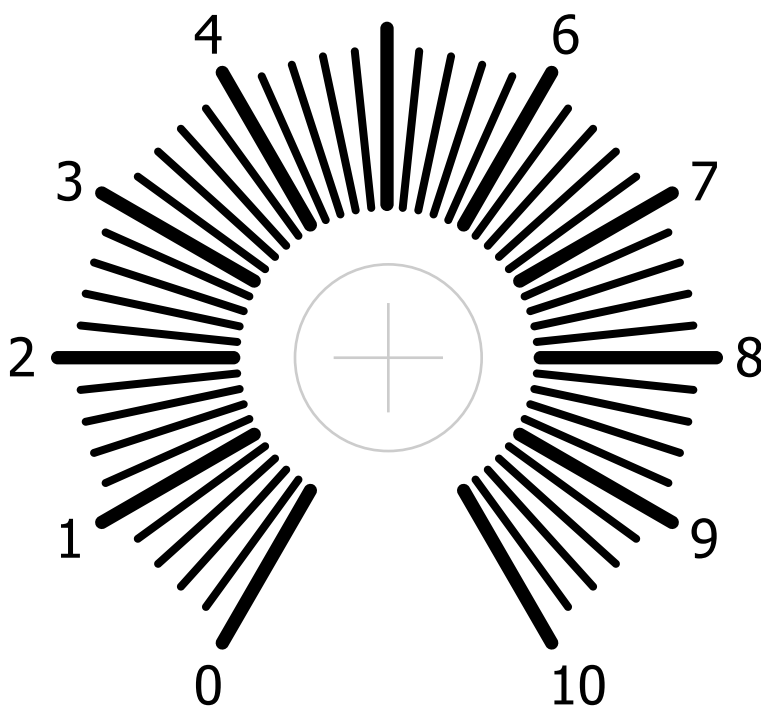




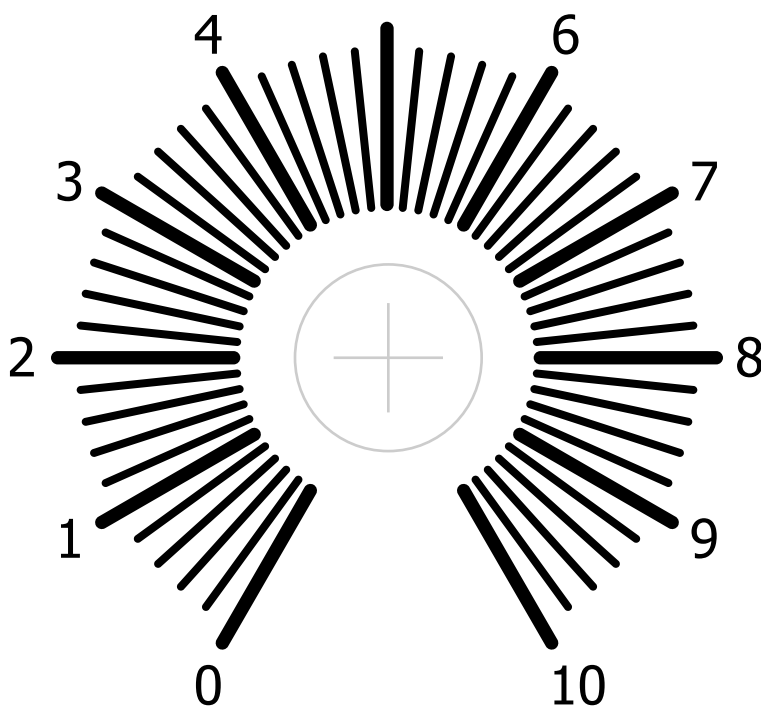
REVERB



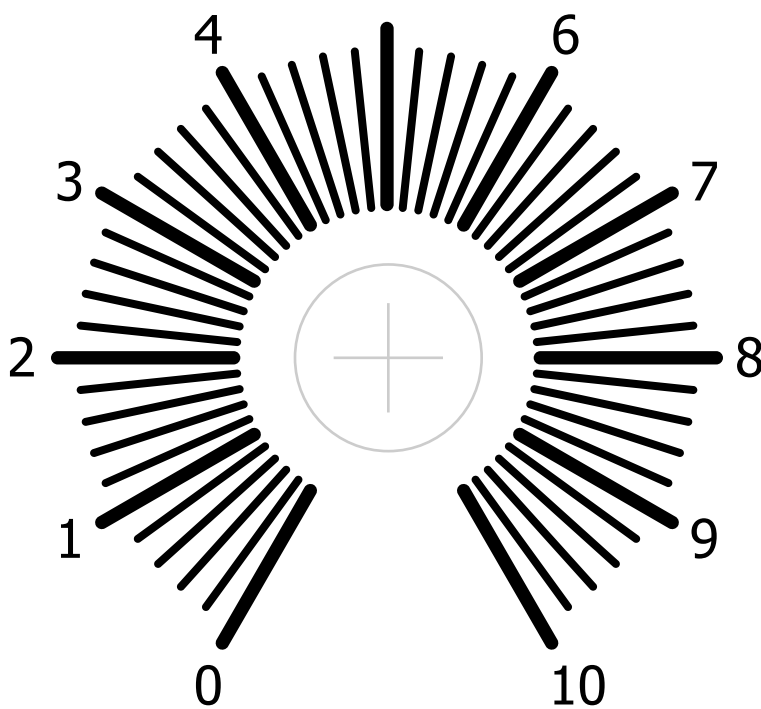
Input Trim



Original Level



Reverb Level



Overload



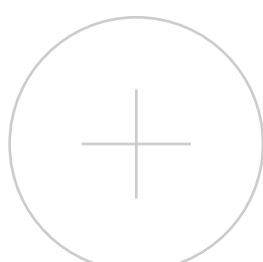
In

Out



Original CV

Reverb CV



MFOS

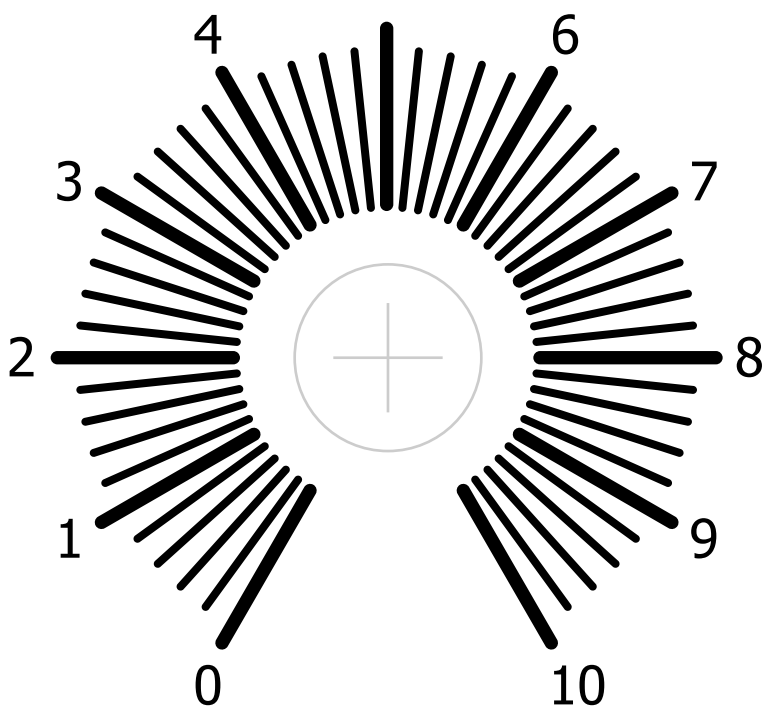




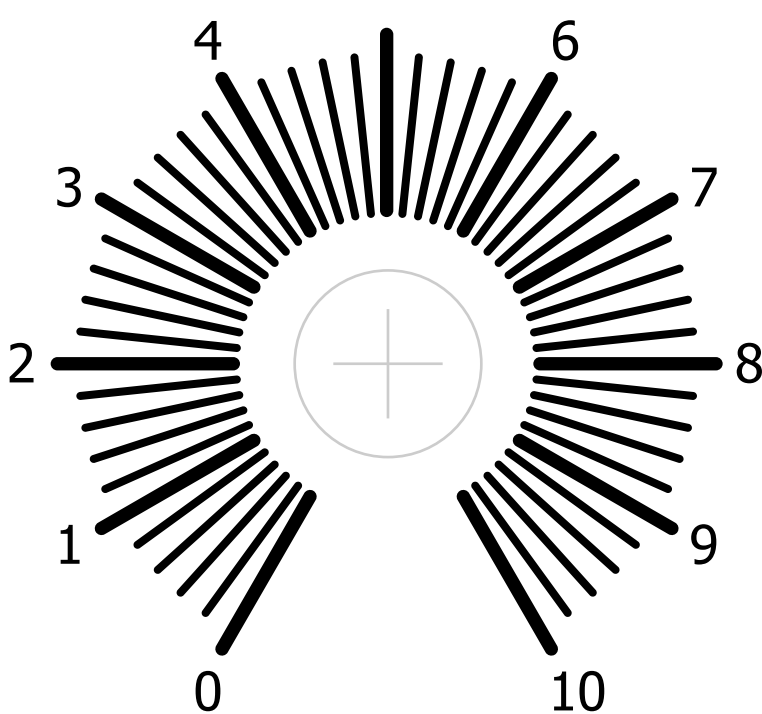
PHASE



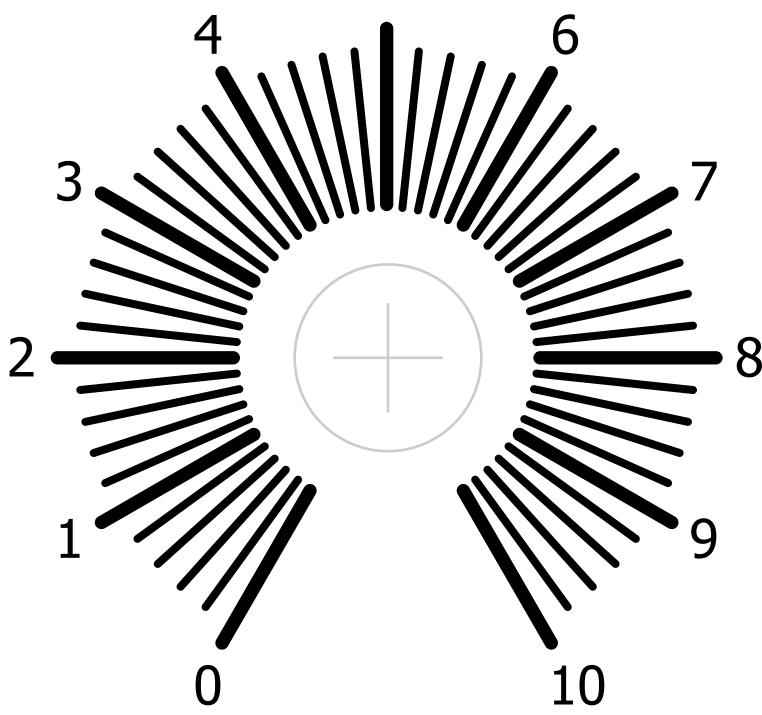
Input Level



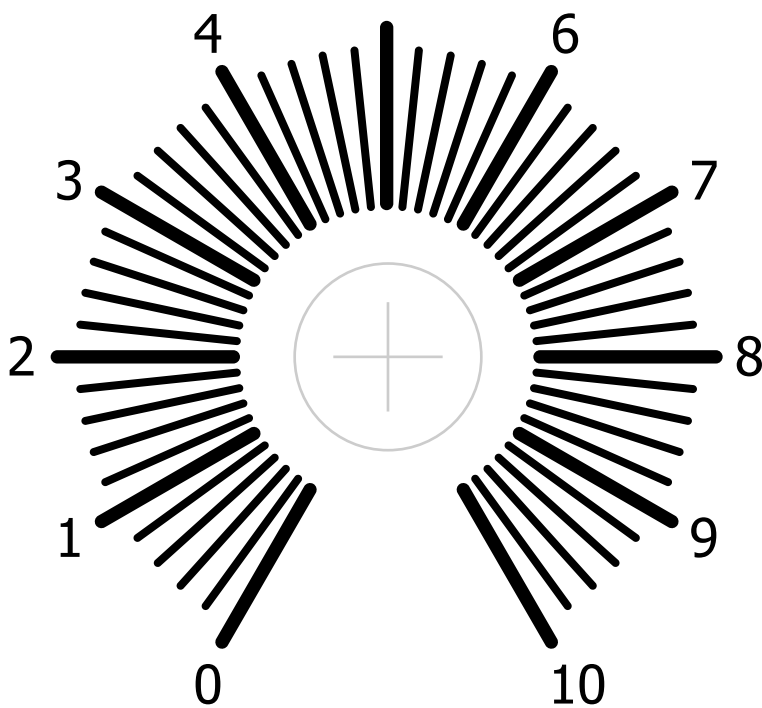
Rate



Depth



Feedback



Modulation

Triangle



Ramp

Signal In



CV In



Stages

Four

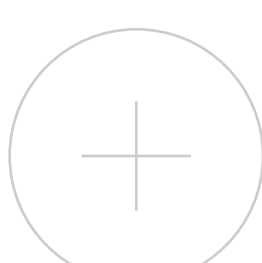


Eight

Out



Out



MFOS

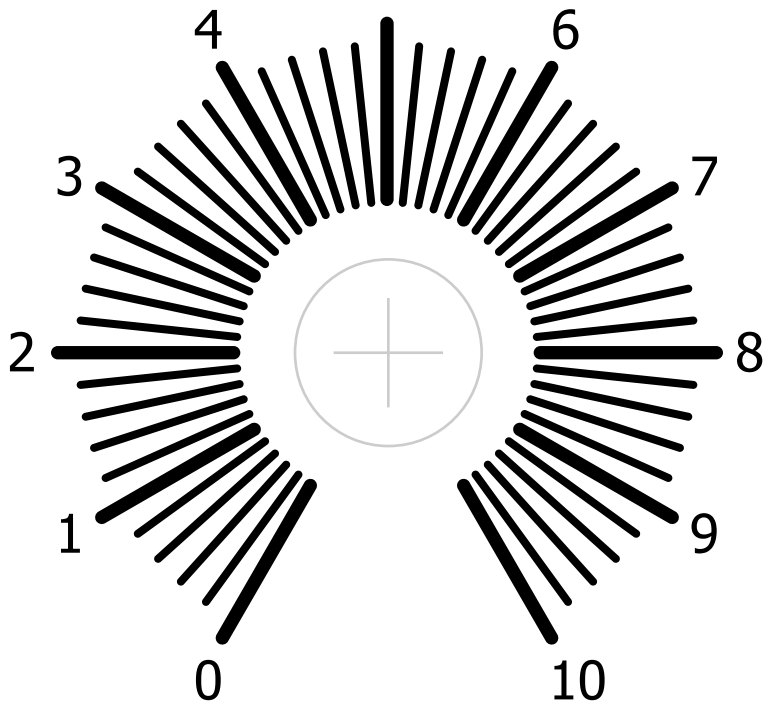




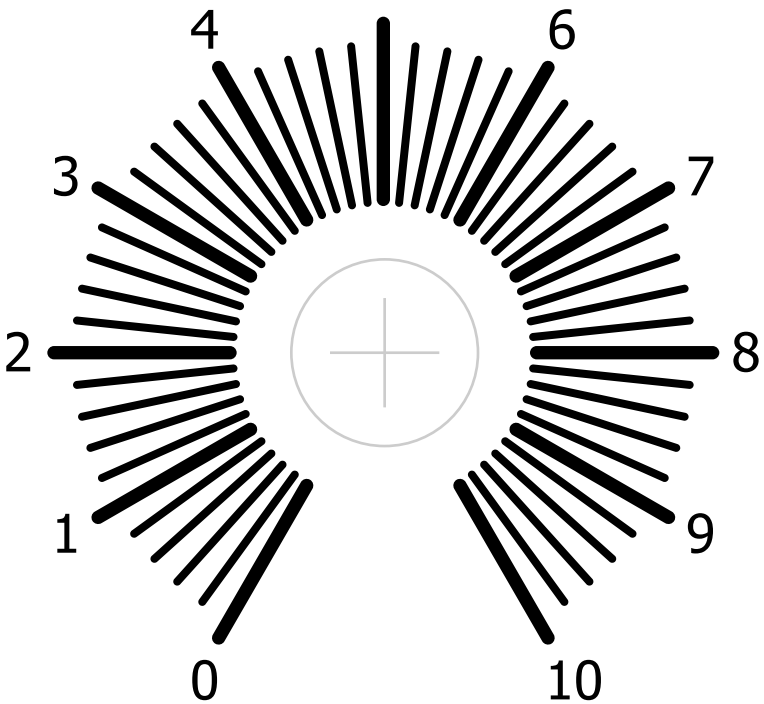
VCO



Coarse



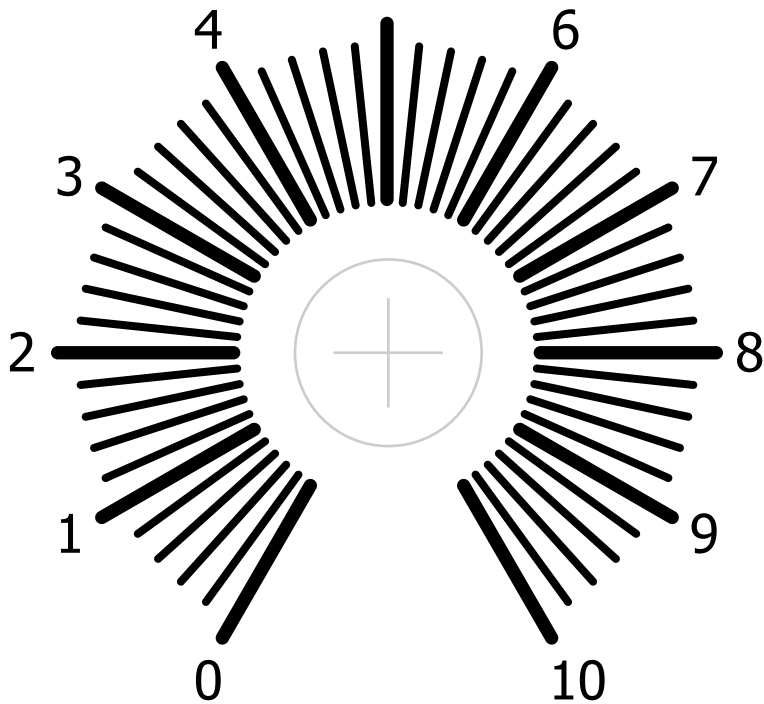
Fine



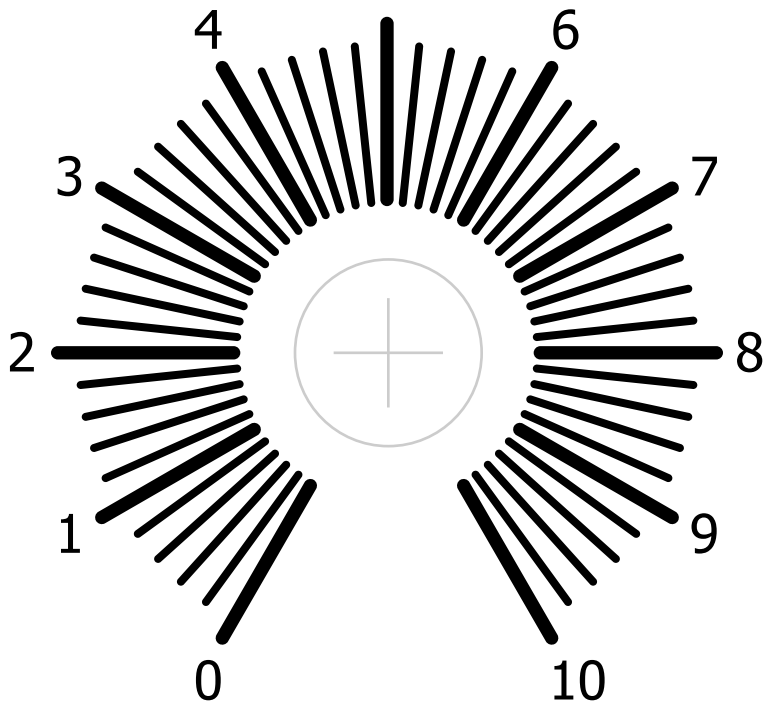
Frequency
Adjust



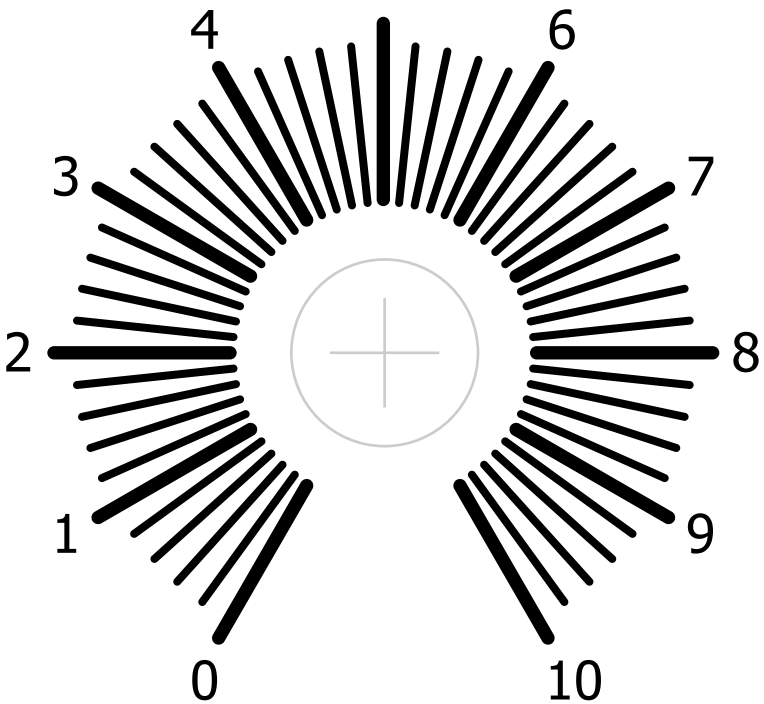
Freq Mod 1 Depth



Freq Mod 2 Depth



PWM Width %



Freq Mod 1 In



PWM CV In



Freq Mod 1 In



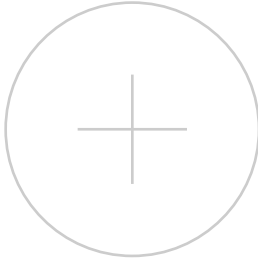
Sync In



CV In



Sine Out



Triangle Out



CV Linear In



Ramp Out

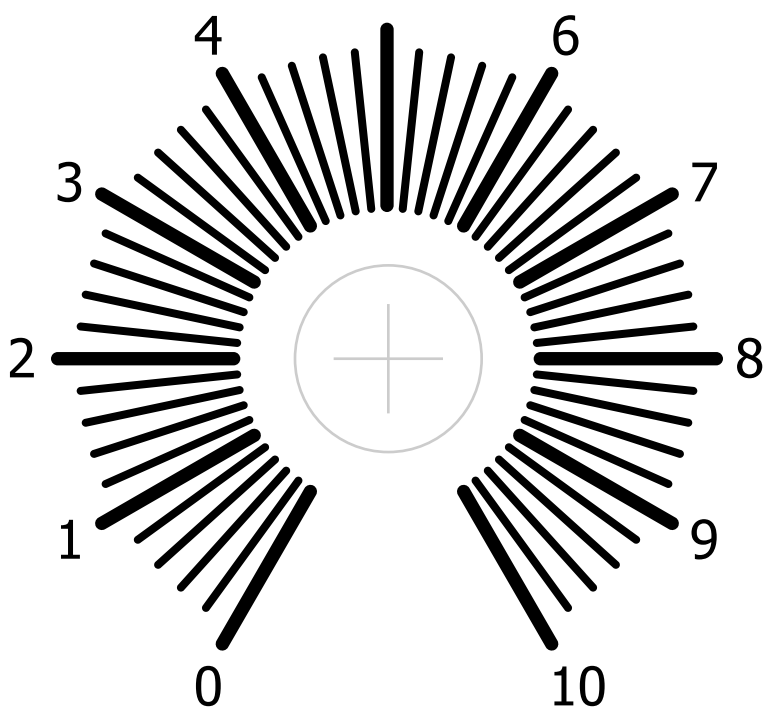


Square Out

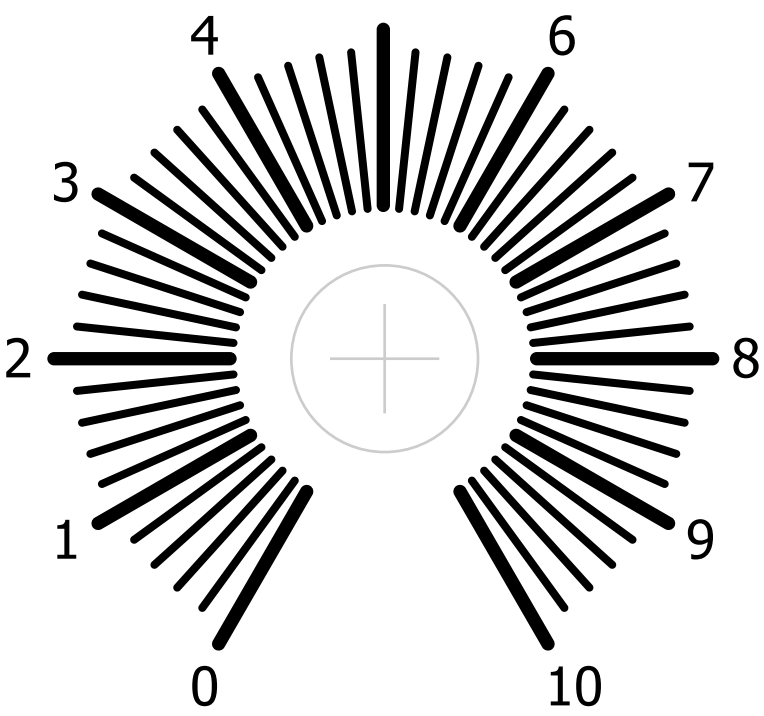


VCF 12

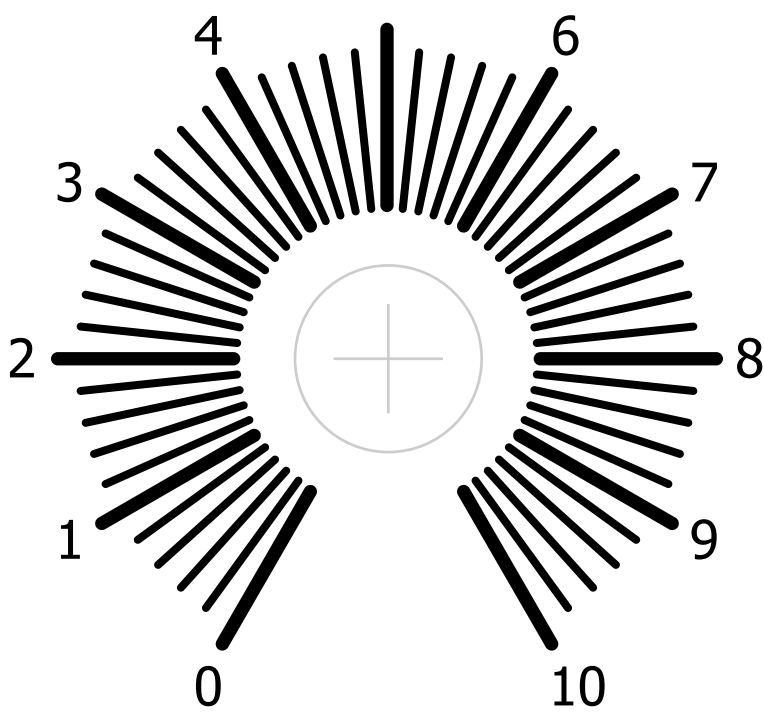
Signal 1



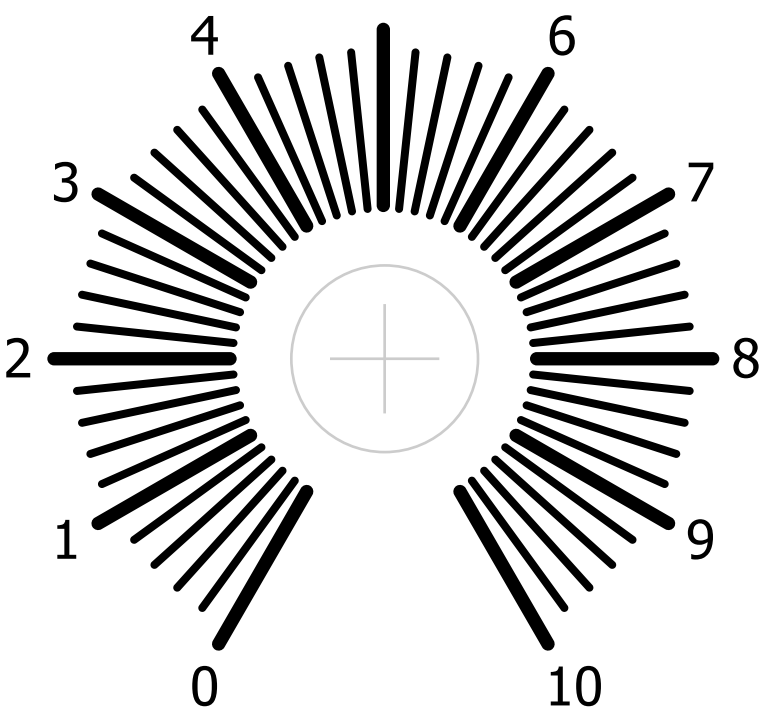
Resonance



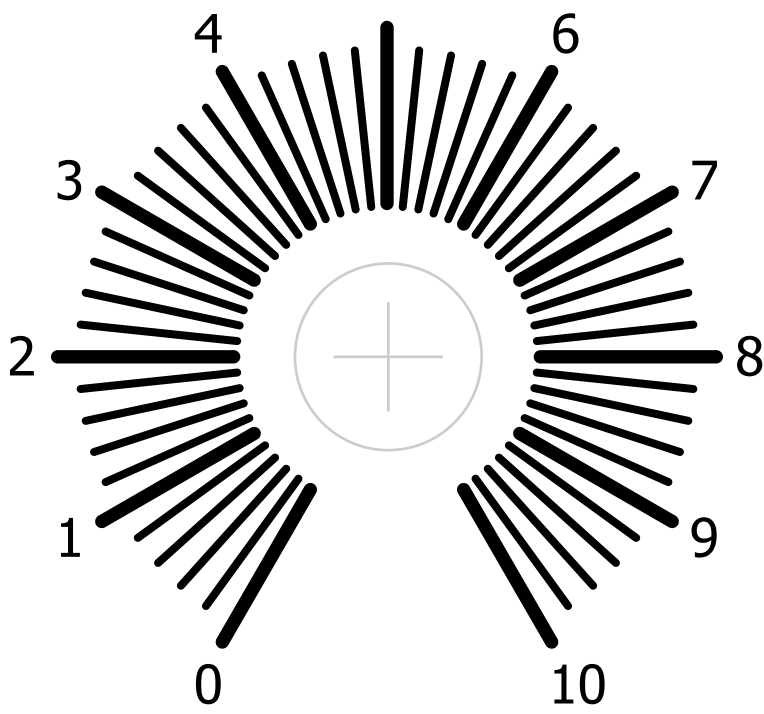
Signal 2



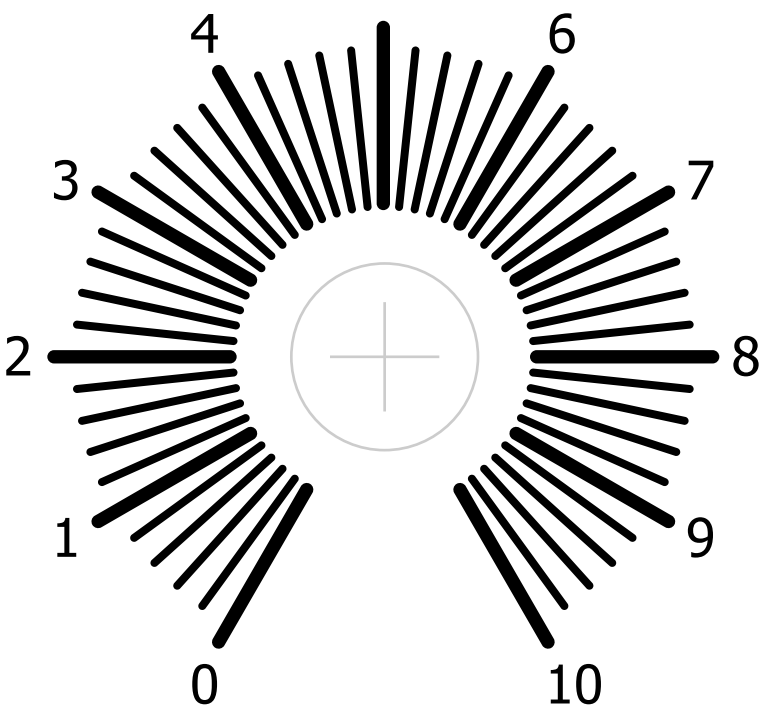
Cut-Off Frequency



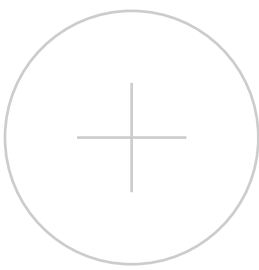
Signal 3



Freq Mod Depth



Signal 1 In



Cut-Off CV In



High-Pass Out



Signal 2 In



Freq Mod In



Band-Pass Out



Signal 3 In



Resonance CV In

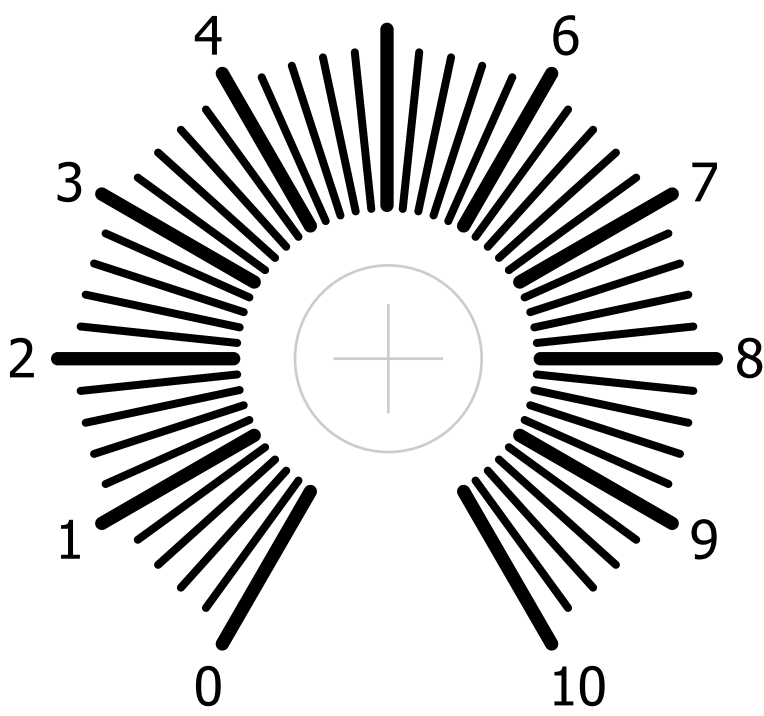


Low-Pass Out

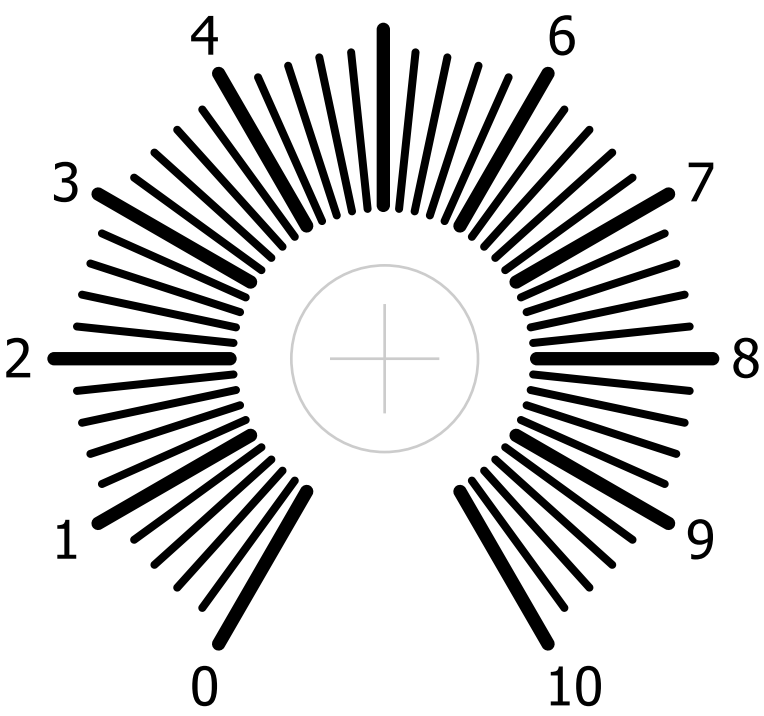


VCF 24

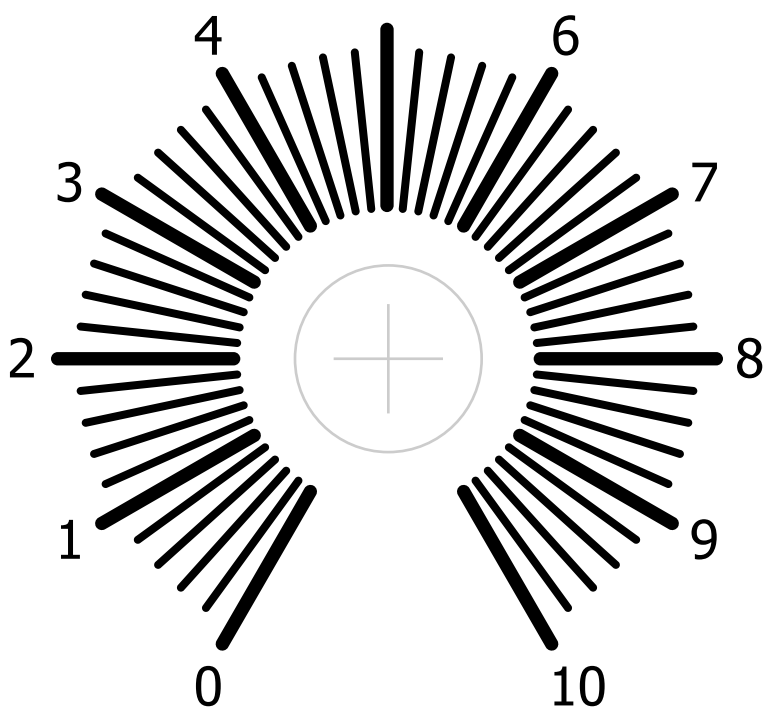
Signal 1



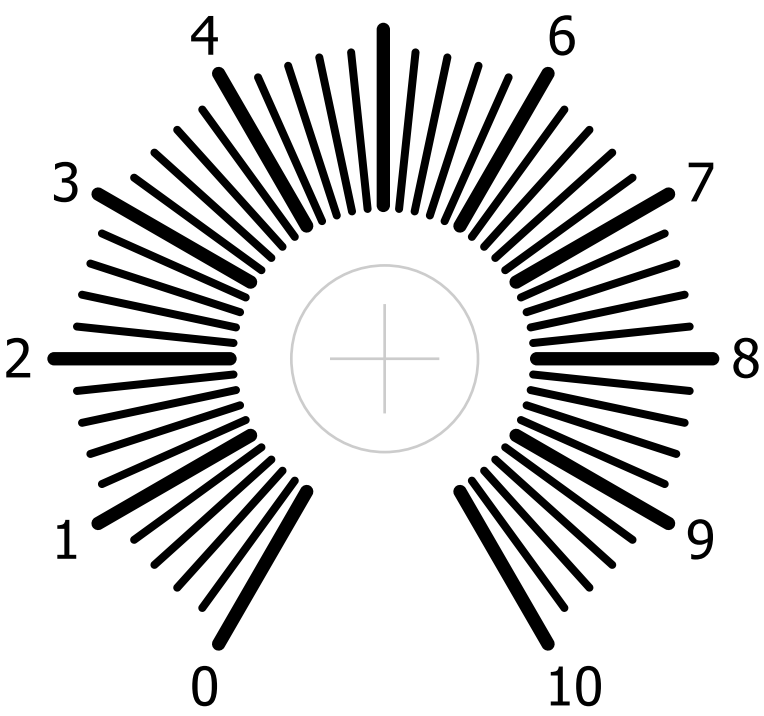
Resonance



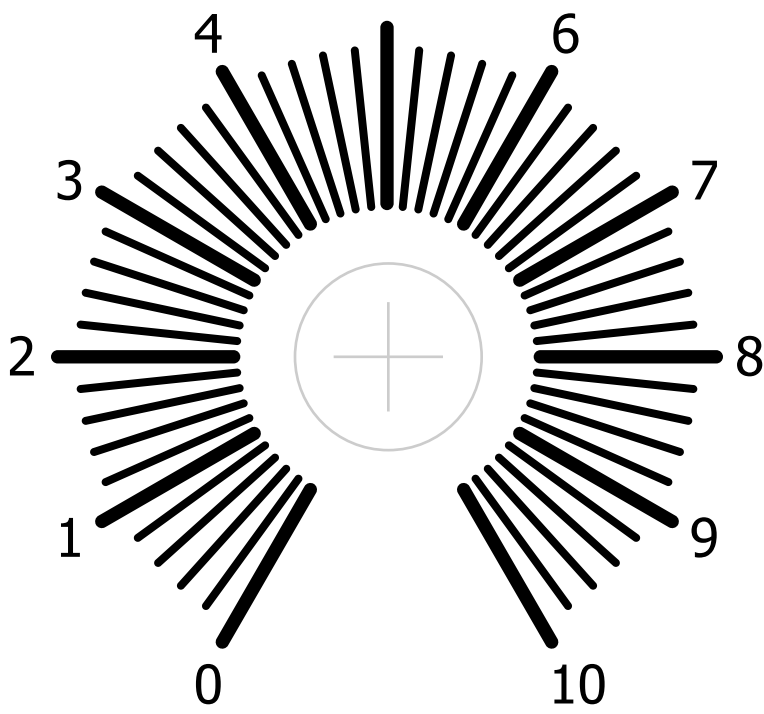
Signal 2



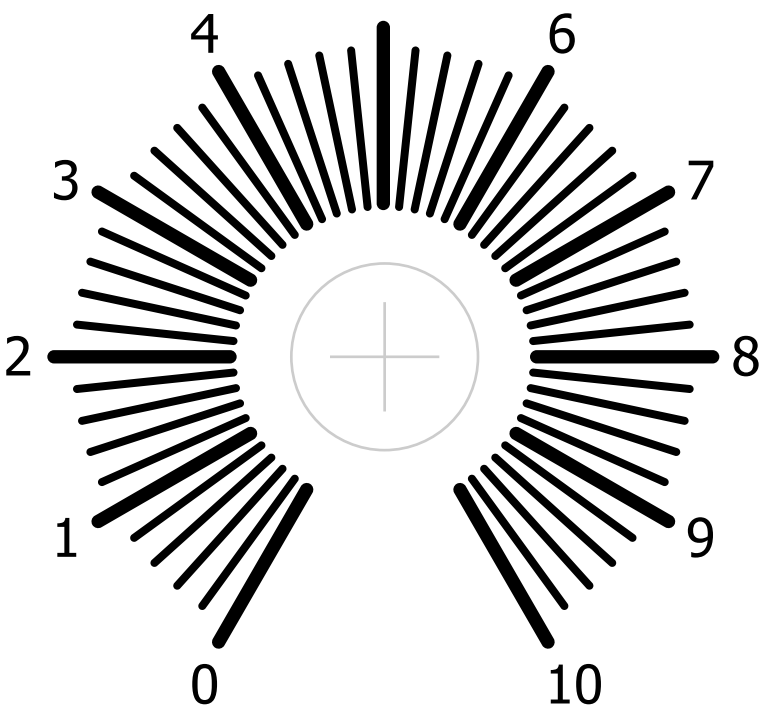
Cut-Off Frequency



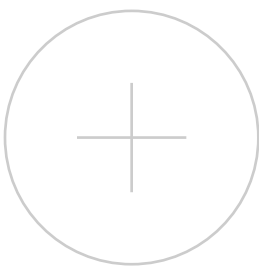
Signal 3



Freq Mod Depth



Signal 1 In



Cut-Off CV In



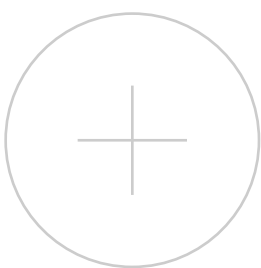
Cut-Off CV In



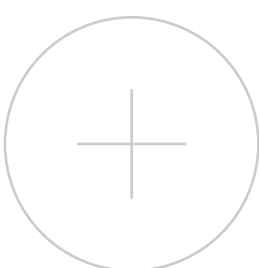
Signal 2 In



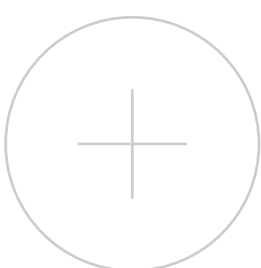
Freq Mod In



Signal 3 In



Resonance CV In



Low-Pass Out

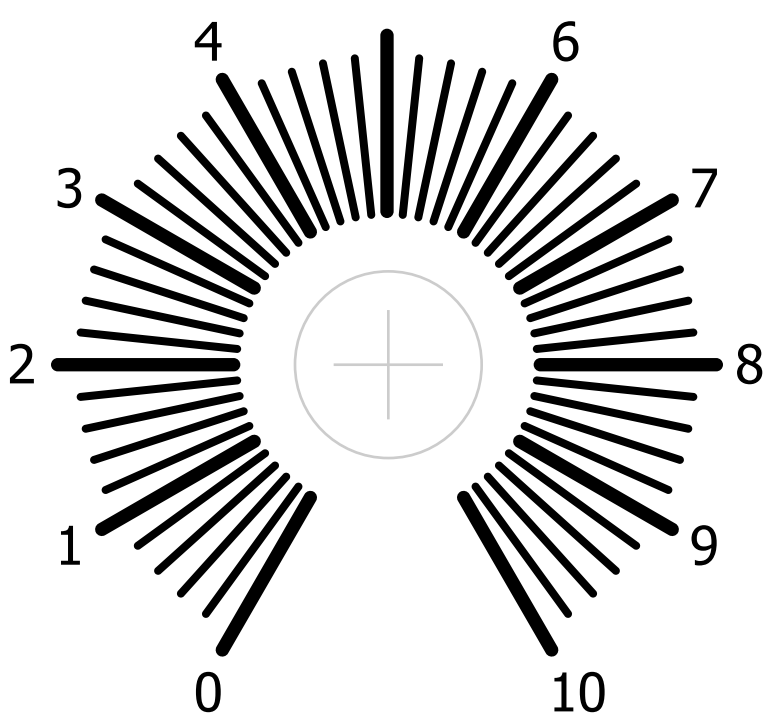




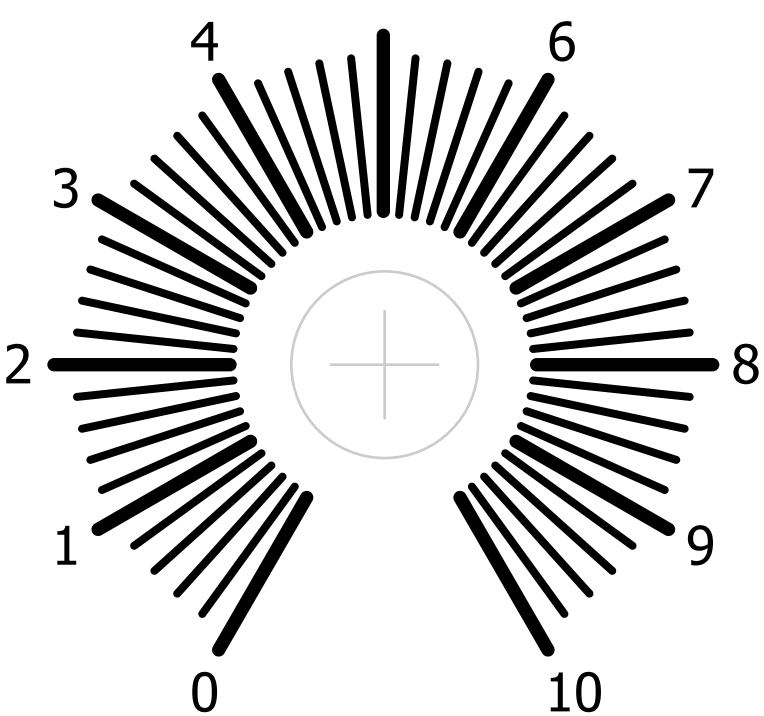
CV / GATE



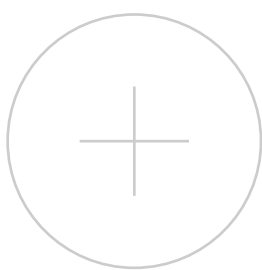
CV 2 Portamento



Gate Delay



CV 1 In



CV 2 In



CV 1/2 Link

Off

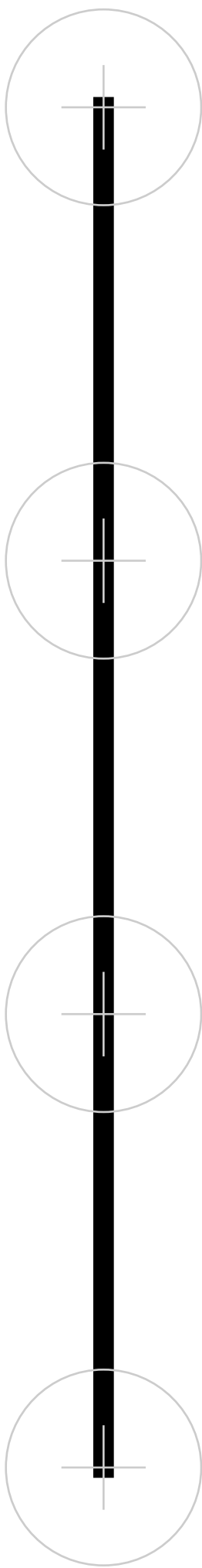


On

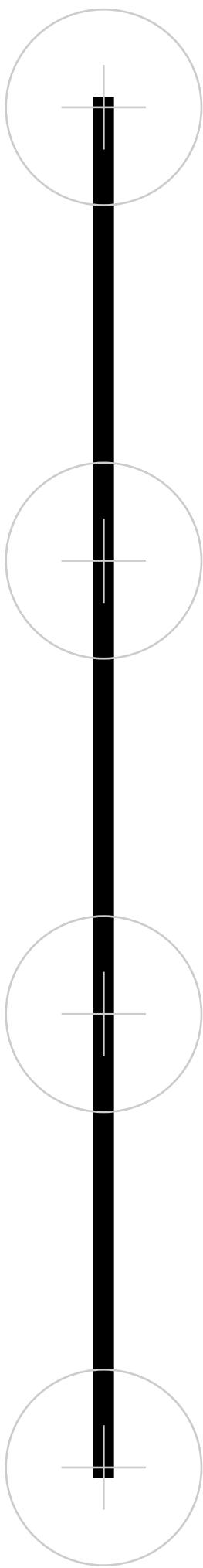
Gate In



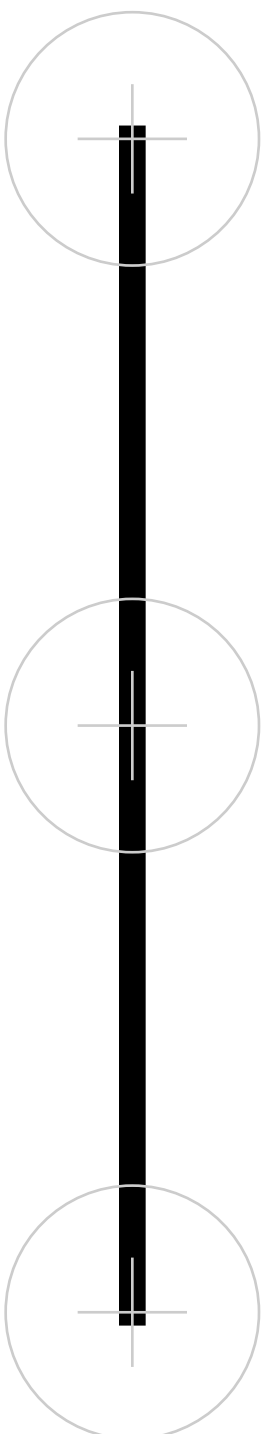
CV 1 Out



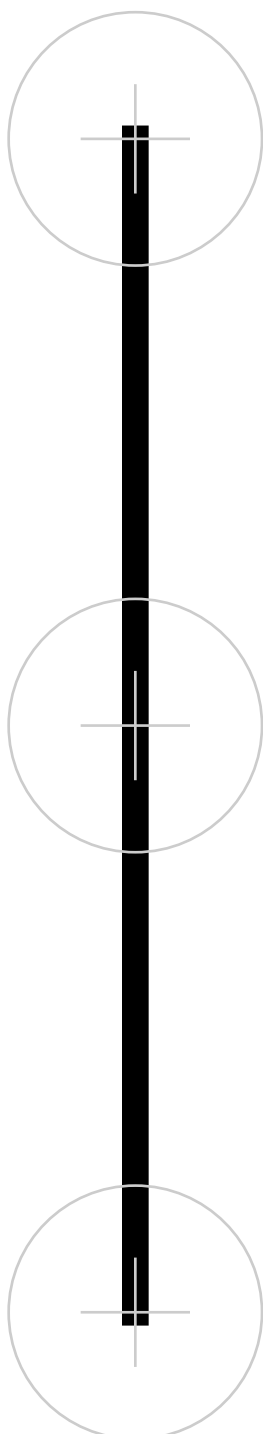
CV 2 Out



Delay Out



Gate Out



Delay Active



Gate Active

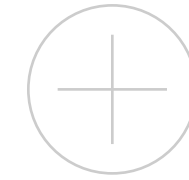


16 STEP QUANTIZED SEQUENCER

1

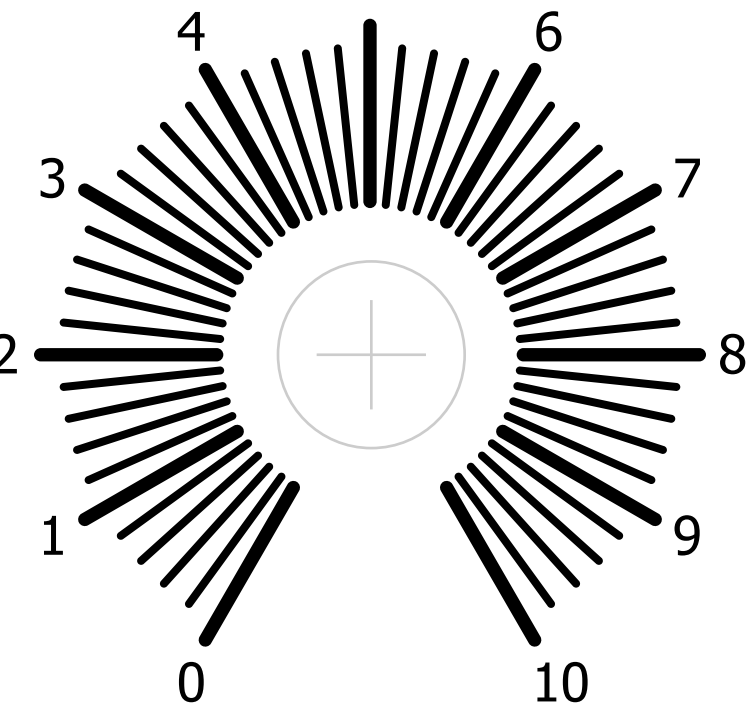


Off



On

Coarse 1



2

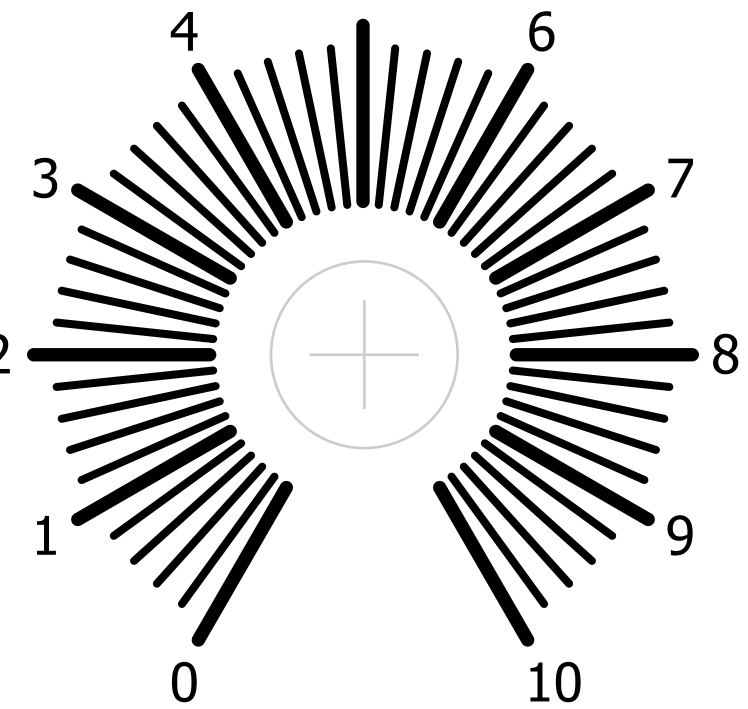


Off



On

Coarse 2



3

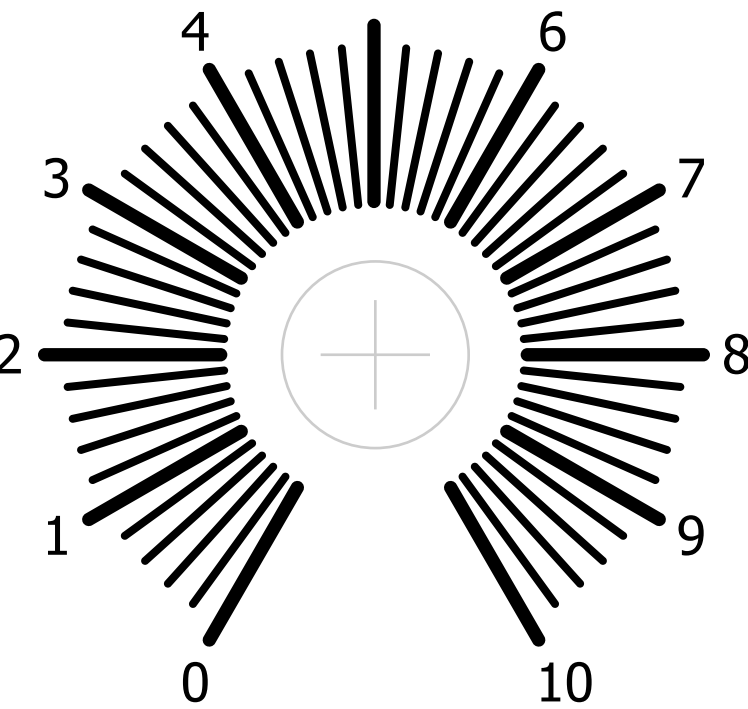


Off



On

Coarse 3



4

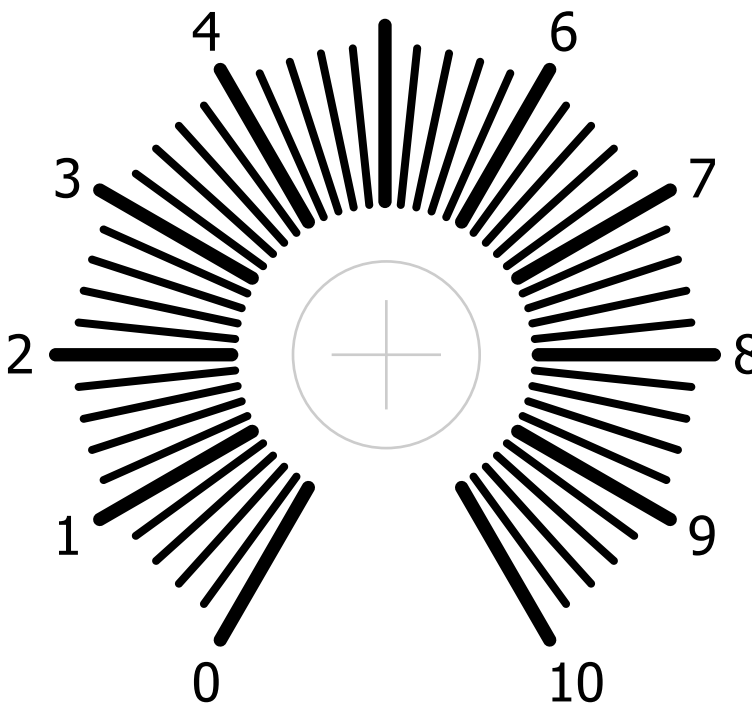


Off



On

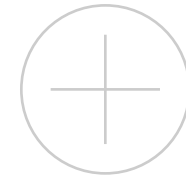
Coarse 4



5

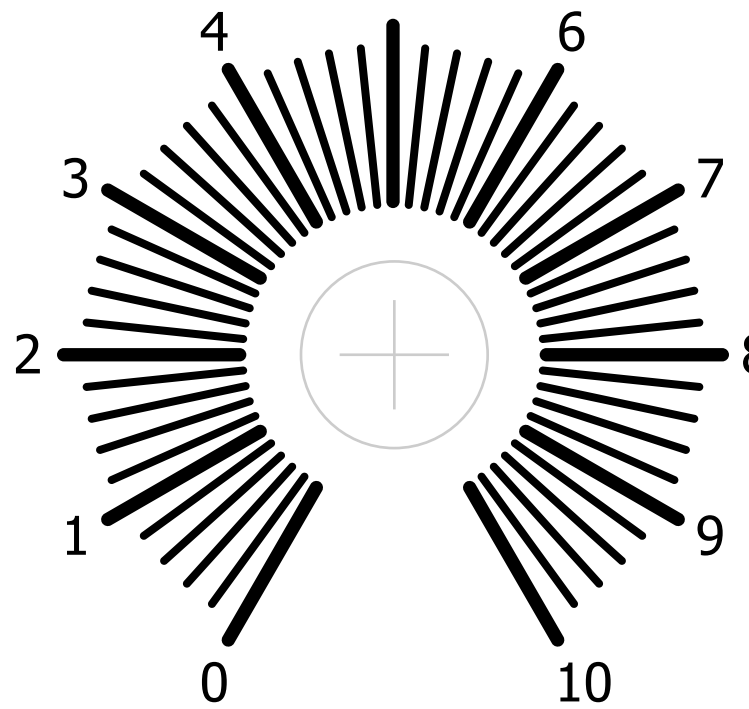


Off



On

Coarse 5



6

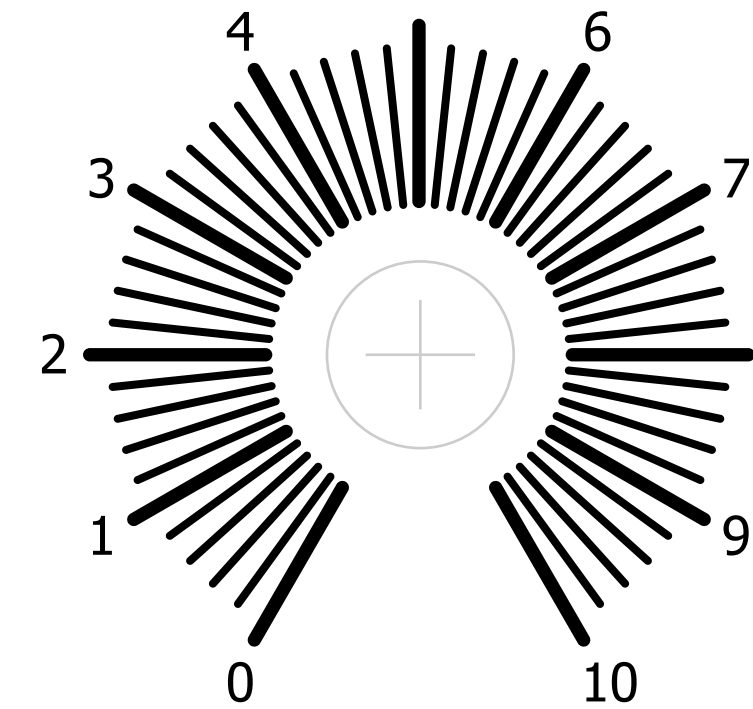


Off



On

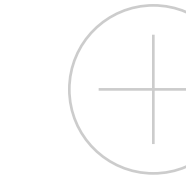
Coarse 6



7

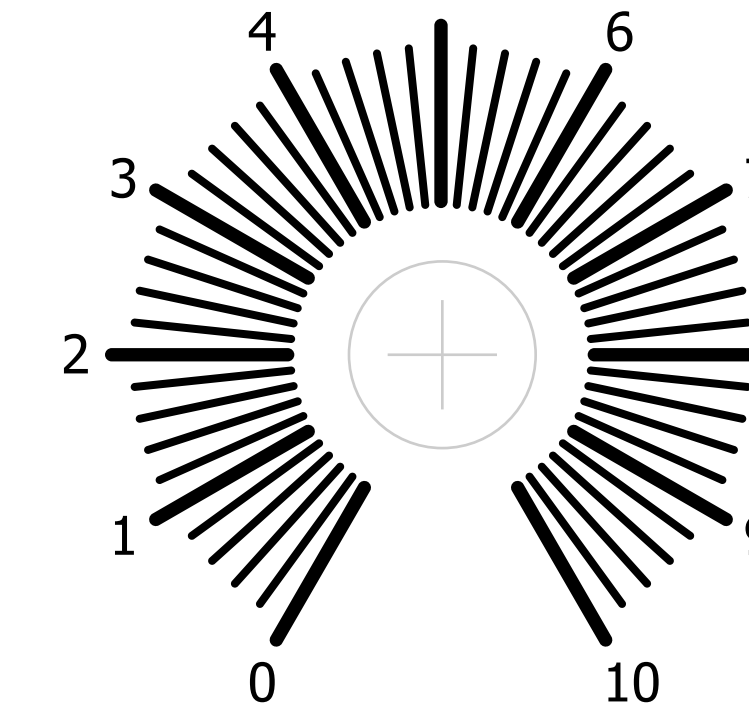


Off



On

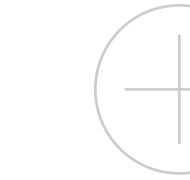
Coarse 7



8

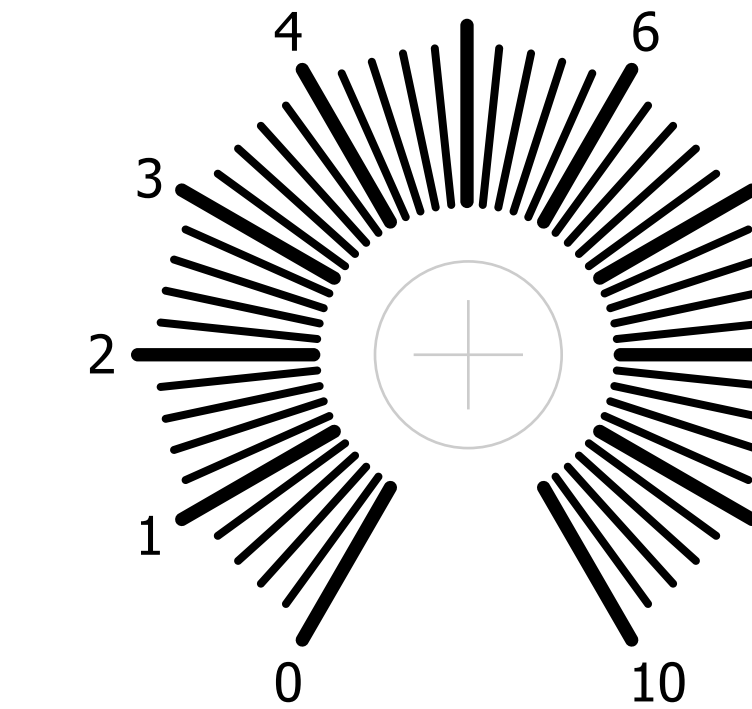


Off



On

Coarse 8



9

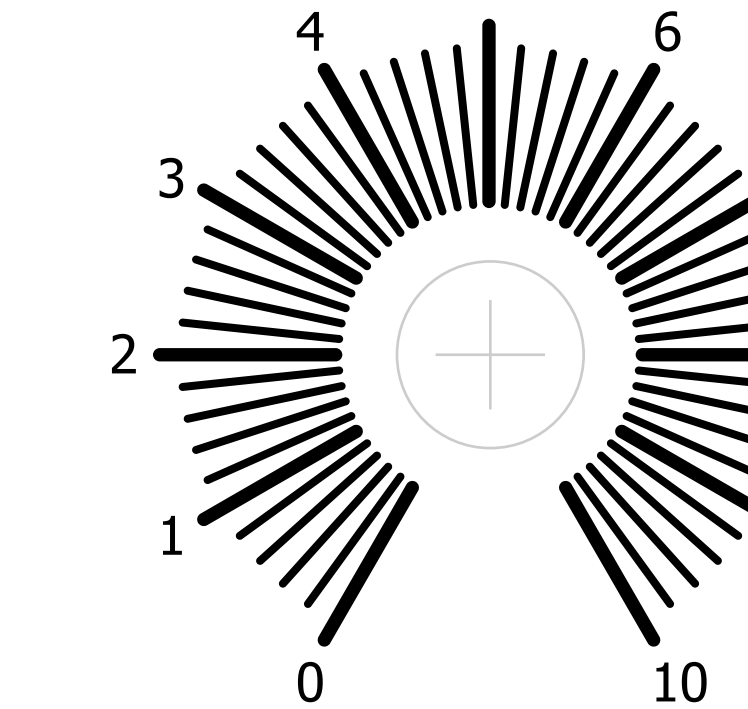


Off



On

Coarse 9



10

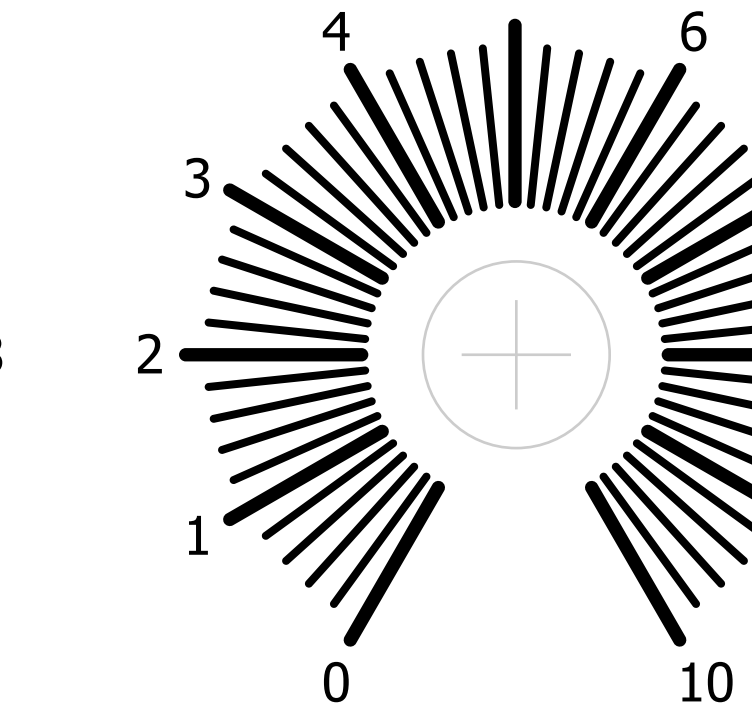


Off



On

Coarse 10



11

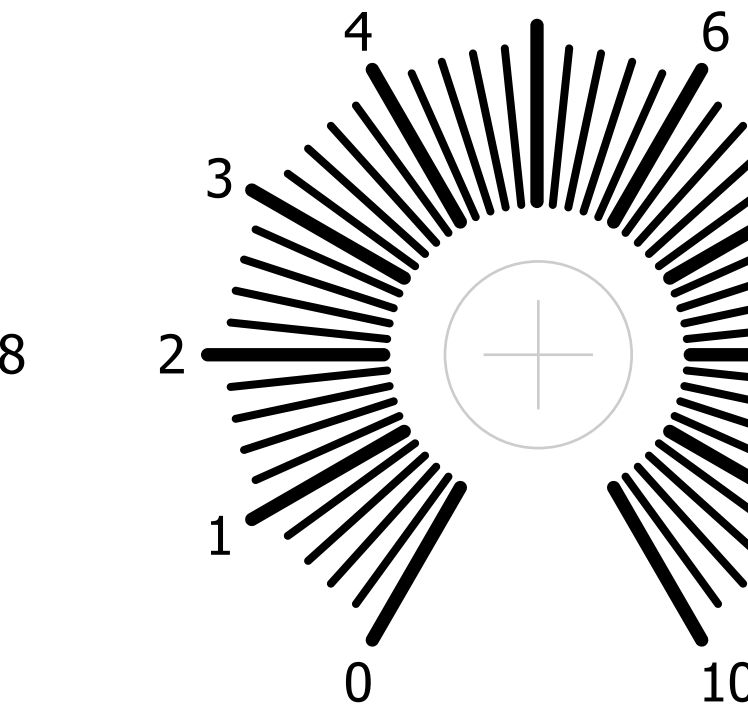


Off

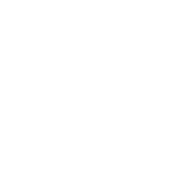


On

Coarse 11



12

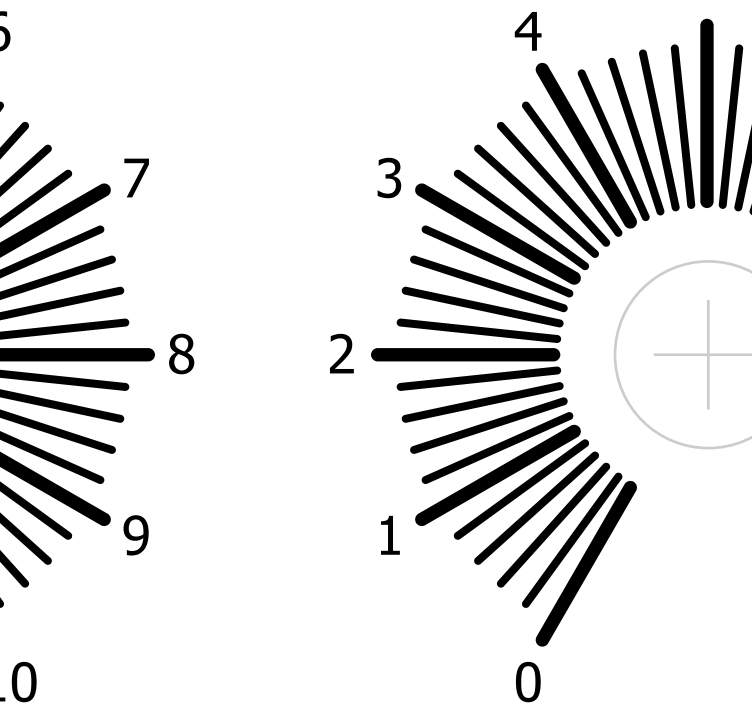


Off



On

Coarse 12



13

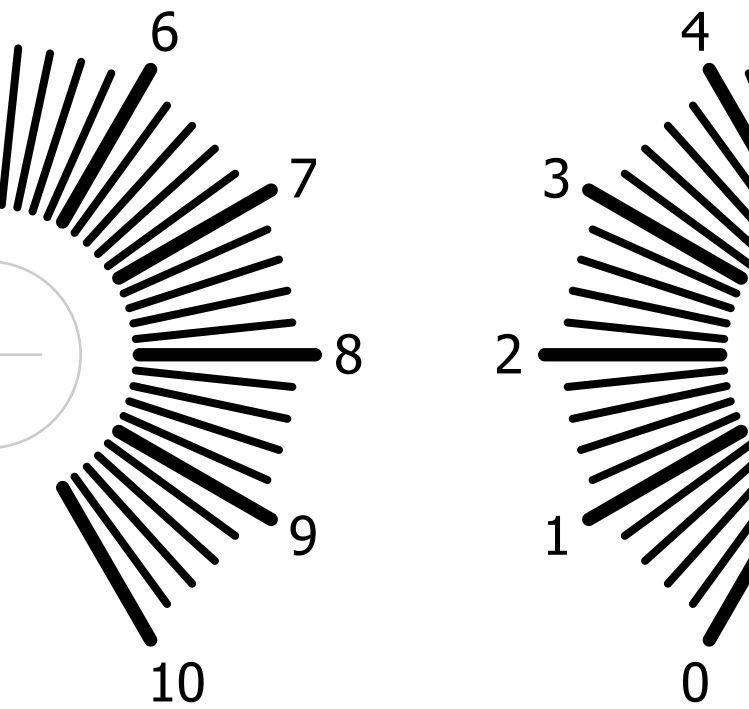


Off



On

Coarse 13



14

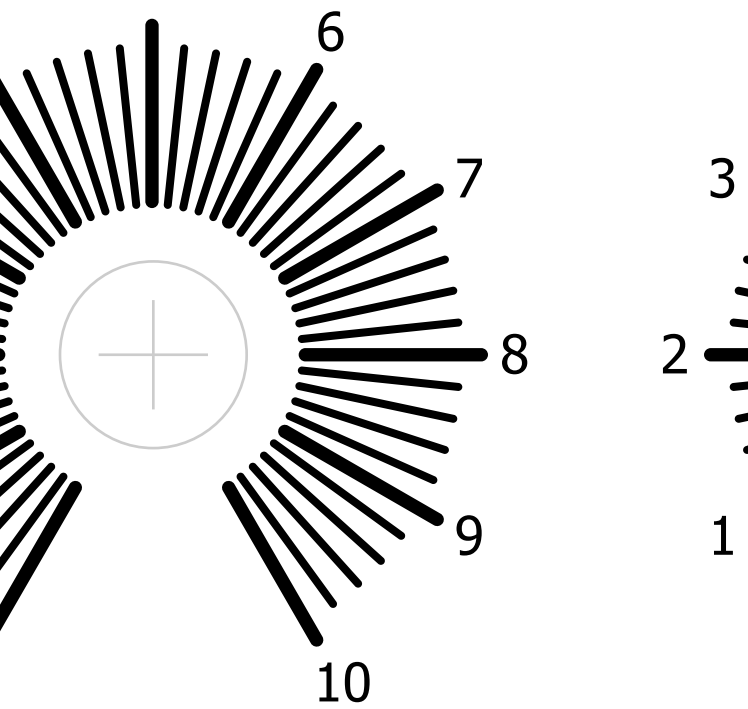


Off



On

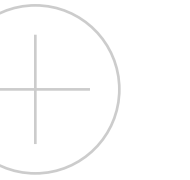
Coarse 14



15

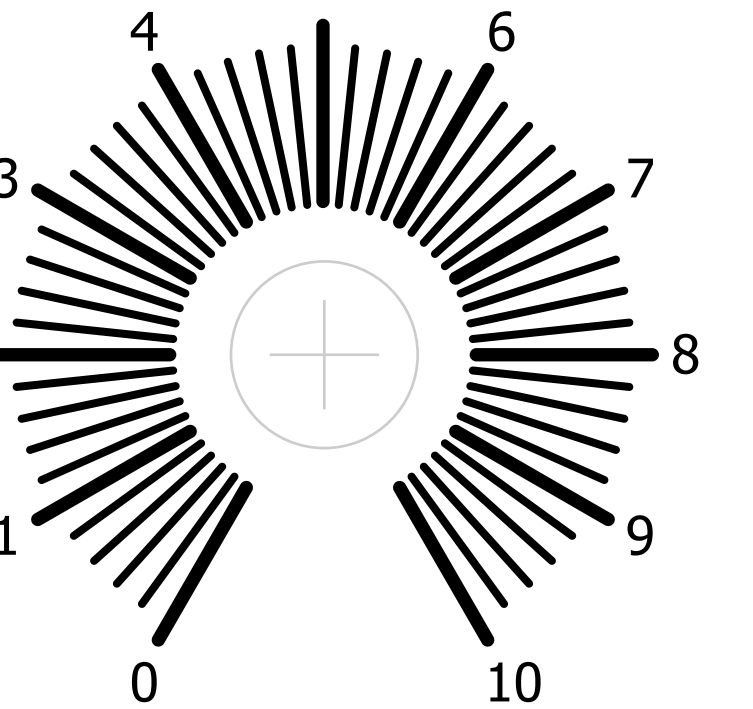


Off



On

Coarse 15



16

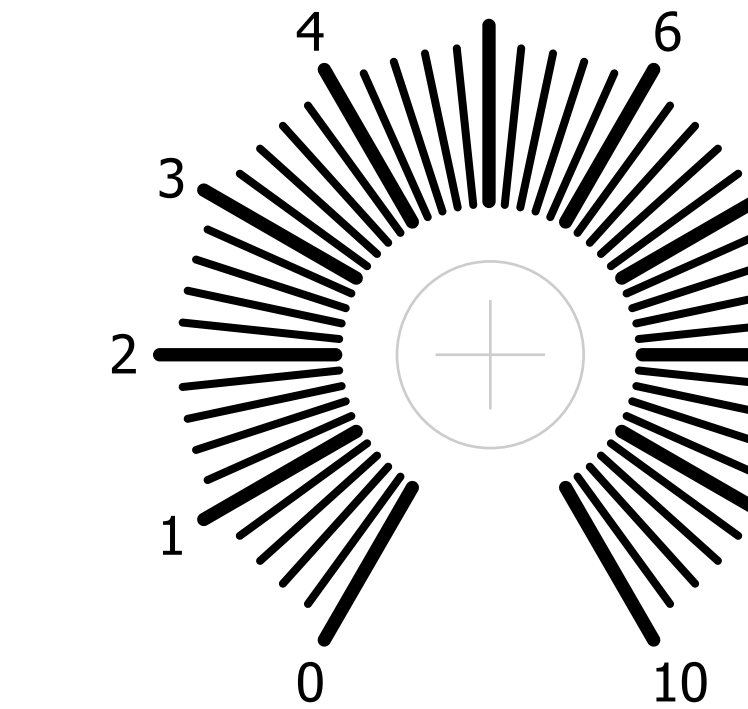


Off

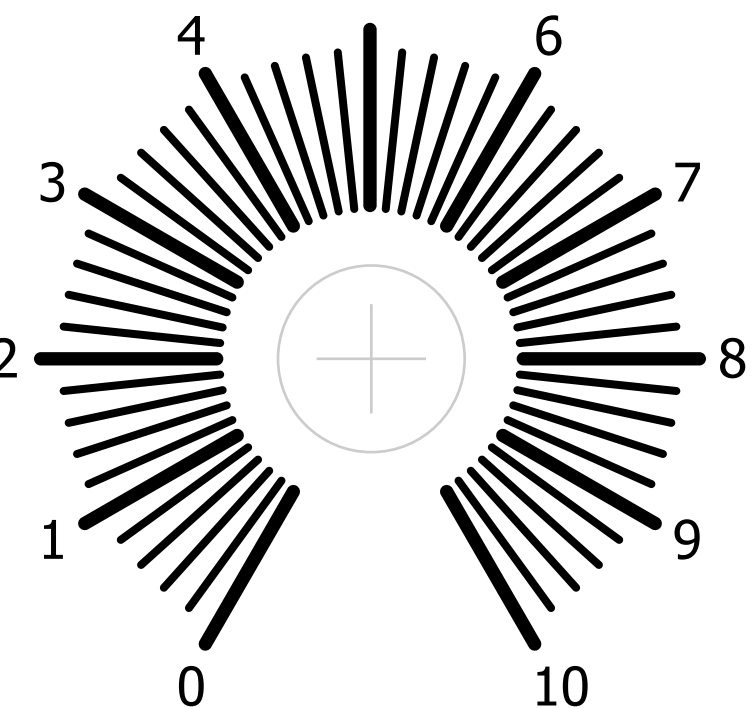


On

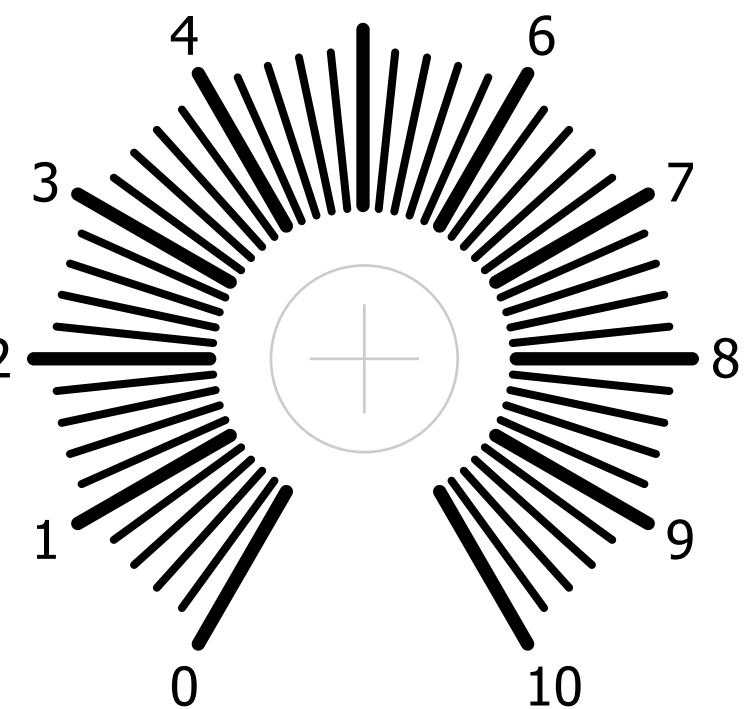
Coarse 16



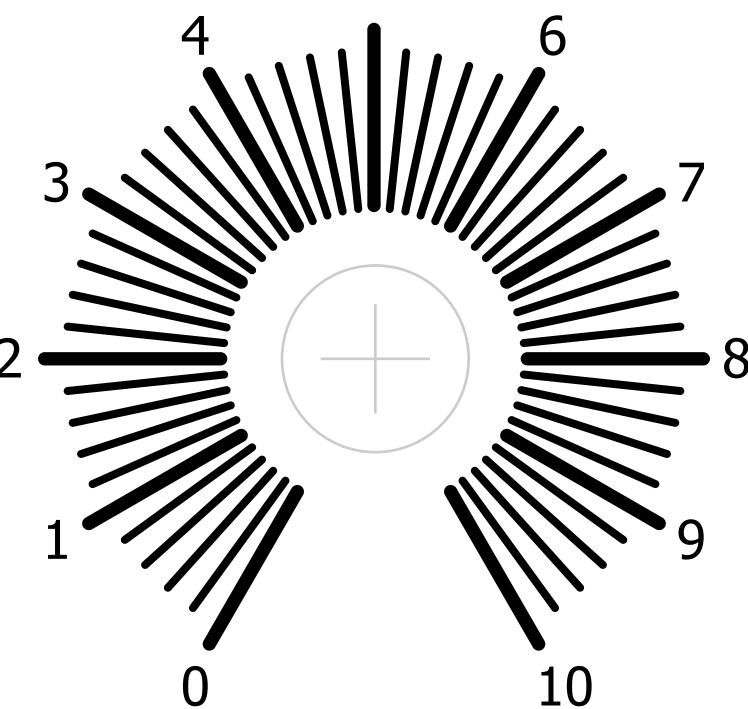
Fine 1



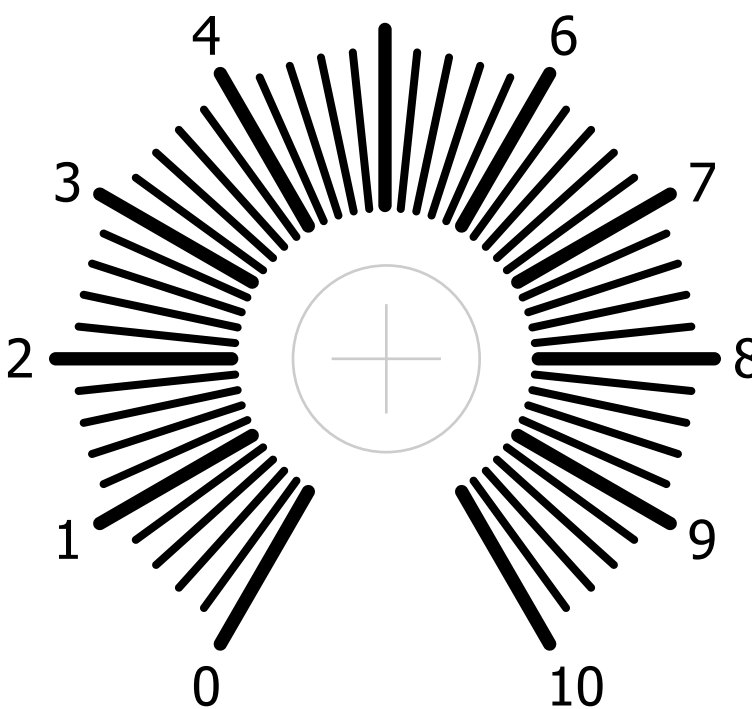
Fine 2



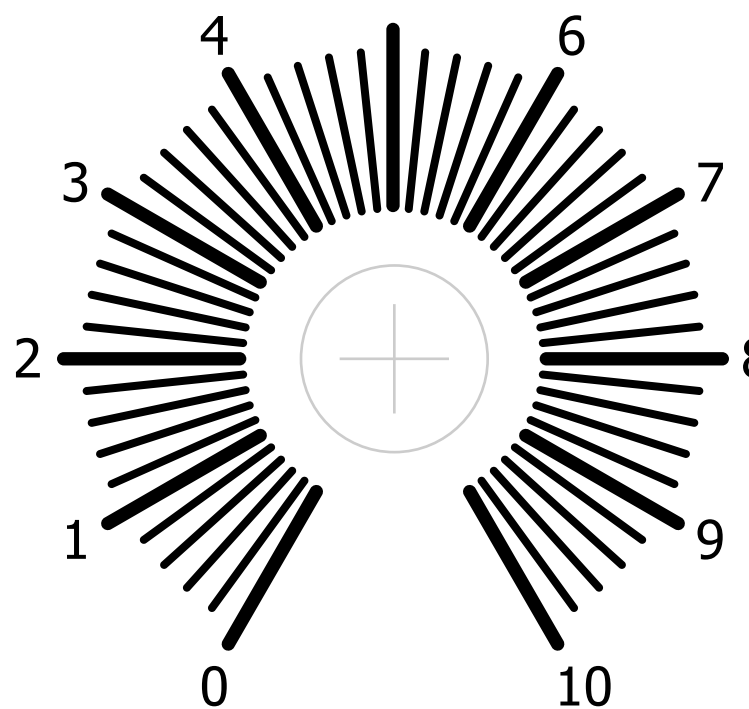
Fine 3



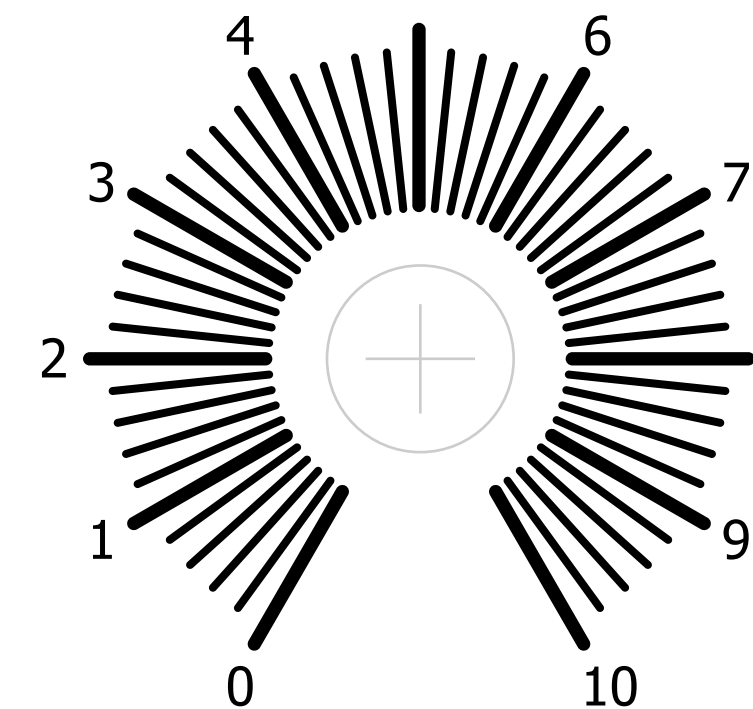
Fine 4



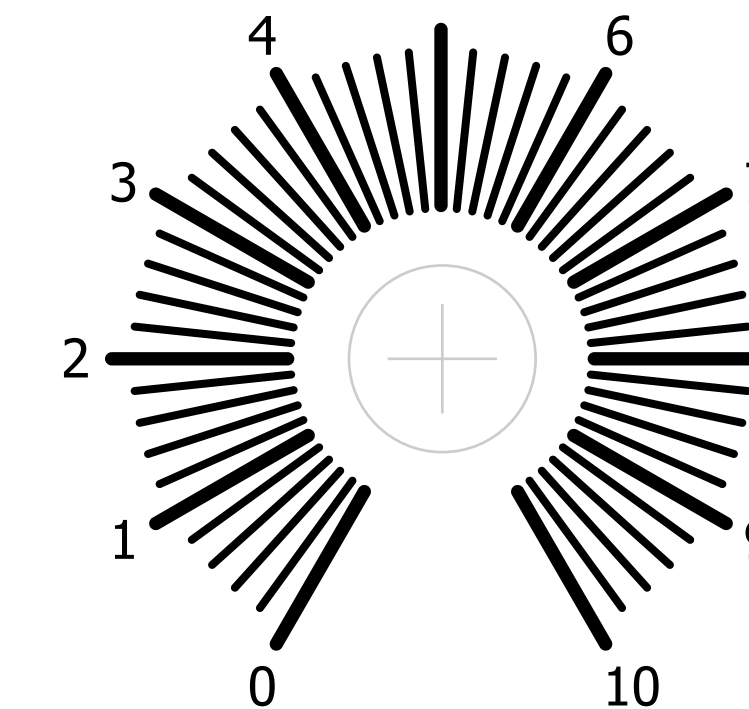
Fine 5



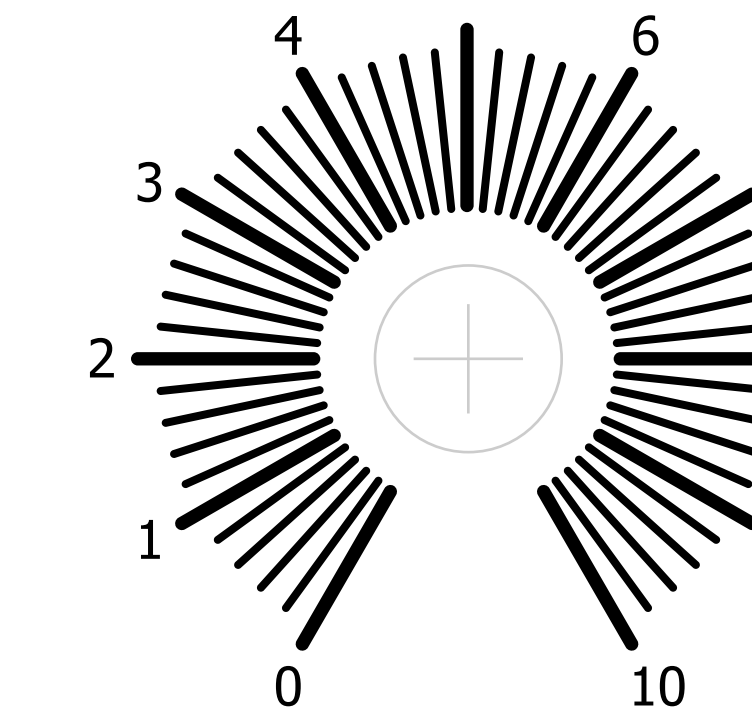
Fine 6



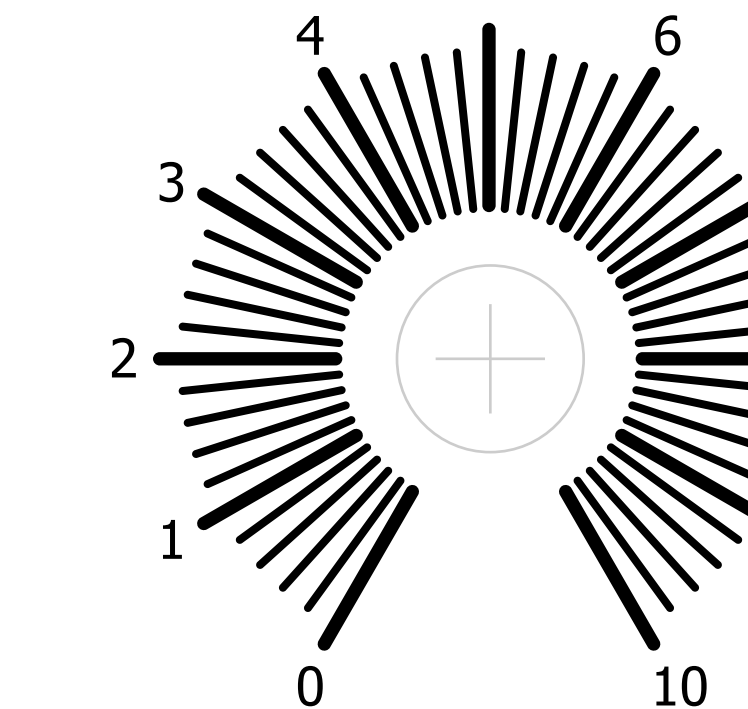
Fine 7



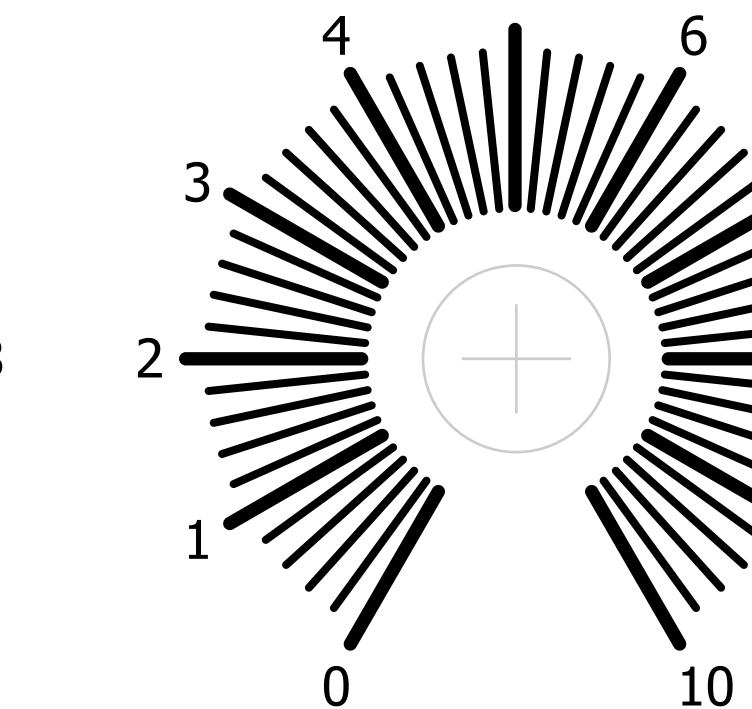
Fine 8



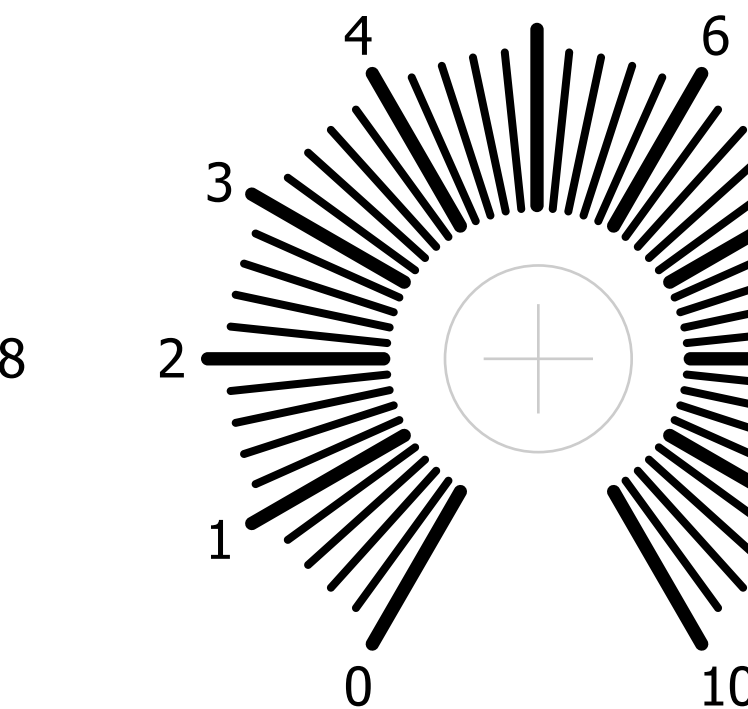
Fine 9



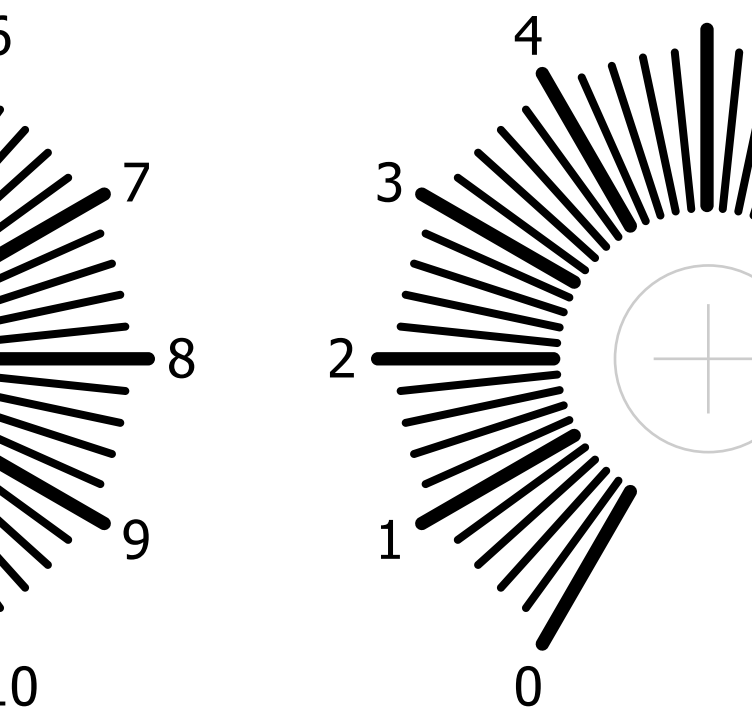
Fine 10



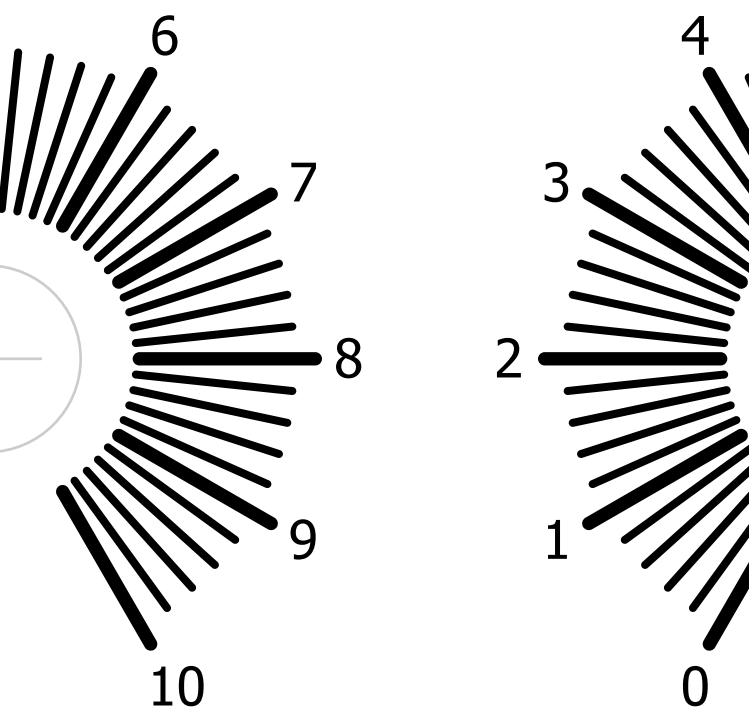
Fine 11



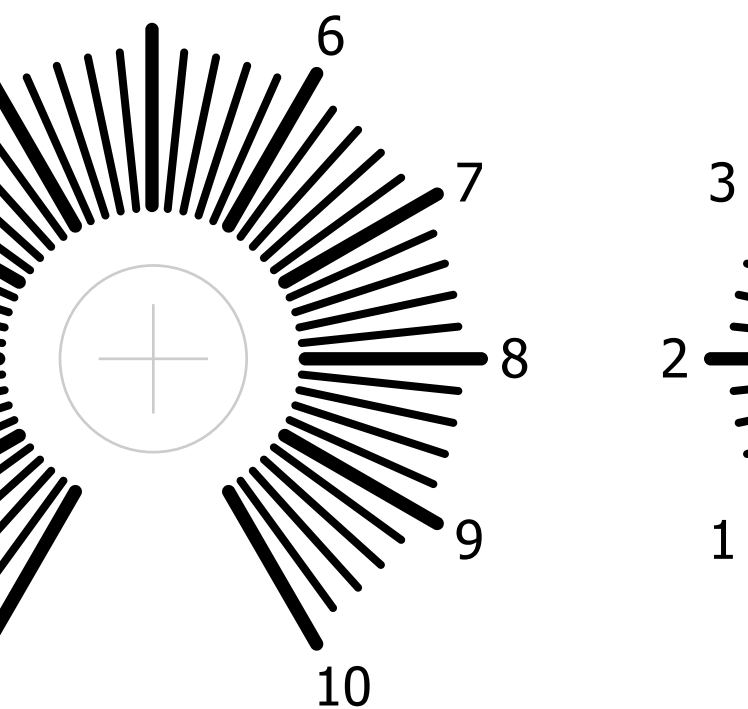
Fine 12



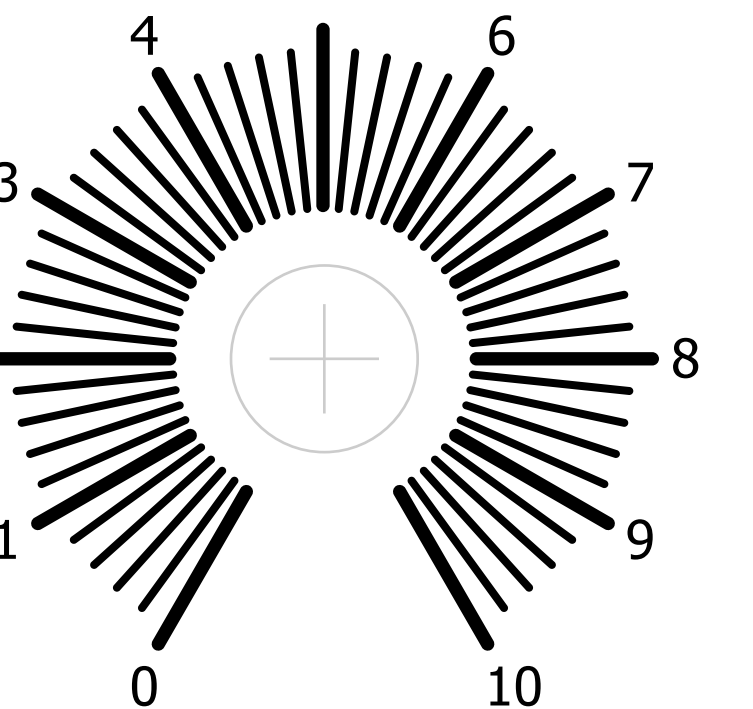
Fine 13



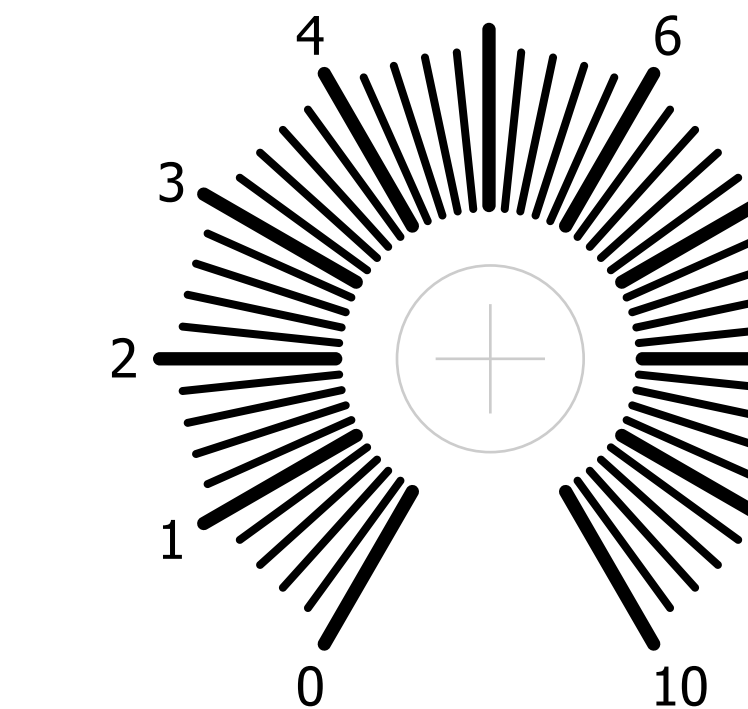
Fine 14



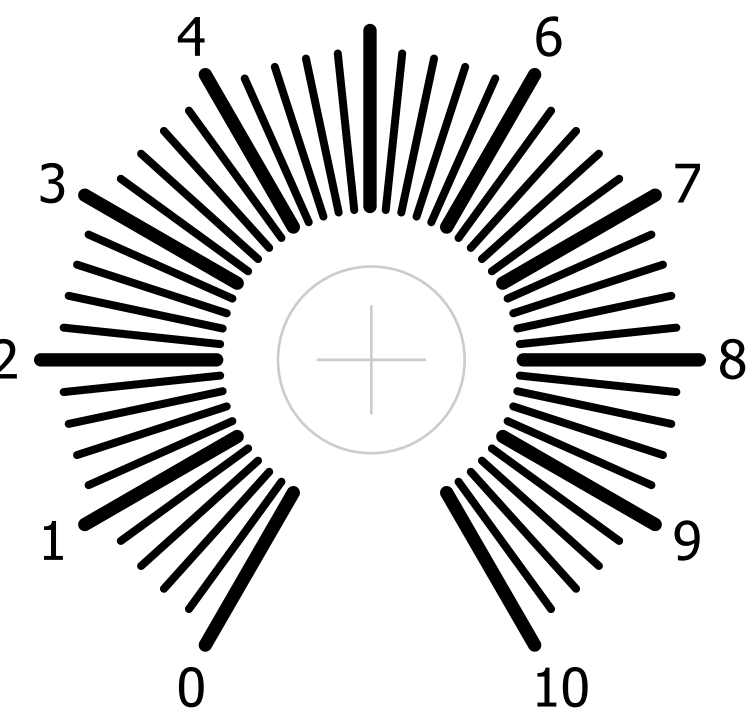
Fine 15



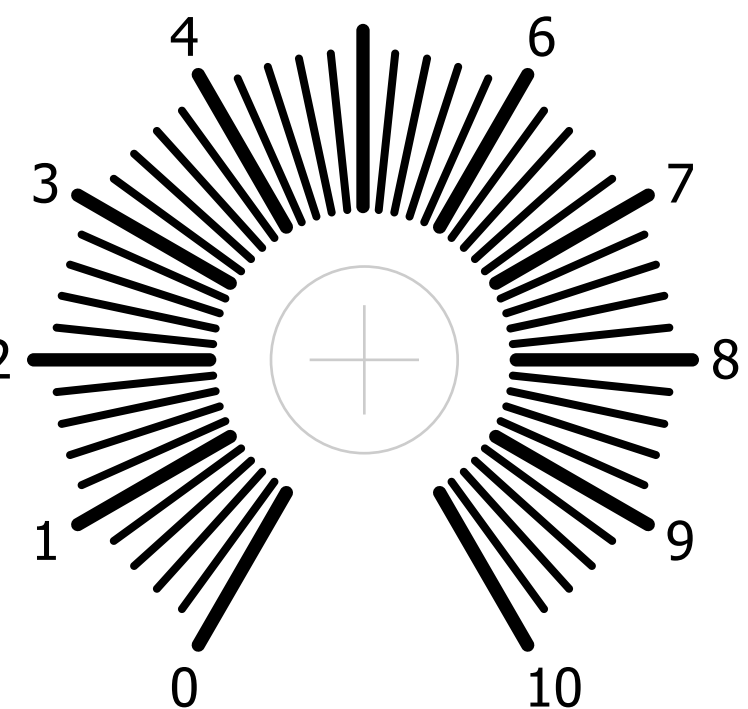
Fine 16



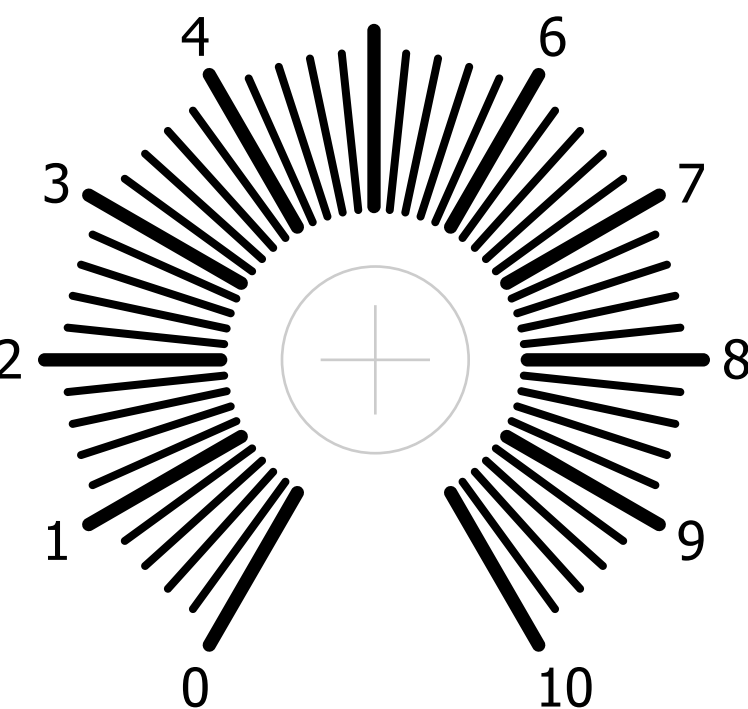
Duration 1



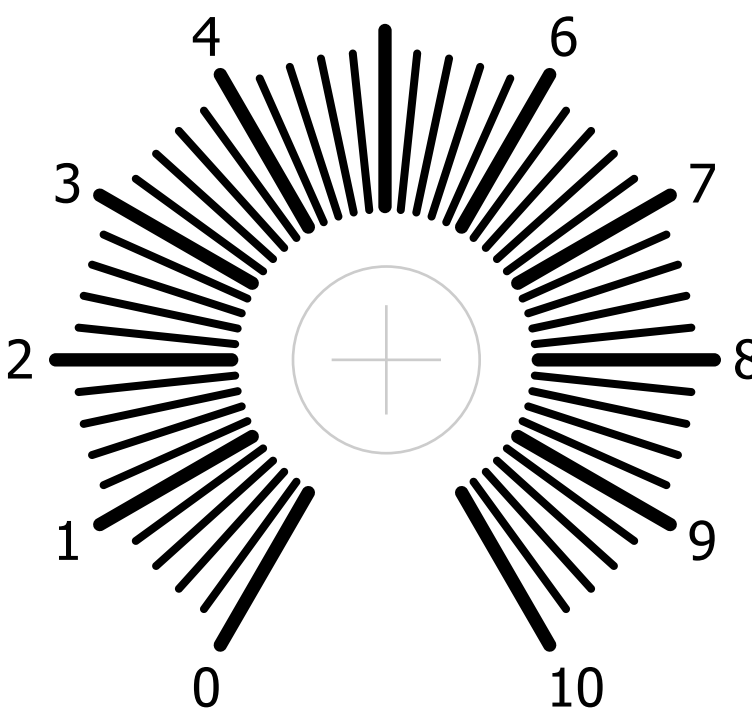
Duration 2



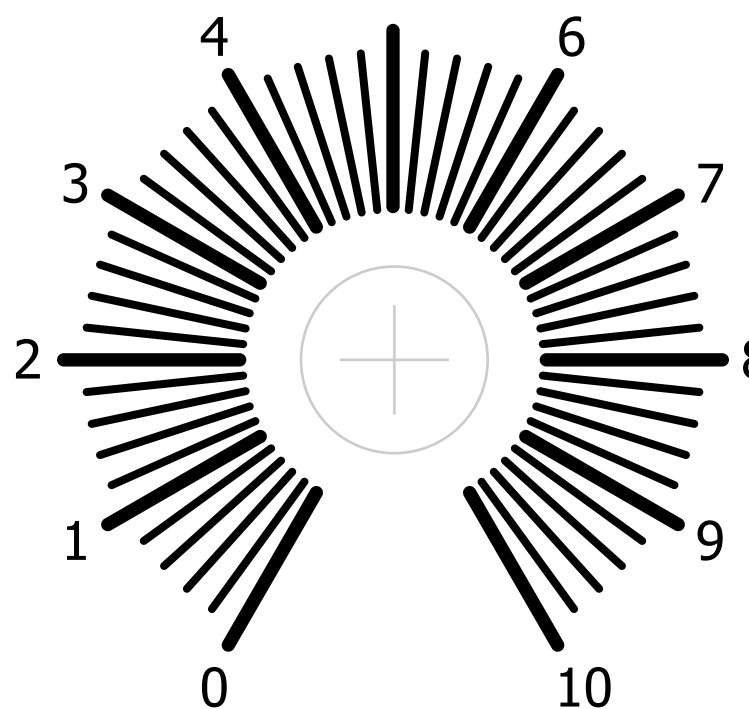
Duration 3



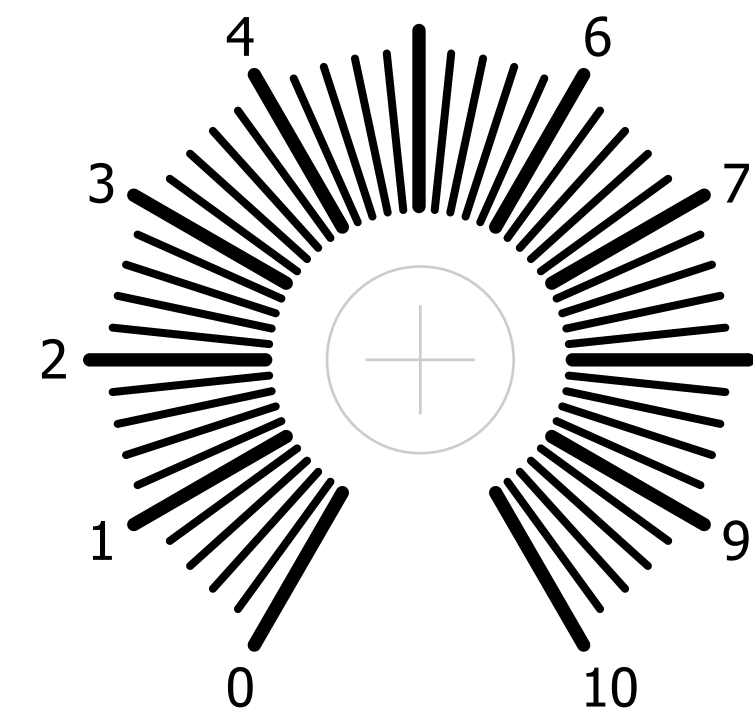
Duration 4



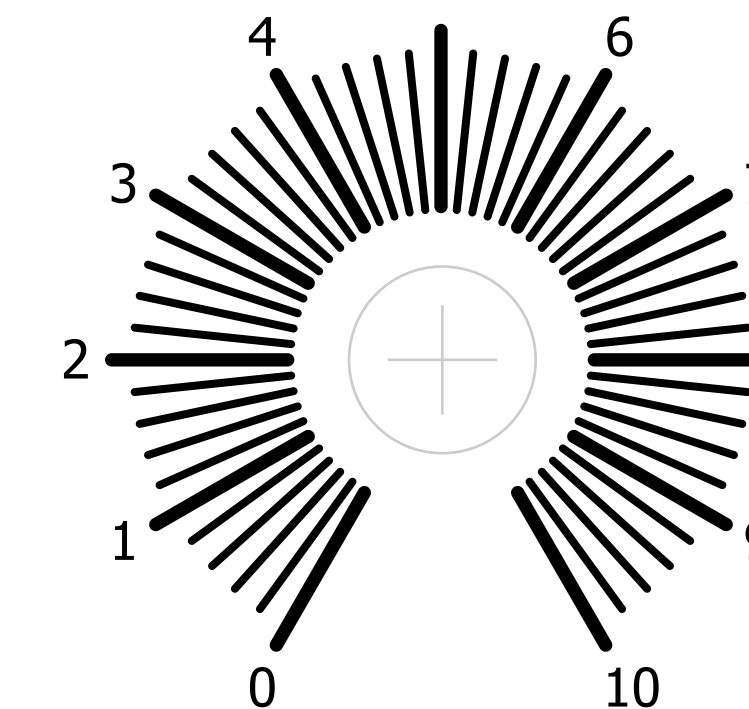
Duration 5



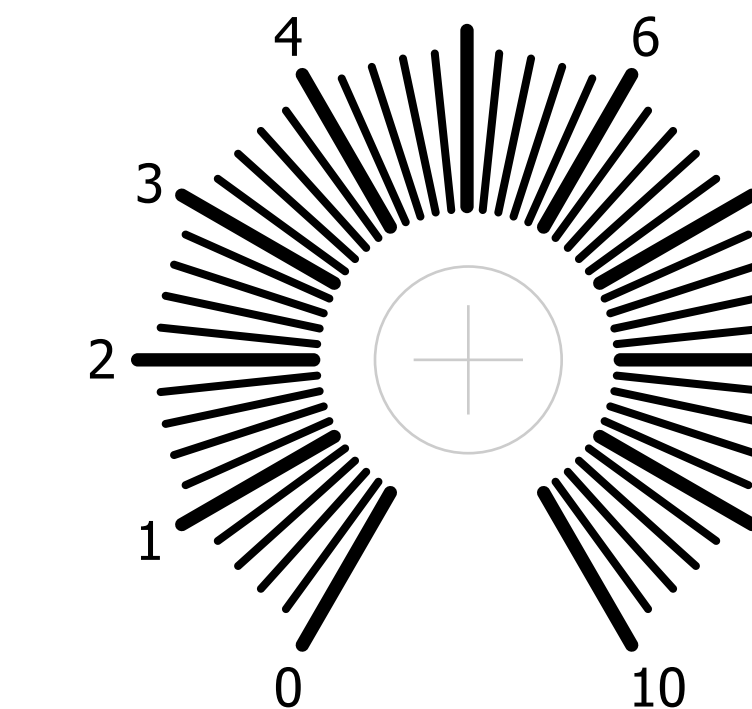
Duration 6



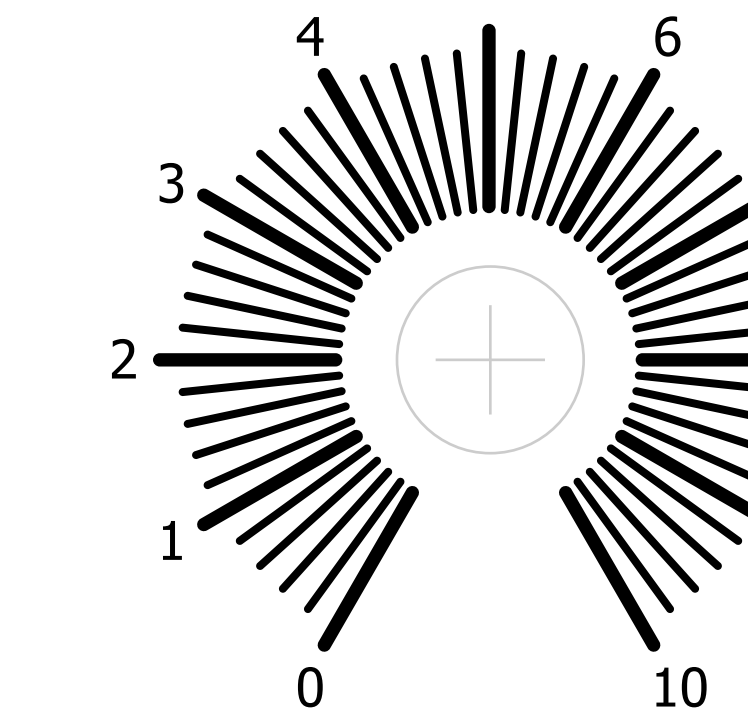
Duration 7



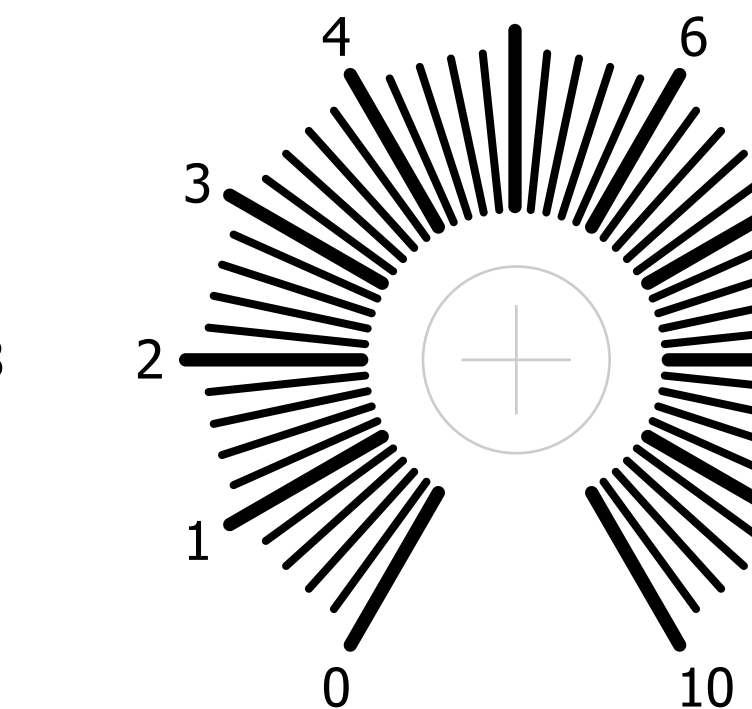
Duration 8



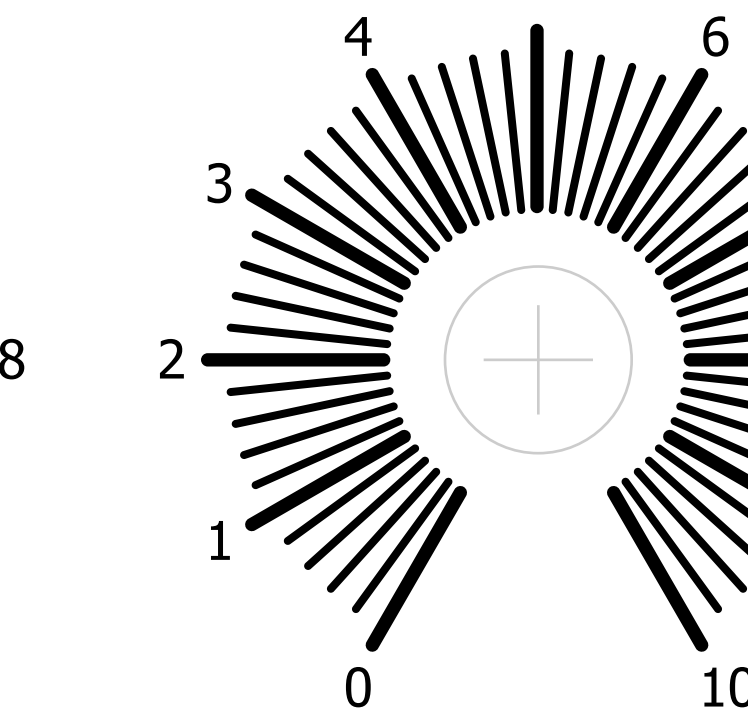
Duration 9



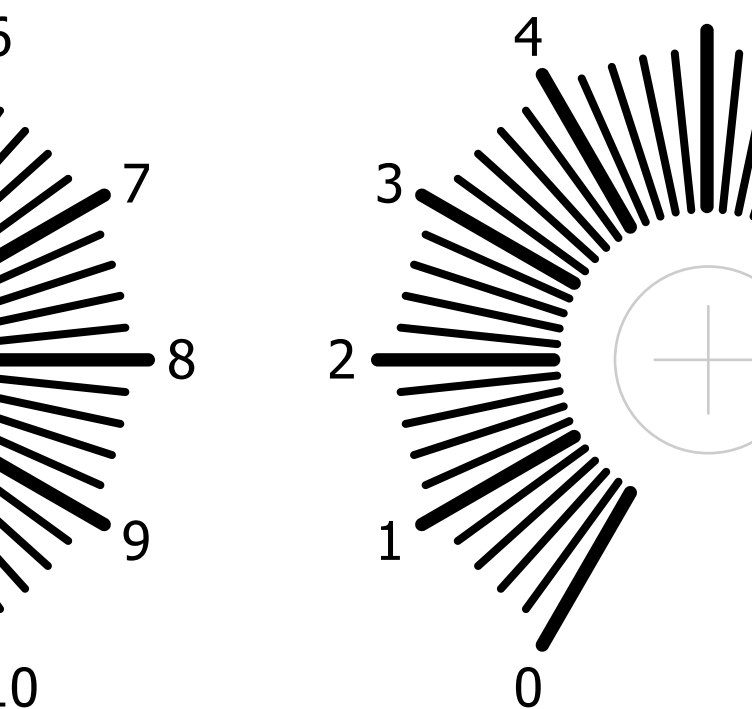
Duration 10



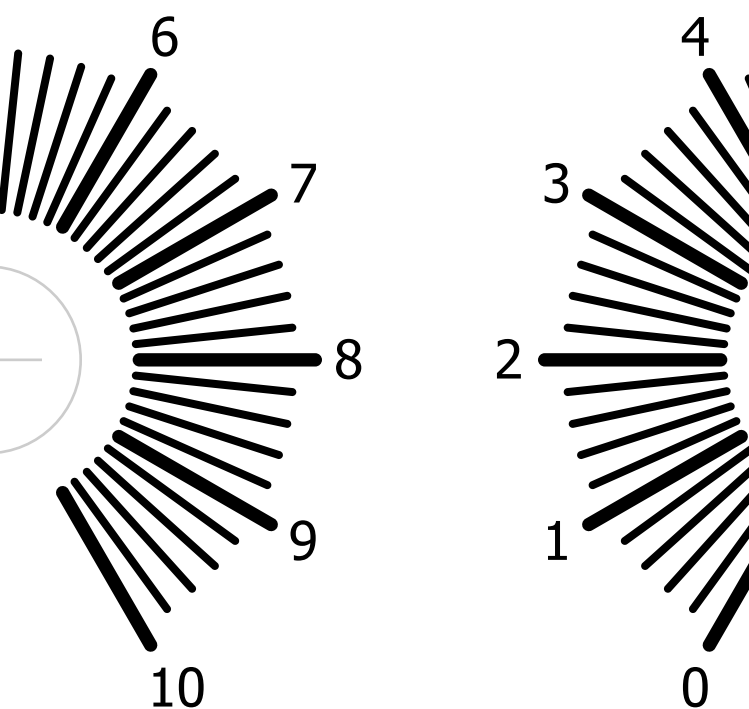
Duration 11



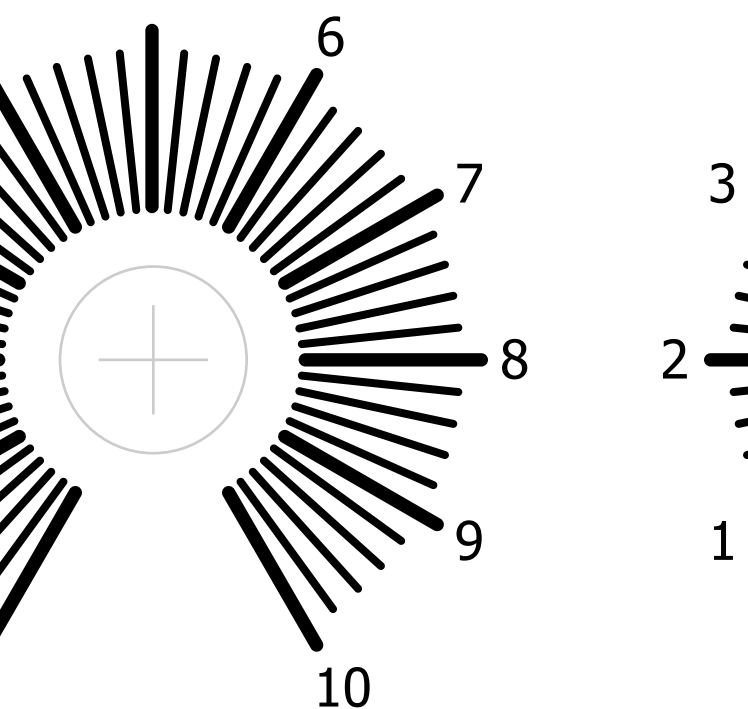
Duration 12



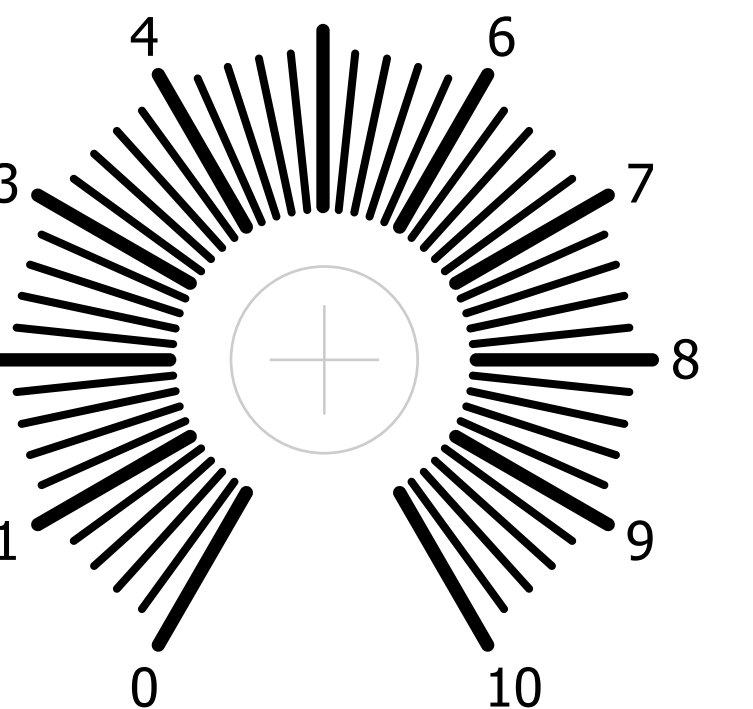
Duration 13



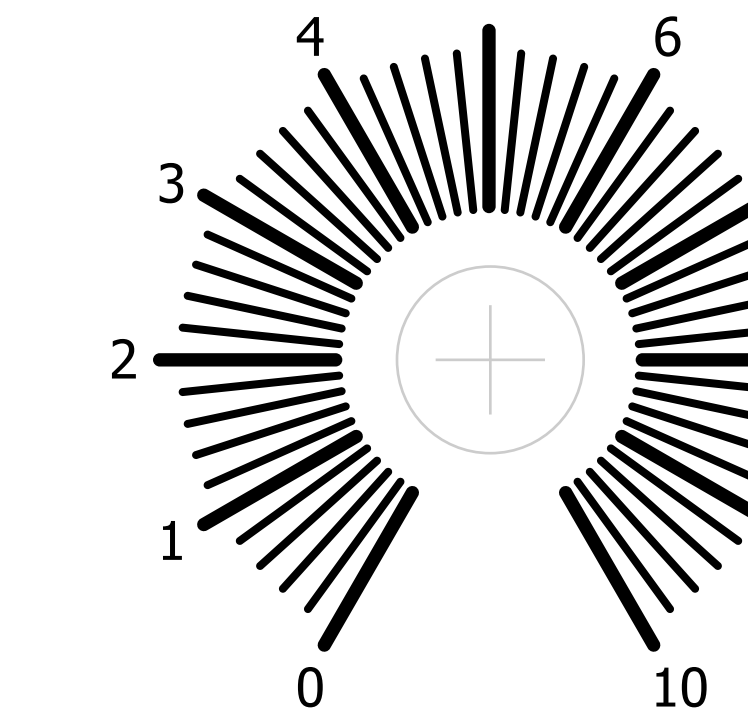
Duration 14



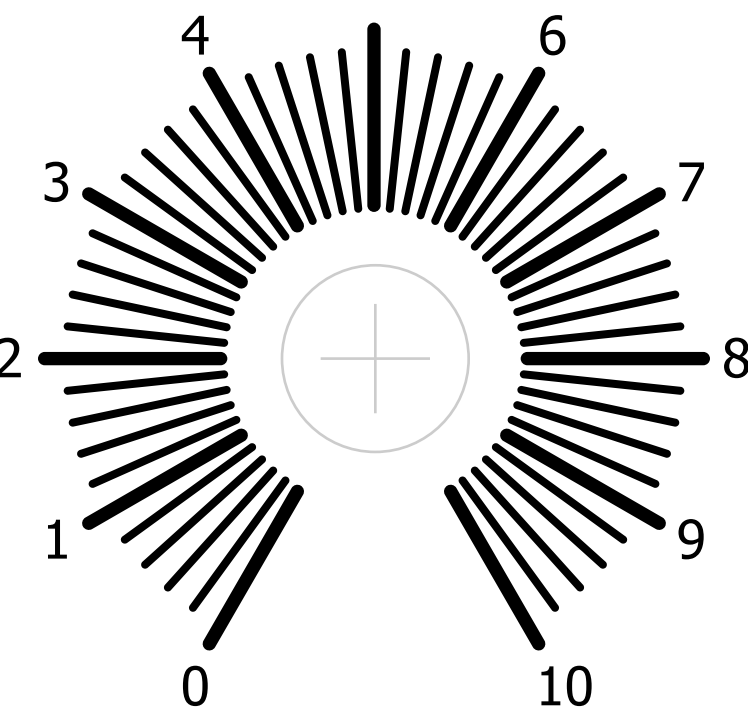
Duration 15



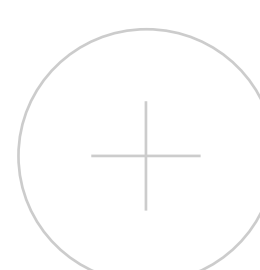
Duration 16



Clock Rate



Trigger Out



Gate Out



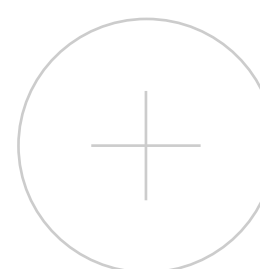
Gate Mode

Multi

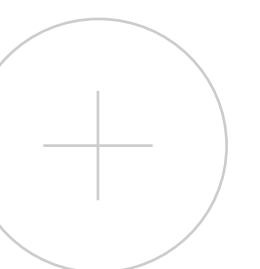


Normal

Trigger Out

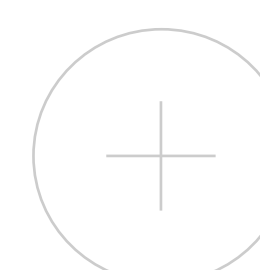


Gate Out

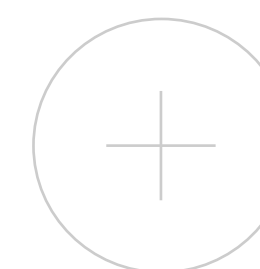


Trigger / Gate Outputs

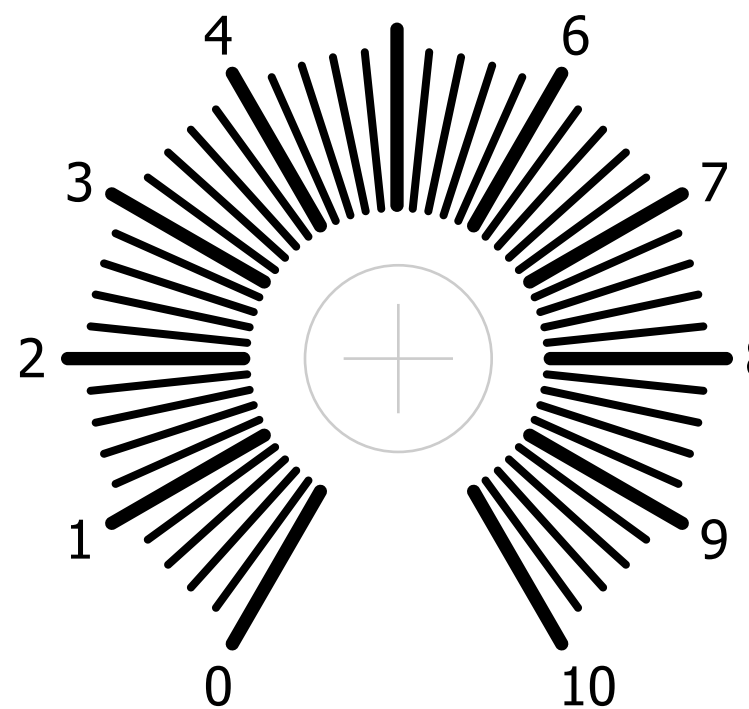
Glide CV Out 2



Glide CV Out 1



Glide



Portamento

MUSIC FROM OUTER SPACE