BLANK

POWER

-12V +12V

Power

Off

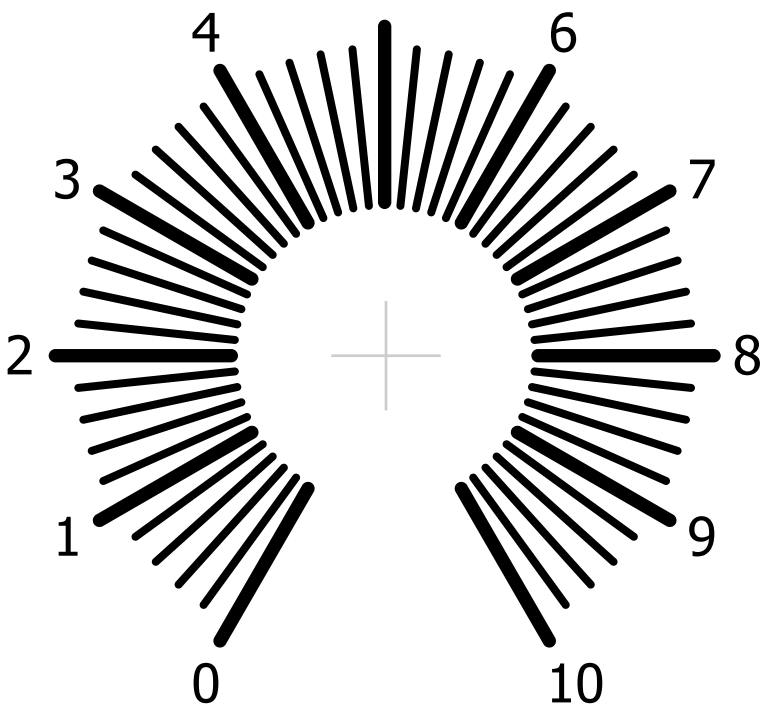
On

12V 1A

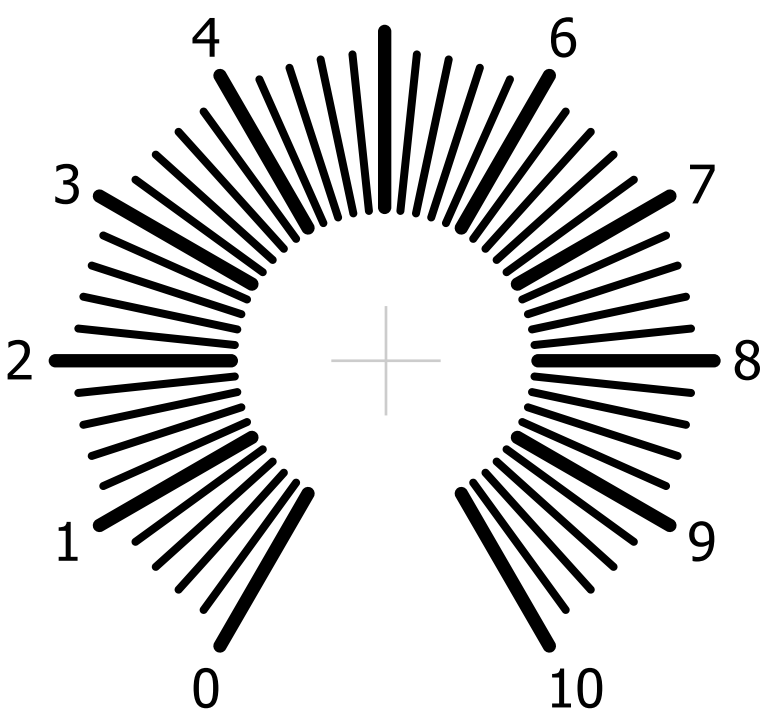
LukeLabs

ADSR

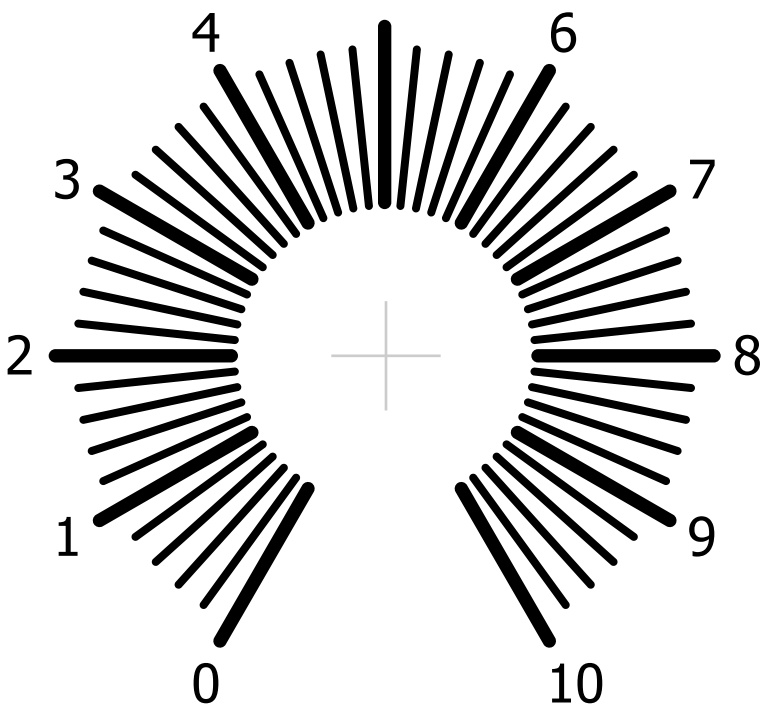
Attack



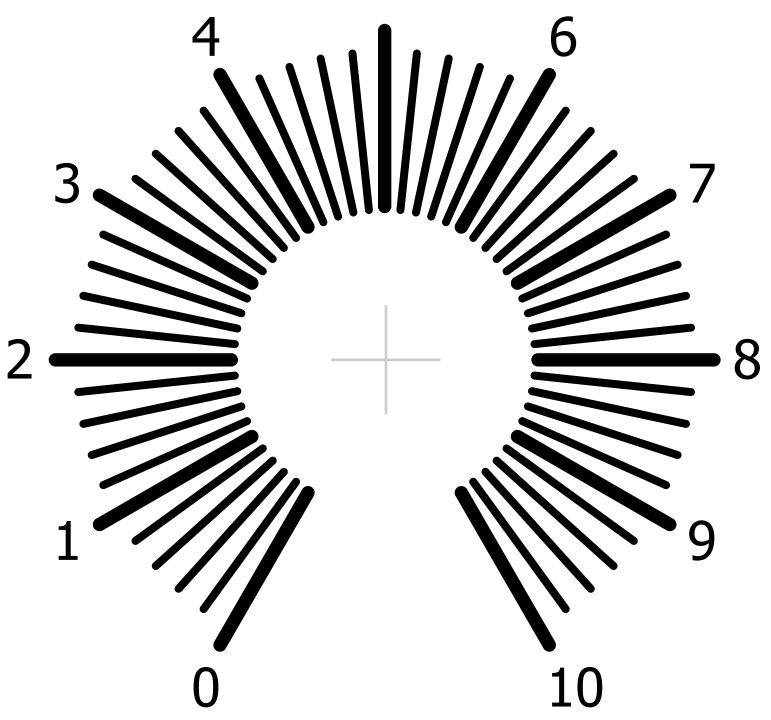
Decay



Sustain



Release



Manual

Duration

Short

Long

Gate In

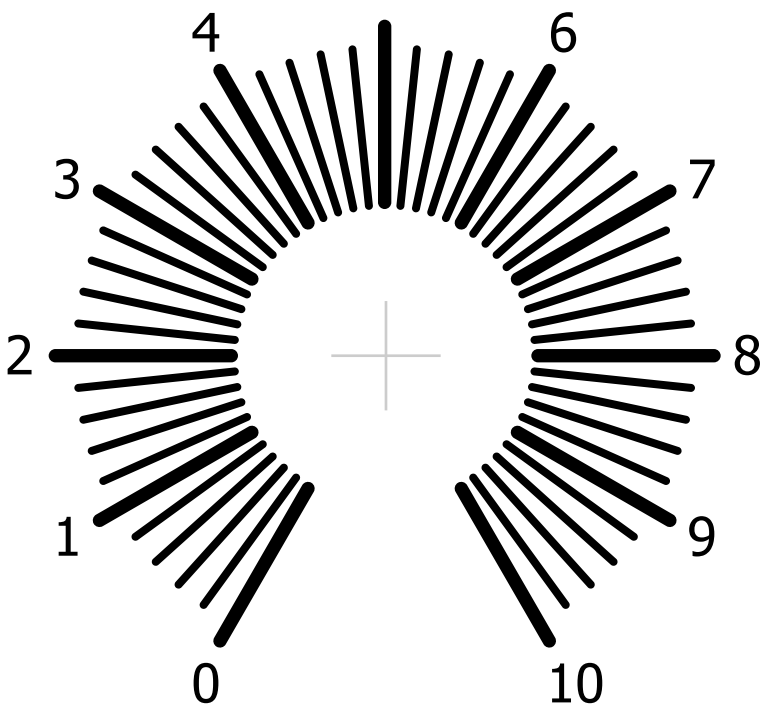
Trigger In

Out

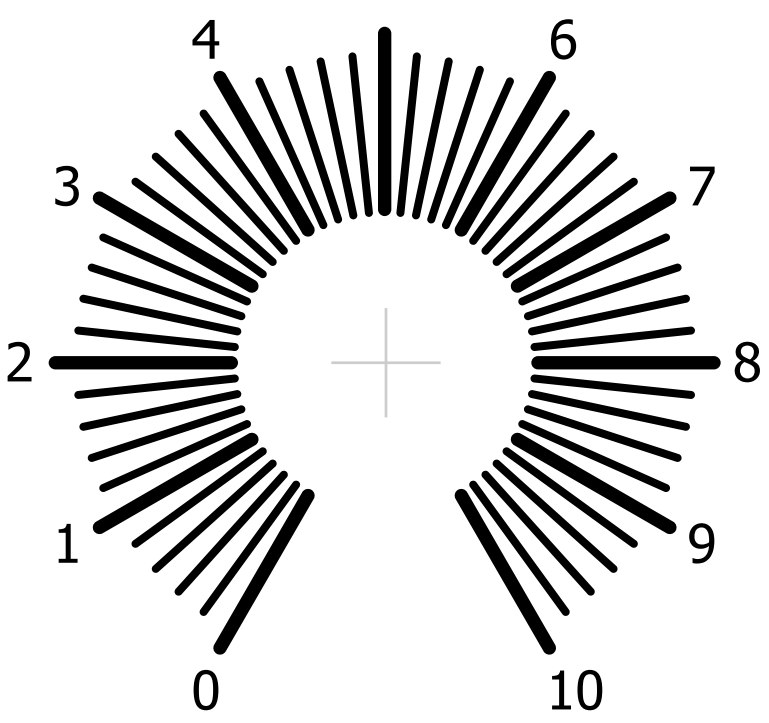
MFOS

VCA

VCA 1 Gain



VCA 2 Gain



VCA 1

Response

Log

Linear

Input

Gain CV In

Gain CV In

Out

VCA 2

Response

Log

Linear

Input

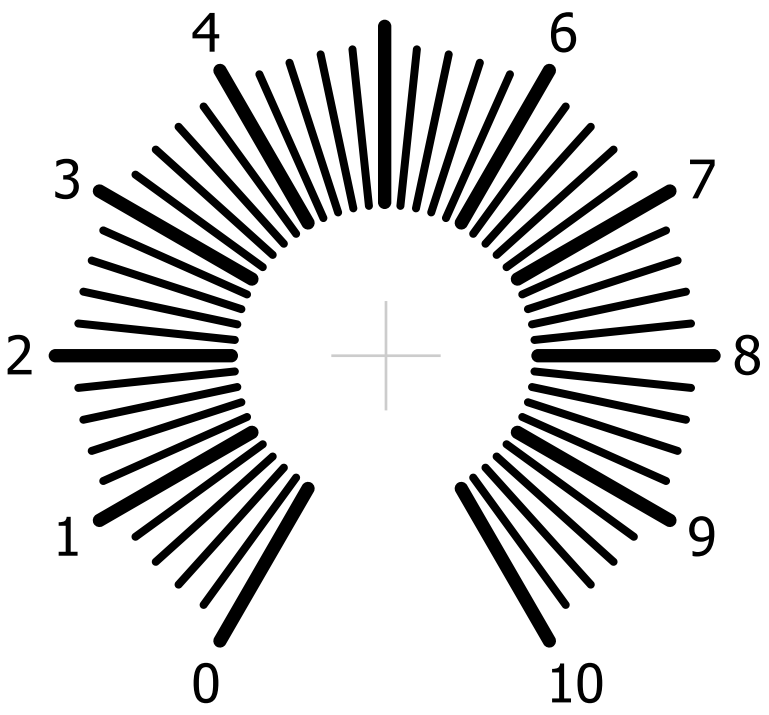
Gain CV In

Gain CV In

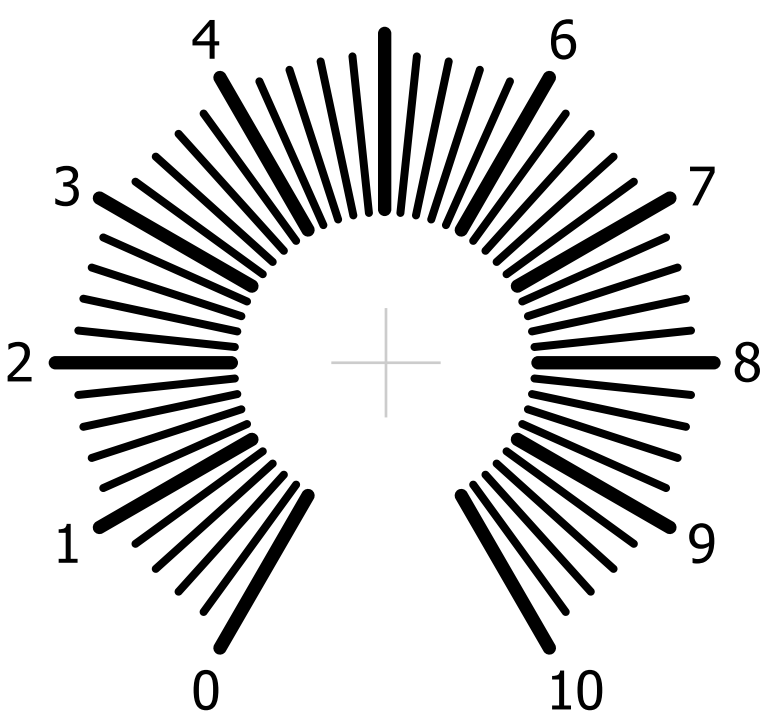
Out

LFO

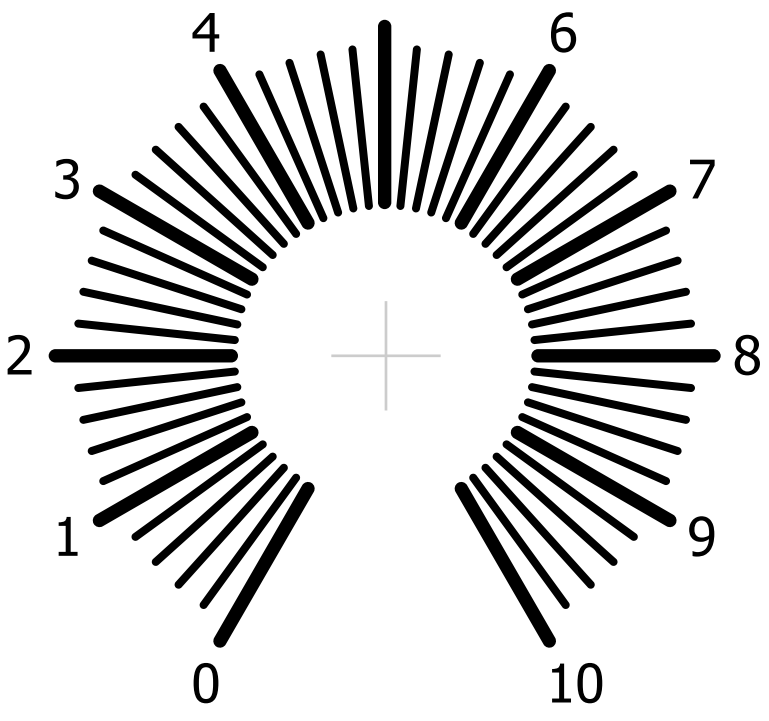
Coarse



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

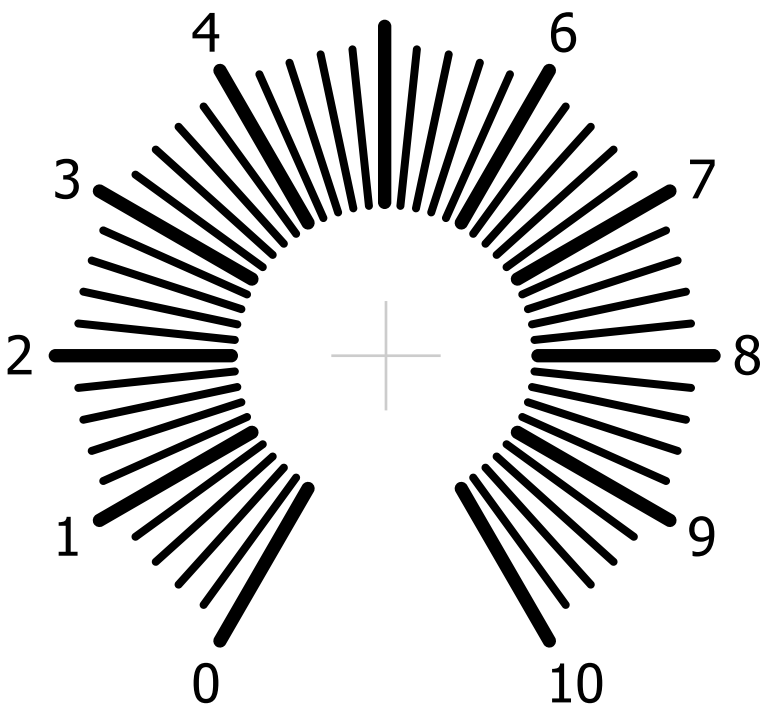
Bank 3

Bank 4

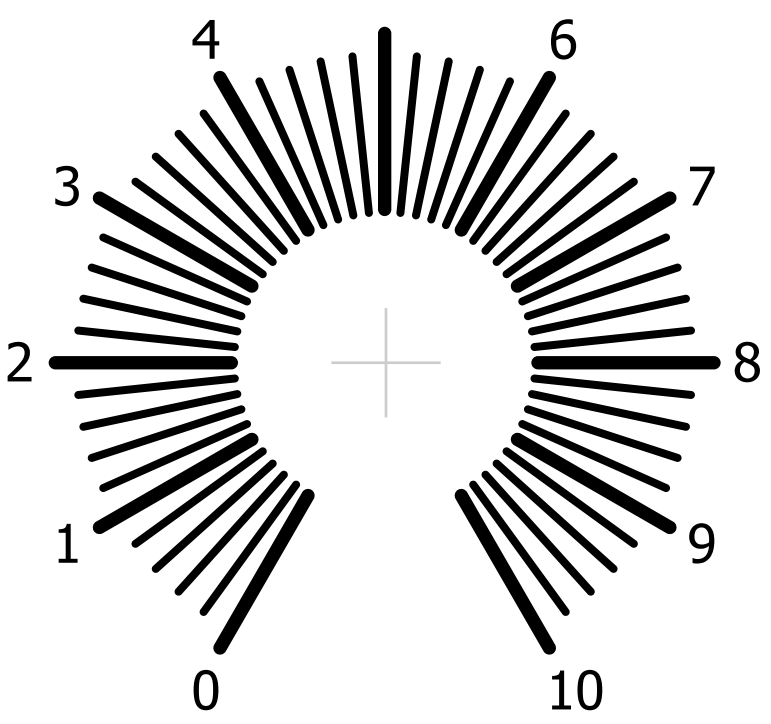
LukeLabs

LEVEL

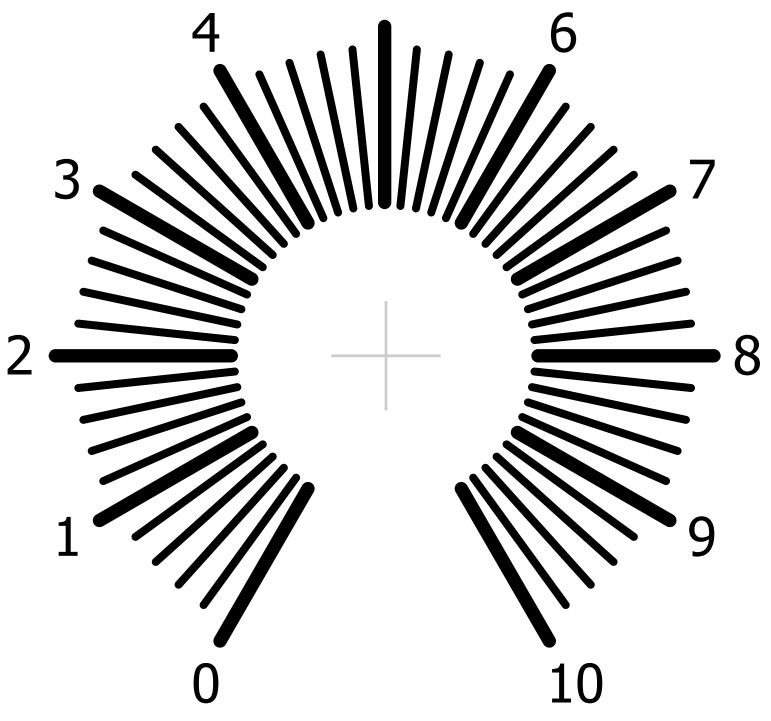
Level 1



Level 2



Level 3



1 In **1 Out**

2 In **2 Out**

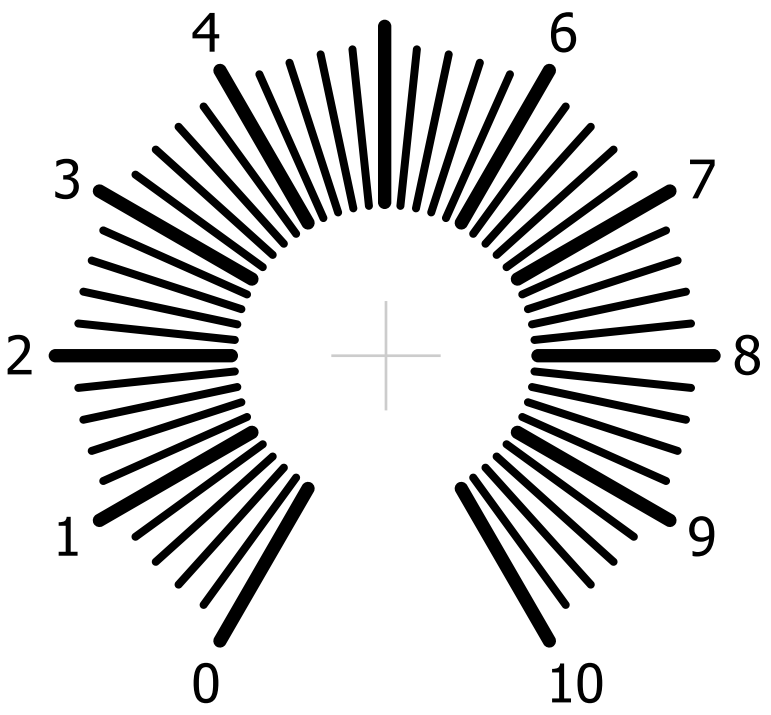
3 In **3 Out**

4 In **4 Out**

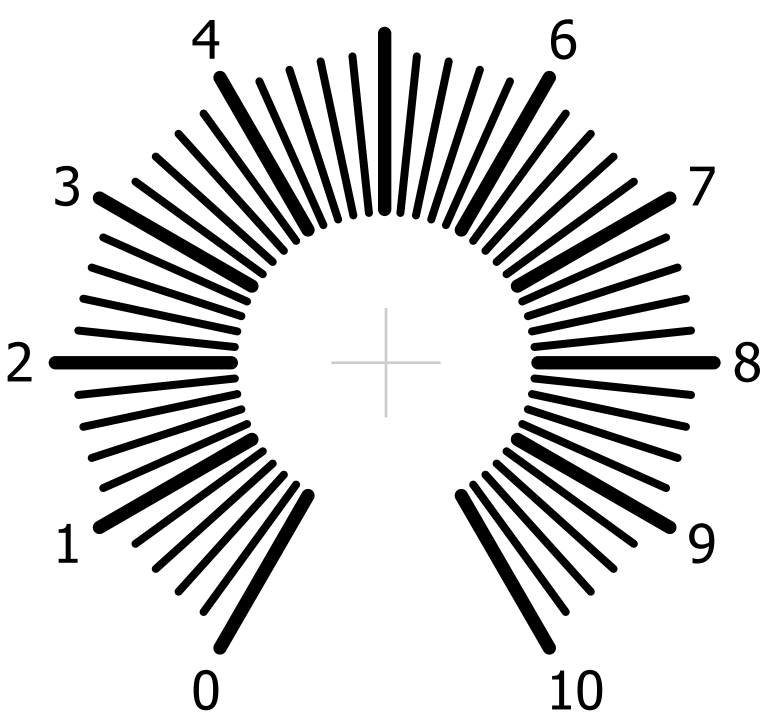
LukeLabs

DMOD

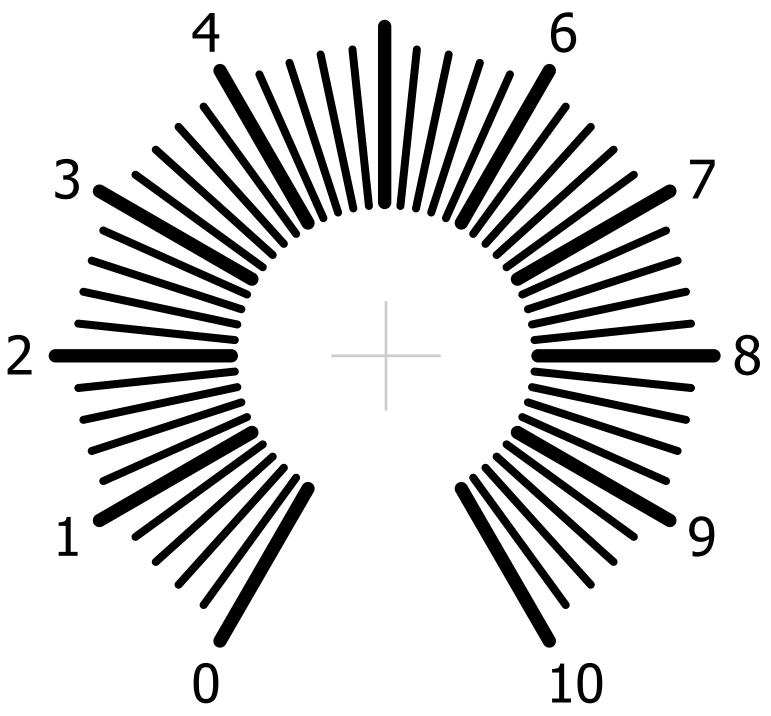
Attack



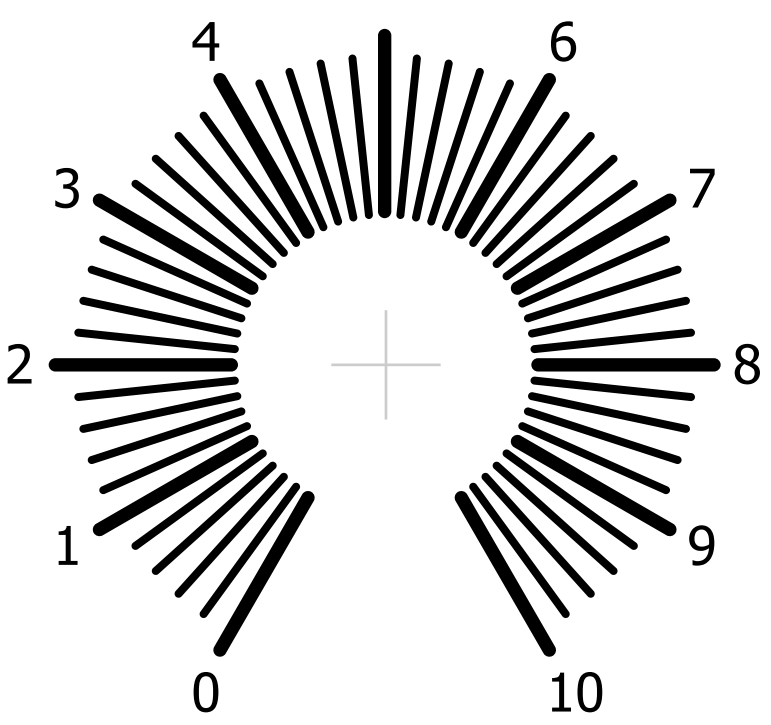
Release



LFO Frequency



Modulation



LFO

Square **Active**

Sine

Input **Mod Level**

Gate **Low**

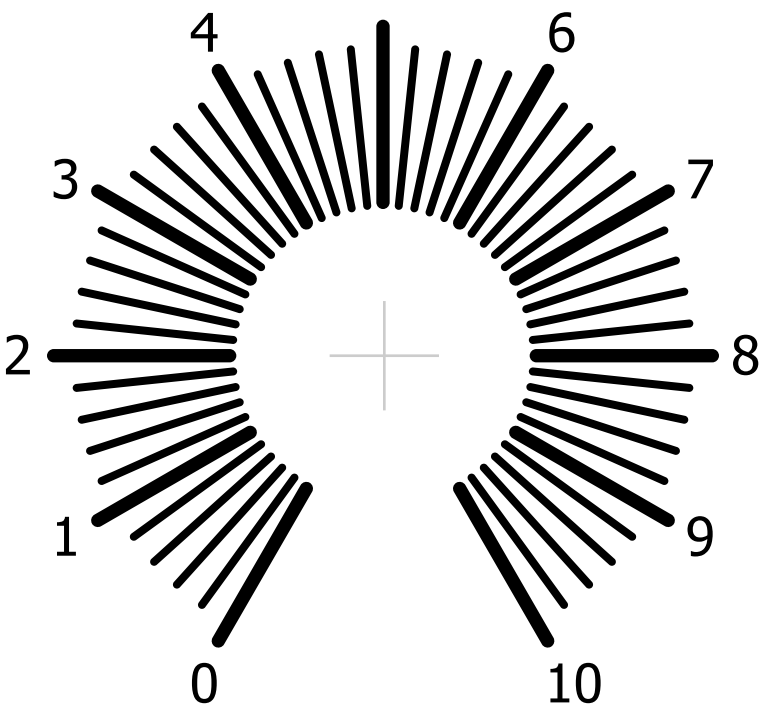
Trigger **High**

Trigger In **Out**

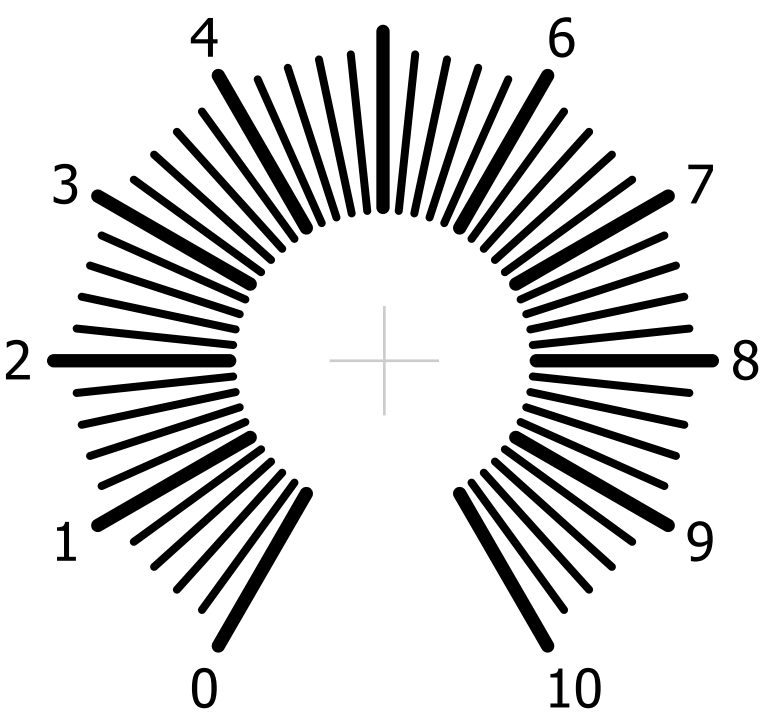
MFOS

S&H

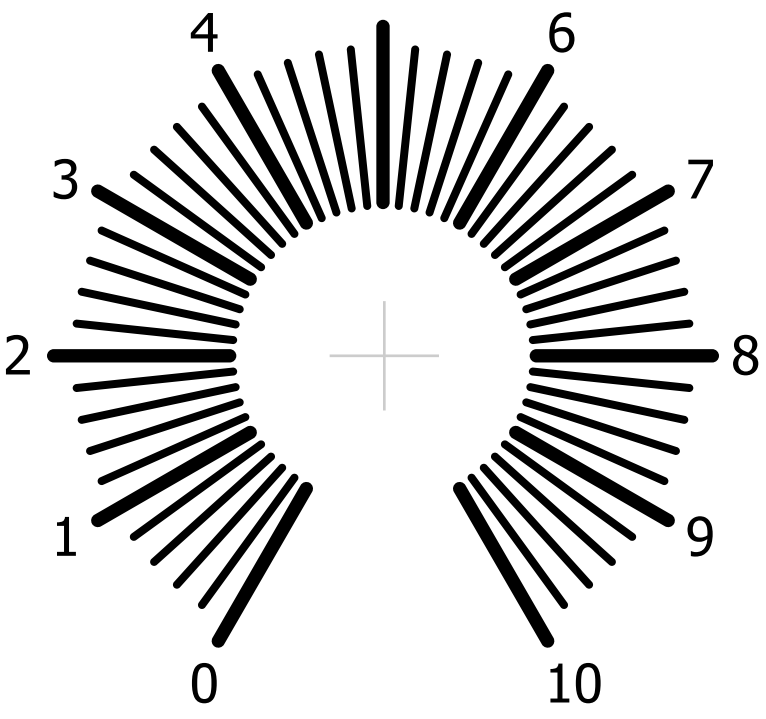
Input Level



Sample Rate



Glide



Active

Signal In **Out**

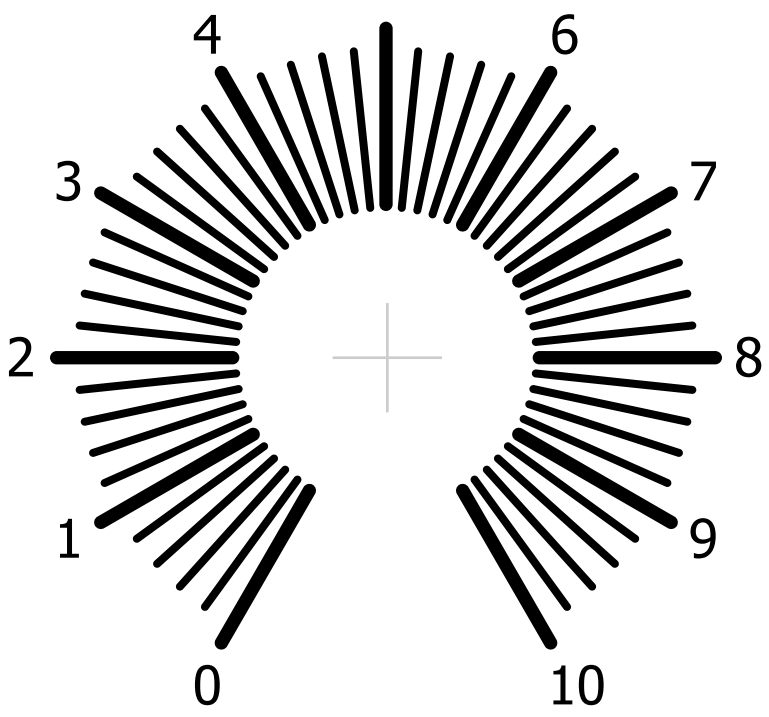
Rate CV In **Glide Out**

Sync In **Trigger Out**

MFOS

PAN

Input Level



Leslie Simulation

Off

On

Rate Toggle

Active

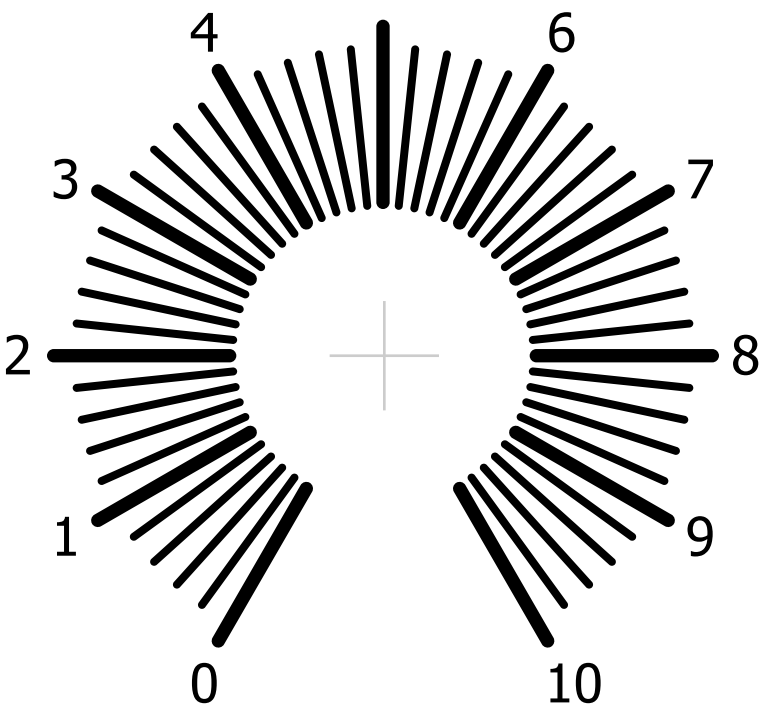
Signal In

Left Out

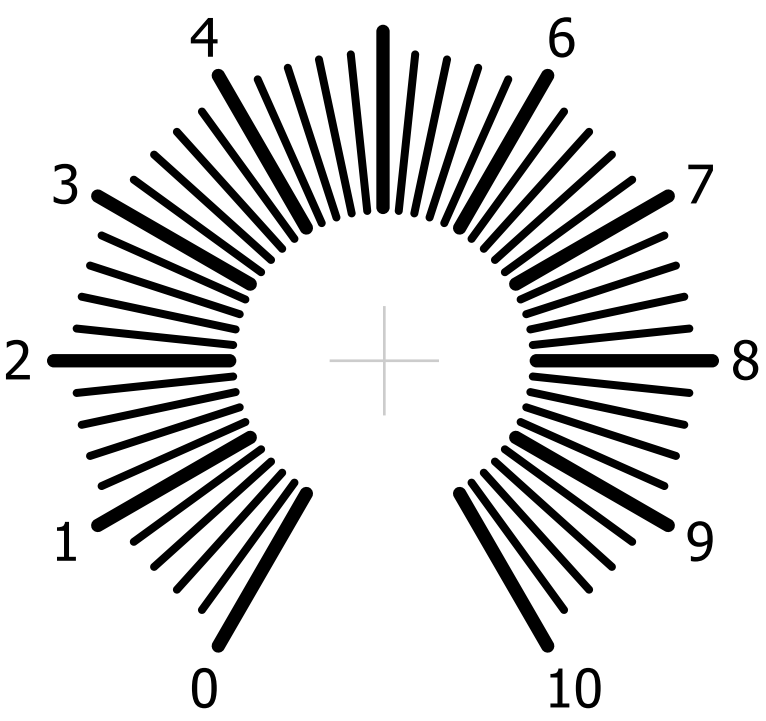
Right Out

NOISE

Graininess



Gate Frequency



Gate Active

Noise **Random**

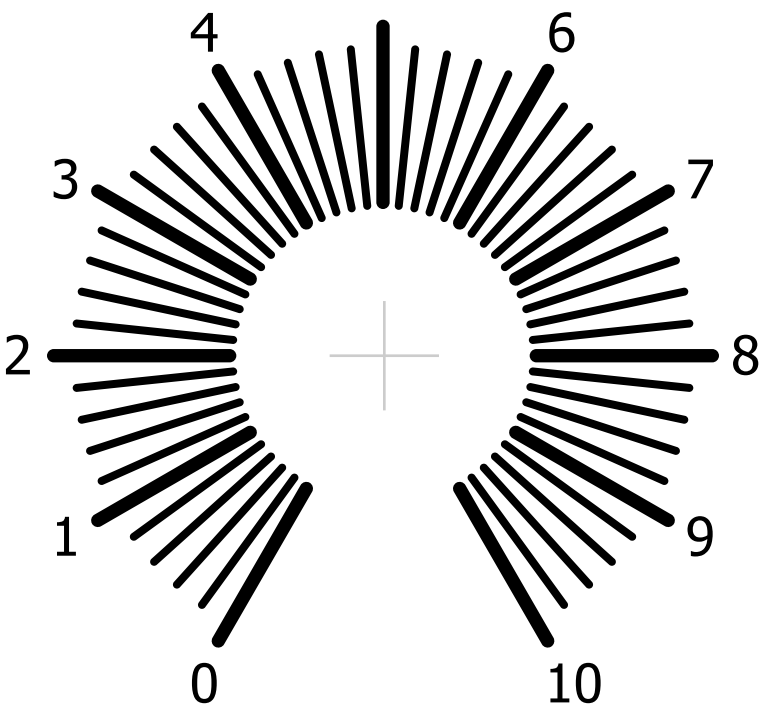
Low-Pass **Grain**

High-Pass **High-Pass**

MFOS

QUANT

Input Bias



Steps

Steps

Whole

Half

Fourths

In

Out

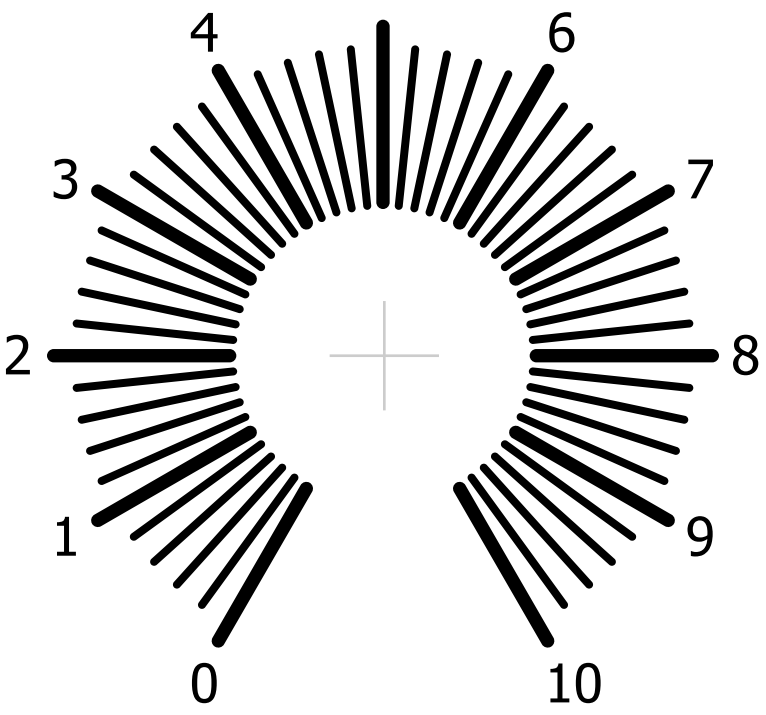
In

Out

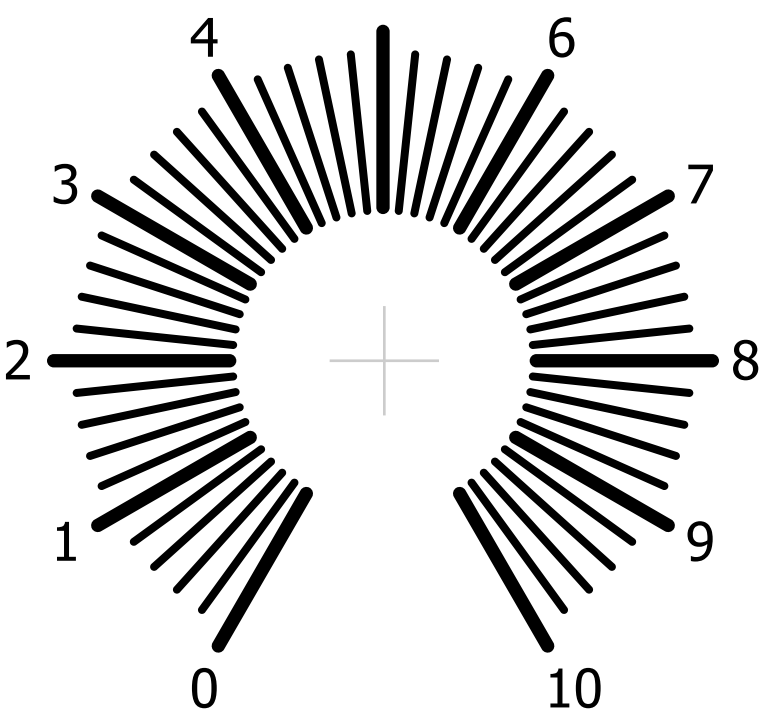
MFOS

REVERB

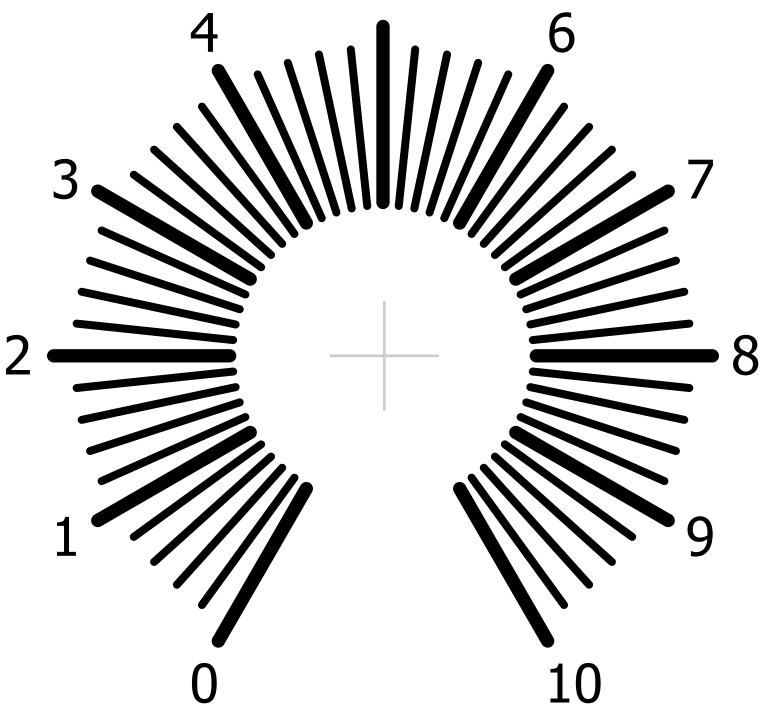
Input Trim



Original Level



Reverb Level



Overload

In

Out

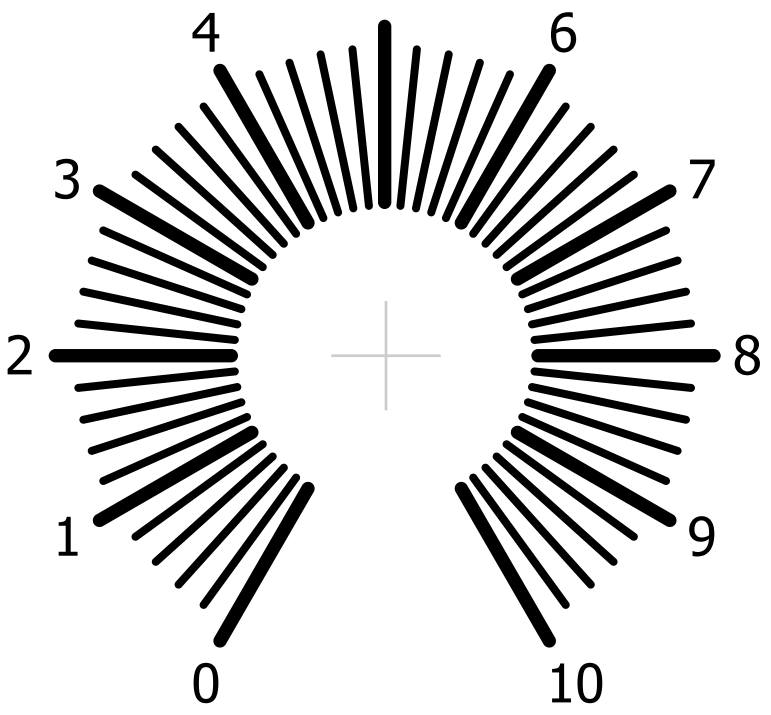
Original CV

Reverb CV

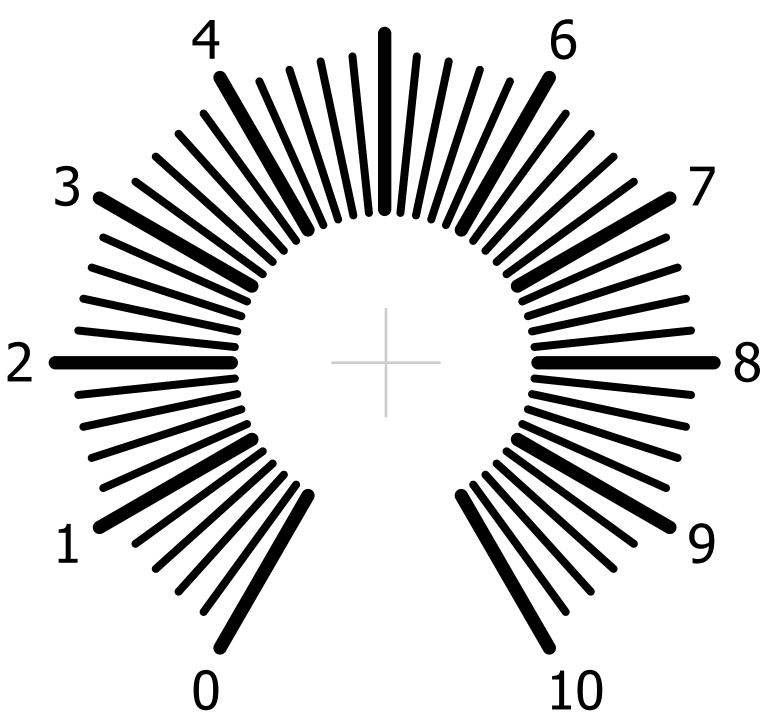
MFOS

PHASE

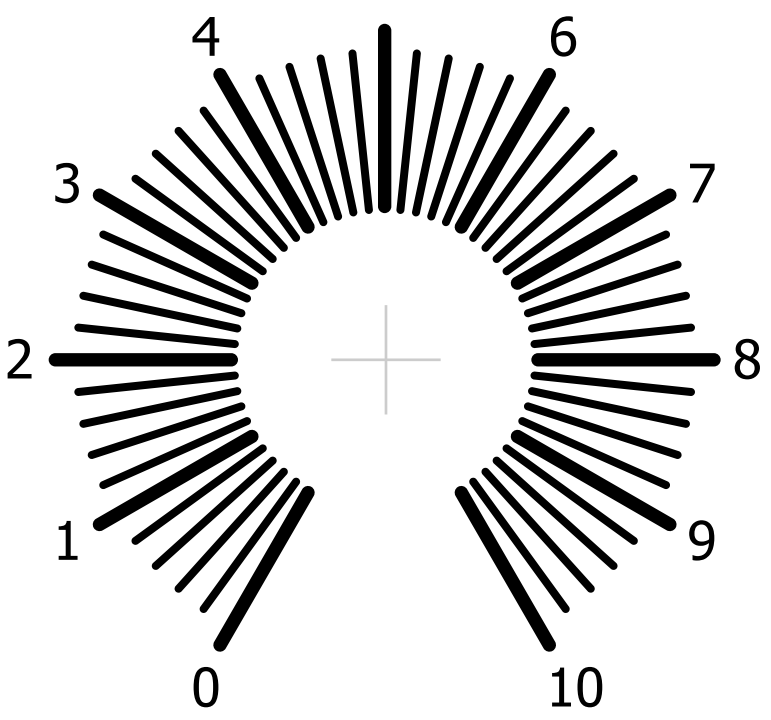
Input Level



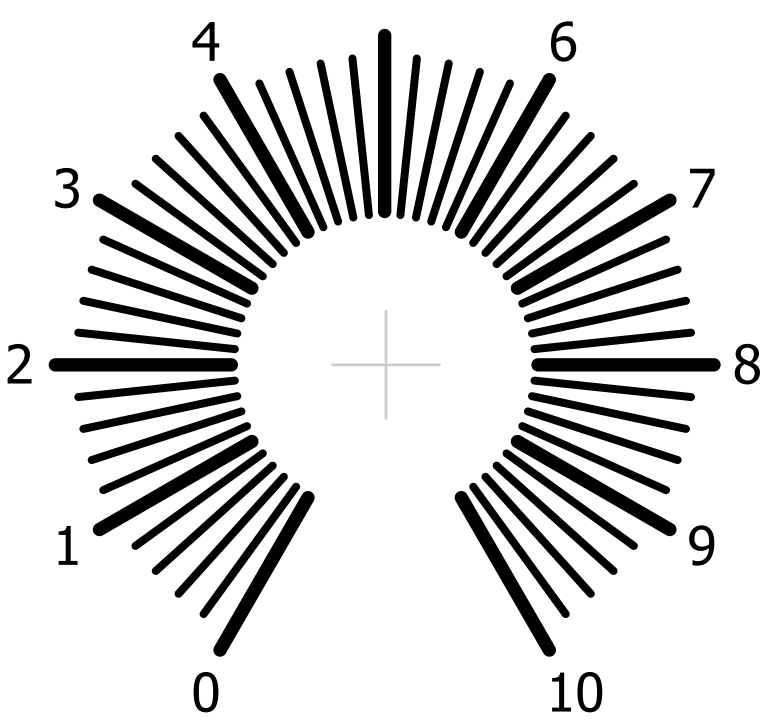
Rate



Depth



Feedback



Modulation

Triangle

Ramp

Stages

Four

Eight

Signal In

Out

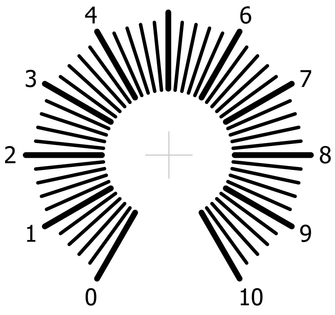
CV In

Out

MFOS

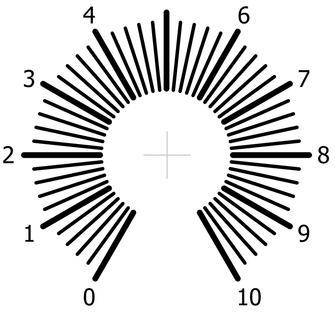
VCO

Coarse

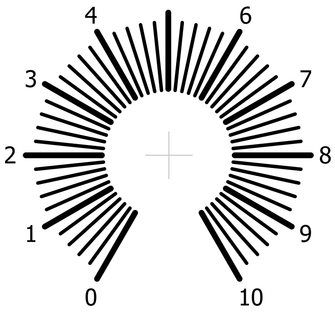


Frequency Adjust

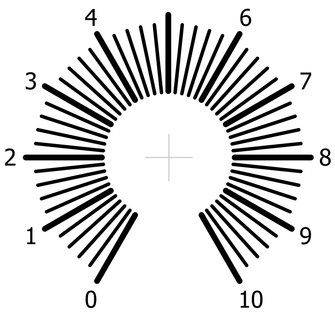
Fine



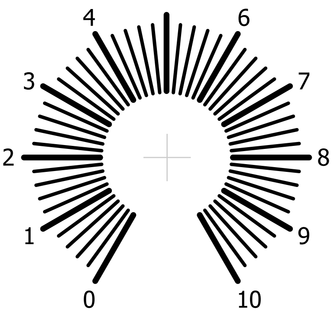
Freq Mod 1 Depth



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

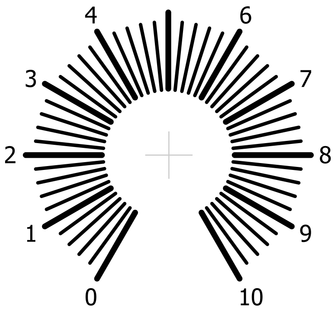
CV Linear In

Ramp Out

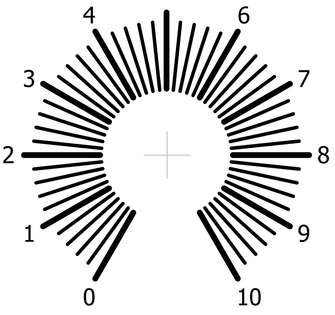
Square Out

VCF 12

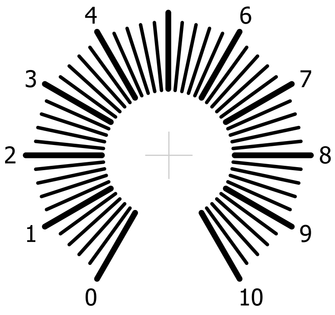
Signal 1



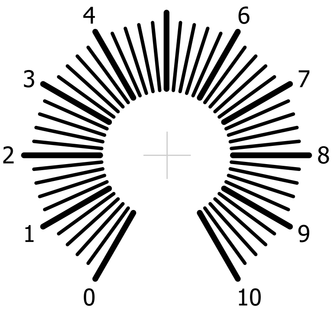
Resonance



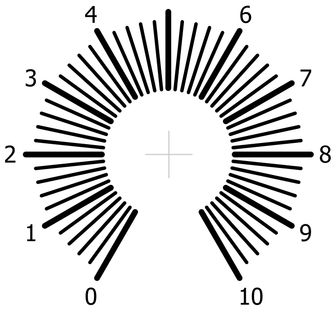
Signal 2



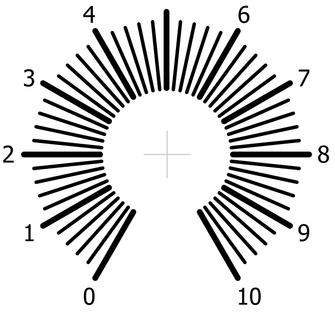
Cut-Off Frequency



Signal 3



Freq Mod Depth



Signal 1 In

Cut-Off CV In

High-Pass Out

Signal 2 In

Freq Mod In

Band-Pass Out

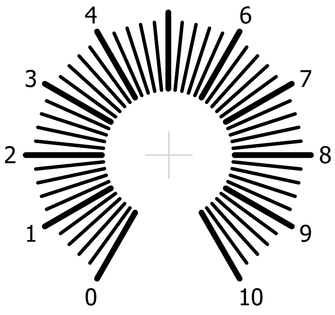
Signal 3 In

Resonance CV In

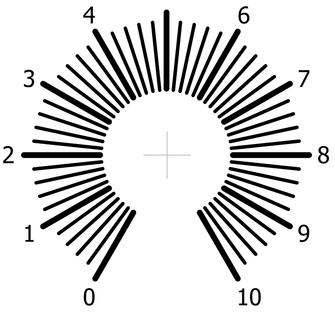
Low-Pass Out

VCF 24

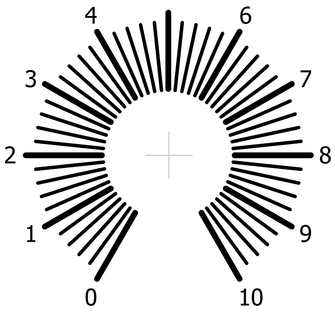
Signal 1



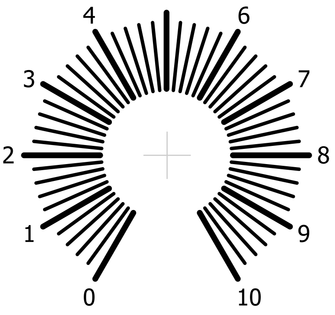
Resonance



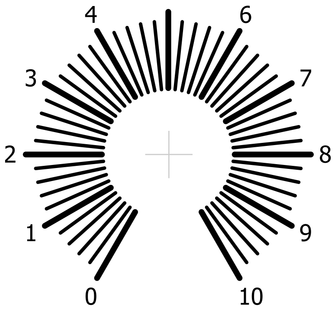
Signal 2



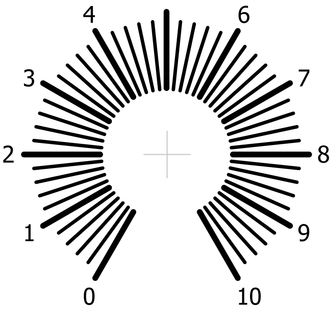
Cut-Off Frequency



Signal 3



Freq Mod Depth



Signal 1 In

Cut-Off CV In

Cut-Off CV In

Signal 2 In

Freq Mod In

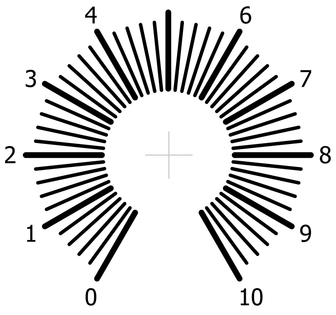
Signal 3 In

Resonance CV In

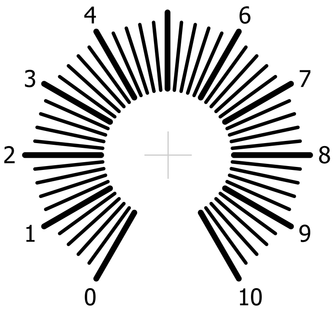
Low-Pass Out

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

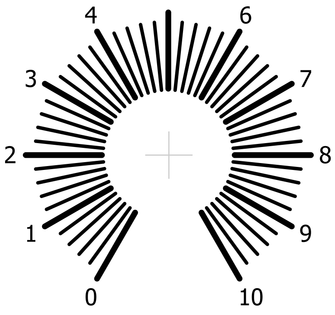
Delay Active

Gate Out

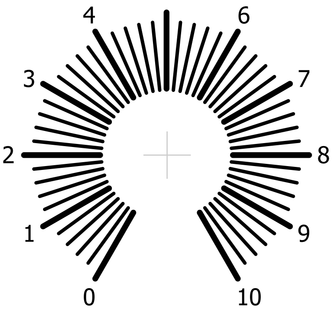
Gate Active

WAVE FREAKER

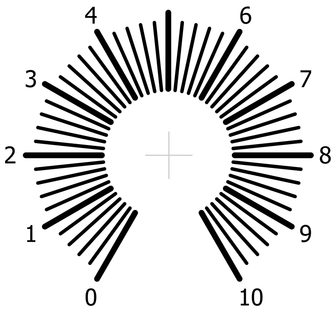
Input Level



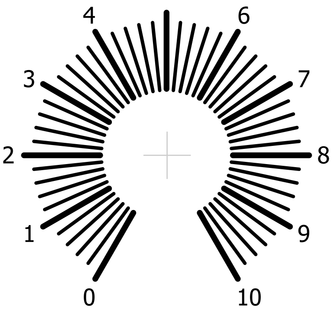
Wave Shape



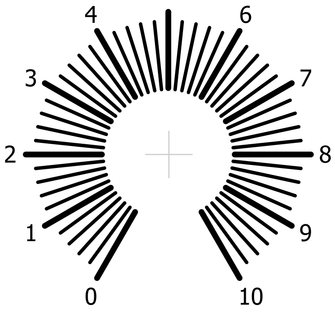
Pulse Level



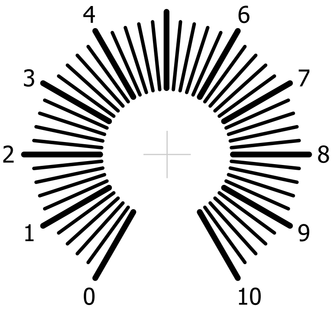
Wave Level



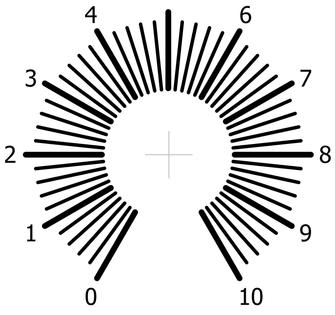
Sub-Oct Level



Step Wave Level



Sub-Sub-Oct Level



Shaper Mode

Active

Up

Down

Input

Wave Shape CV 1

Step Wave CV 1

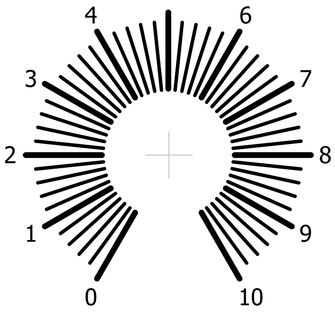
Output

Wave Shape CV 2

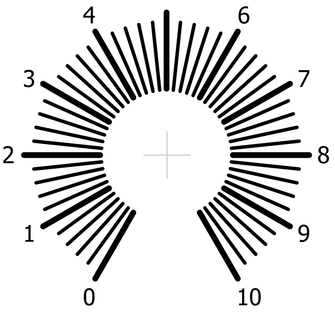
Step Wave CV 2

ECHO

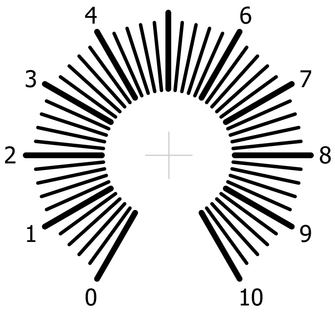
Input Level



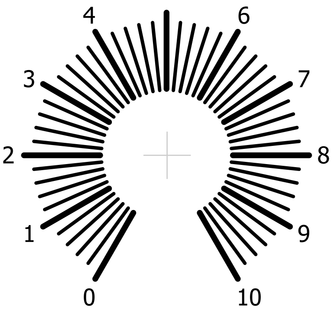
Echo Level



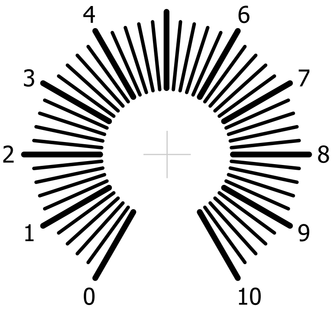
Original Level



Echo Repeat



Delay



Input Type

Line

Mic

Echo Level CV

Mic Buffer Out

Echo Repeat CV

Output

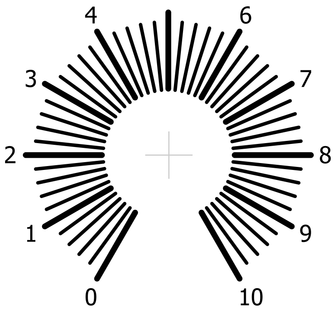
Input

Delay CV

Output

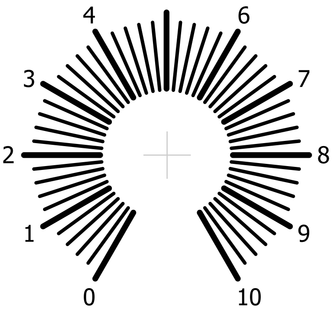
RING MODULATOR

Coarse

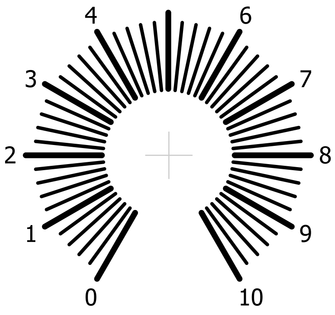


Oscillator Frequency

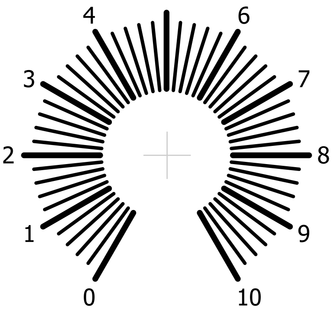
Fine



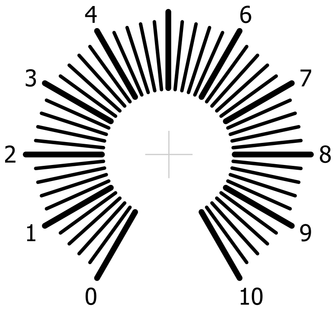
Input Level 1



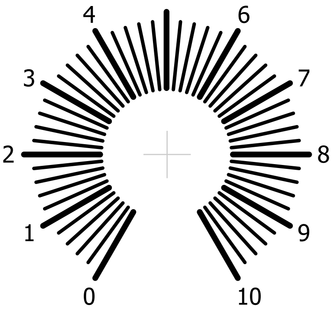
Gain Level 1



Input Level 2



Gain Level 2



Source Select

Input 2 * Sine

Input 2 * Input 1

Input Type

Independent

Combined

Signal 1 In

Oscillator CV 1 In

Sine Output

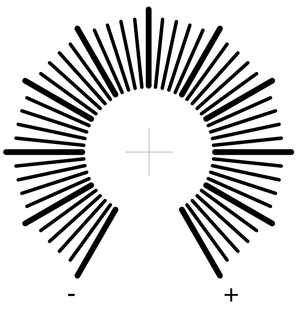
Signal 2 In

Oscillator CV 2 In

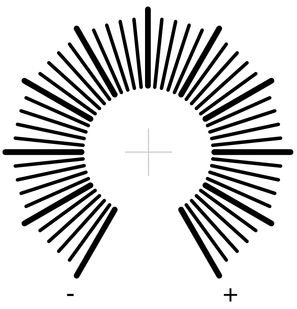
Output

7 SEG ENVELOPE

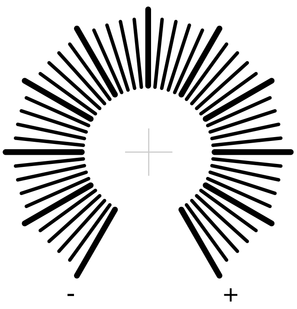
Slope

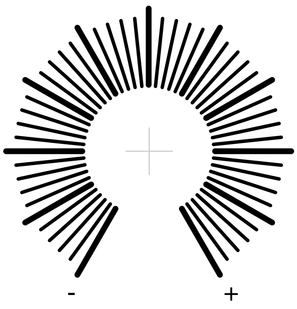


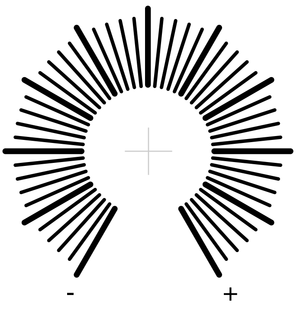
Threshold



Level

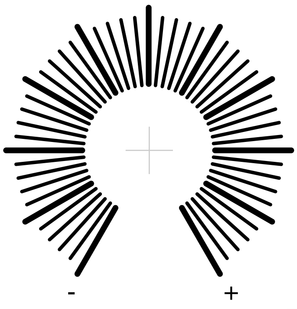


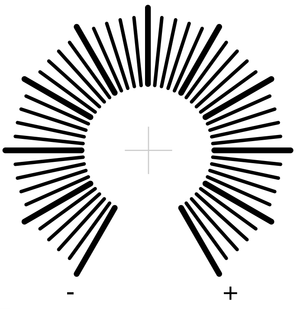




Sustain

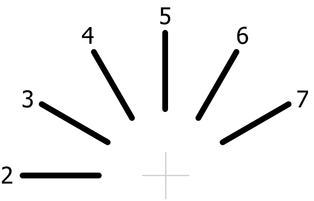
Ready

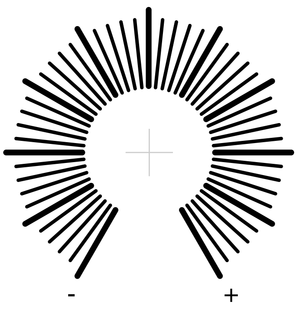


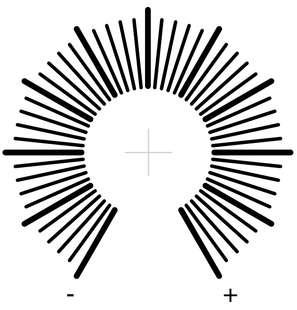


Slope Runaway

Segments







Repeat

On

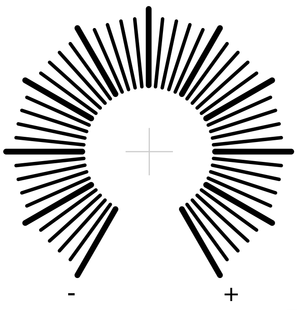
Off

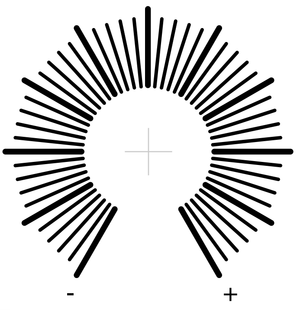
Gate

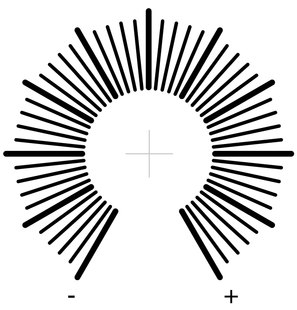
Mode 1

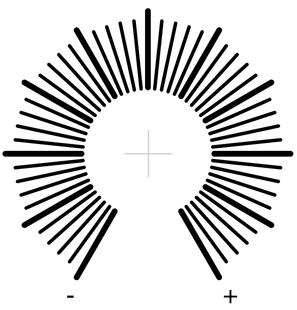
Mode 2

Manual

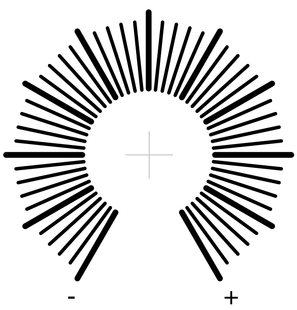


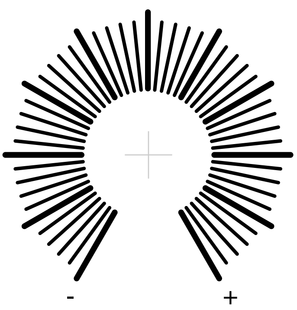






Gate Input





Envelope Out

16 STEP QUANTIZED SEQUENCER

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Off	Off	Off	Off	Off	Off	Off	Off	Off	Off	Off	Off	Off	Off	Off	Off
On	On	On	On	On	On	On	On	On	On	On	On	On	On	On	On
Coarse 1	Coarse 2	Coarse 3	Coarse 4	Coarse 5	Coarse 6	Coarse 7	Coarse 8	Coarse 9	Coarse 10	Coarse 11	Coarse 12	Coarse 13	Coarse 14	Coarse 15	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

Step Duration

8 4 2 1

Clock

Rate

Type: Normal / Quantized / Master

Source: Internal / External / Quantized

Input: External Start

Output / Output

Mode

Action Step

Action at Step: None / Stop / Reset / Reverse

Mode: Action / Random

Manual

Run / Stop

Reset

Forward

Reverse

Output

Gate Mode: Multi / Normal

Trigger Out / Gate Out / CV Out

Trigger Out / Gate Out / CV Out

Portamento

Glide CV Out

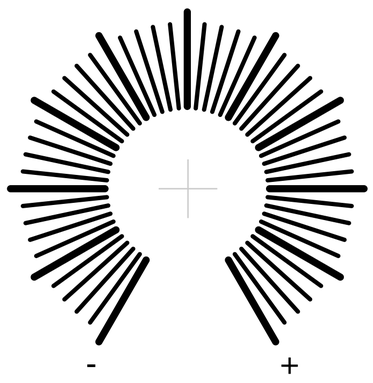
Glide CV Out

Glide

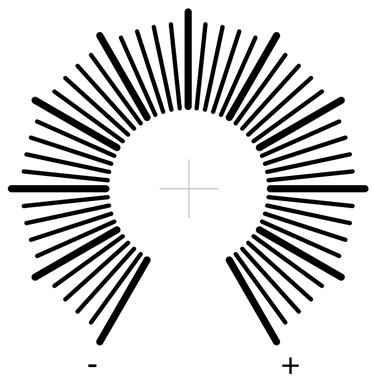
MUSIC FROM OUTER SPACE

4+2 MIXER

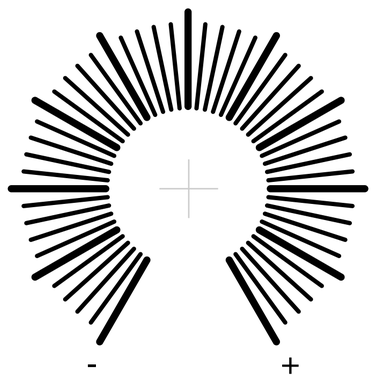
Effect 1



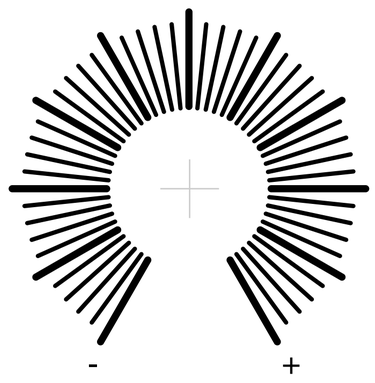
Effect 1



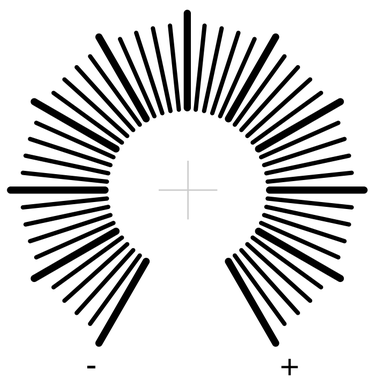
Effect 1



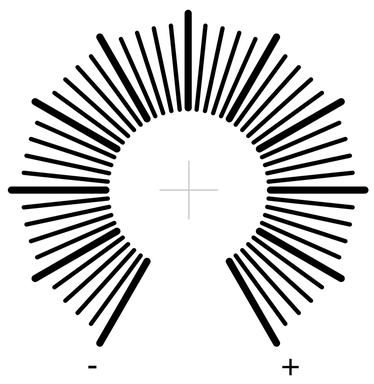
Effect 1



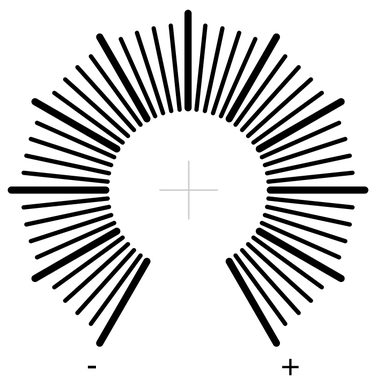
Effect 2



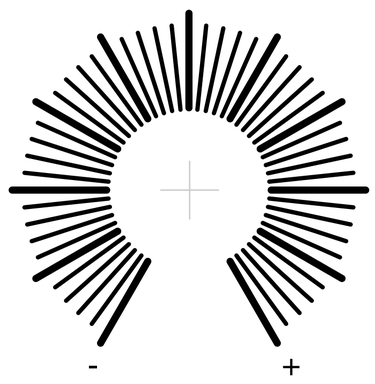
Effect 2



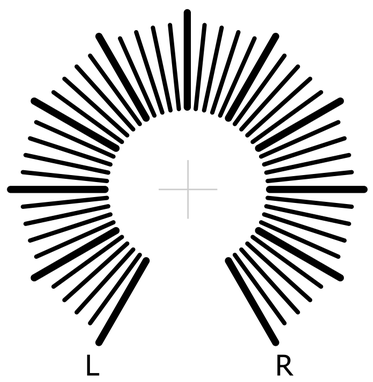
Effect 2



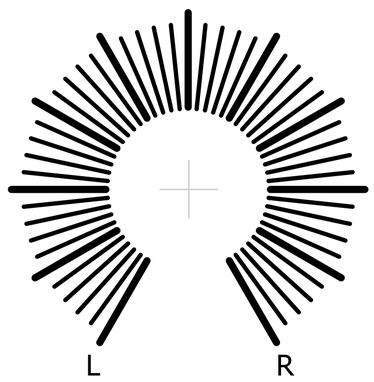
Effect 2



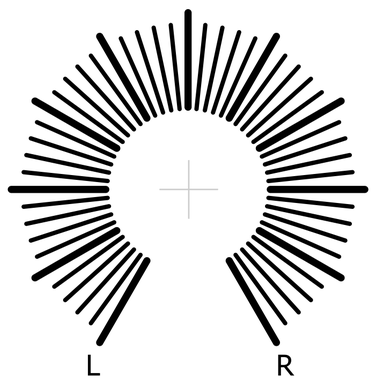
Pan



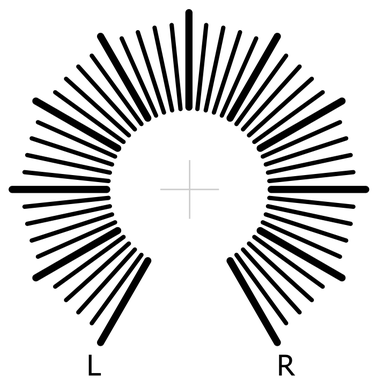
Pan



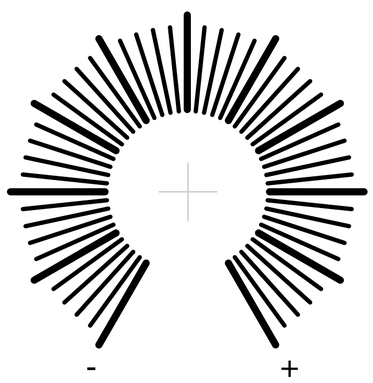
Pan



Pan

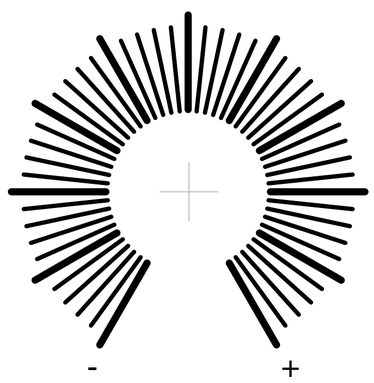


Level



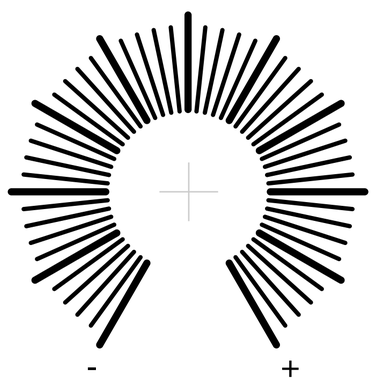
Chan 1 In

Level



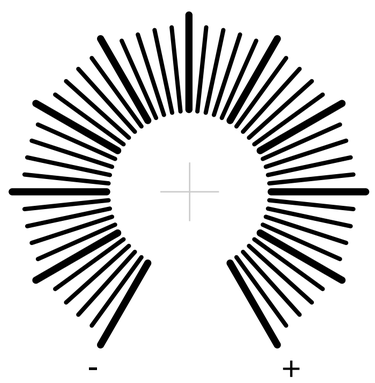
Chan 2 In

Level



Chan 3 In

Level

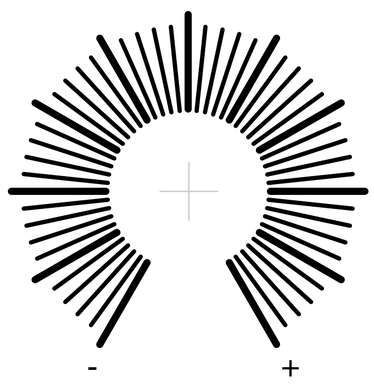


Chan 4 In

Chan 5 In

Chan 6 In

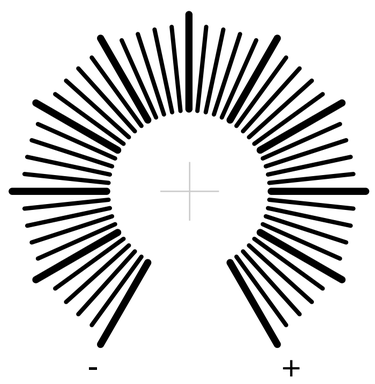
Level



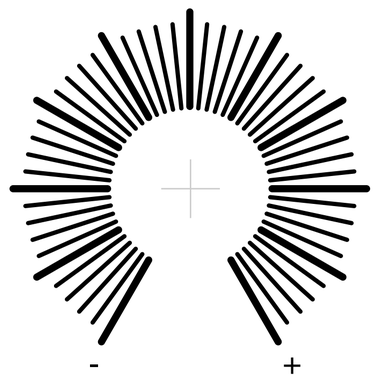
Chan 7 In

Chan 8 In

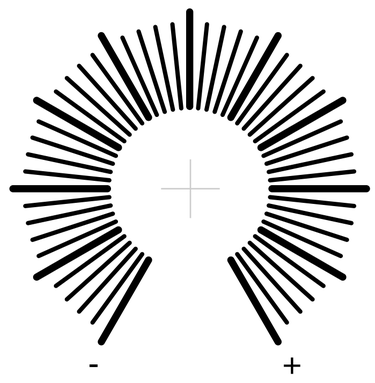
Level



Effect 1 Level



Effect 2 Level



Left Send

Right Send

Left Return

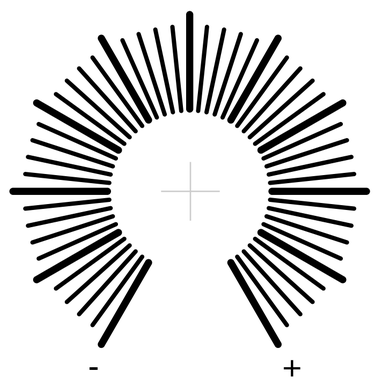
Right Return

Left Out

Right Out

Headphones

Level



Headphones

MFOS

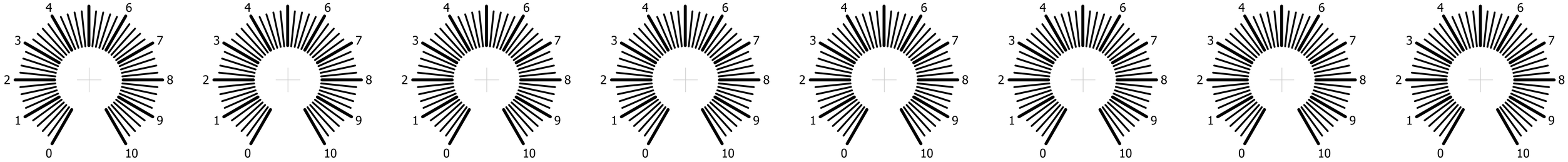
16 STEP QUANTIZED SEQUENCER

1 2 3 4 5 6 7 8

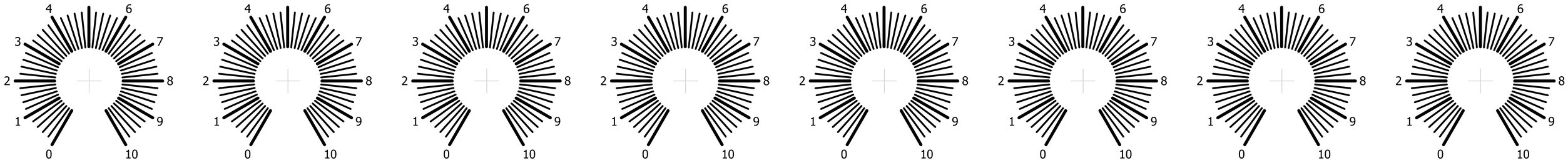
Off

On

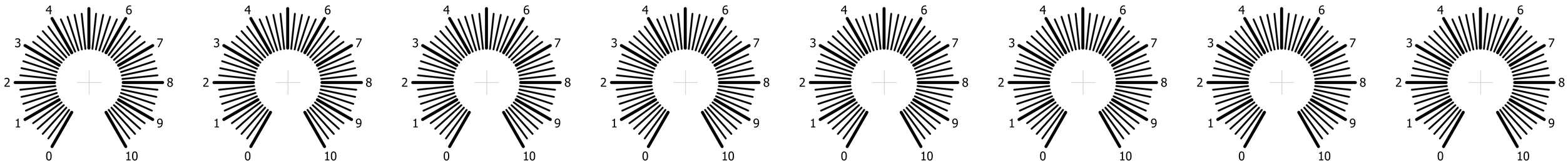
Coarse 1 Coarse 2 Coarse 3 Coarse 4 Coarse 5 Coarse 6 Coarse 7 Coarse 8



Fine 1 Fine 2 Fine 3 Fine 4 Fine 5 Fine 6 Fine 7 Fine 8



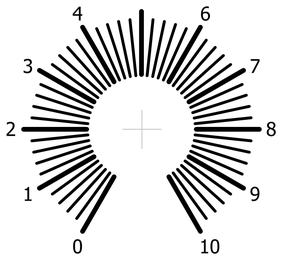
Duration 1 Duration 2 Duration 3 Duration 4 Duration 5 Duration 6 Duration 7 Duration 8



8 4 2 1

Step Duration

Rate



Type: Normal / Quantized / Master

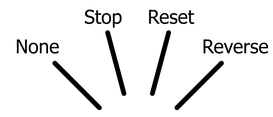
Source: Internal / External / Quantized

Input: External Start

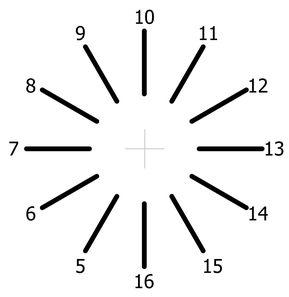
Output / Output

Clock

Action at Step



Action Step



Mode: Action / Random

Mode

MUSIC FROM OUTER SPACE

16 STEP QUANTIZED SEQUENCER

9	10	11	12	13	14	15	16
Off	Off	Off	Off	Off	Off	Off	Off
On	On	On	On	On	On	On	On
Coarse 9	Coarse 10	Coarse 11	Coarse 12	Coarse 13	Coarse 15	Coarse 15	Coarse 16
Fine 9	Fine 10	Fine 11	Fine 12	Fine 13	Fine 14	Fine 15	Fine 16
Duration 9	Duration 10	Duration 11	Duration 12	Duration 13	Duration 14	Duration 15	Duration 16

Manual

Run / Stop

Reset

Forward

Reverse

Output

Gate Mode

Multi

Normal

Trigger Out

Gate Out

CV Out

Trigger Out

Gate Out

CV Out

Portamento

Glide CV Out

Glide

Glide CV Out

MUSIC FROM OUTER SPACE