Modulation intensity controls

How much will the cv input affect the parameter.

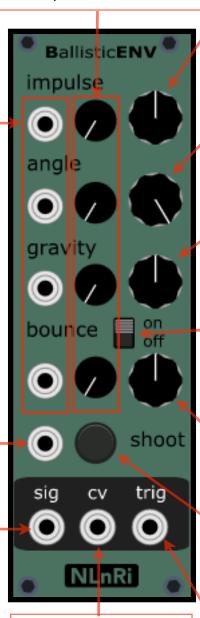
CV Inputs for parameters modulation Expected bipolar +5 ~ -5 signals.

Trigger Input

Trigger your shoot. Expects vcv's standard Schmidt Triggers.

Signal Output

This will deliver the projectile's trajectory. If bounce swith is Off, the signal will be a parabola, starting at 0v and reaching a max of +5v. If bounce switch is On, this will deliver a smooth audio signal -5 ~ +5 with parabola symetric shape.



CV Output

This will deliver the projectile's trajectory in a parabola from 0v to +10v.

Impulse Parameter

This is the "force" you shoot the projectile with. Smaller values will make shorter cycles (higher frequency).

Angle Parameter

This is the angle of your shoot. Acts kind of an amplitude control. Does not affect frequency.

Gravity Parameter

This is the intensity for the gravity force. Higher values will make shorter flights with the same impulse.

Bounce on/off switch

Decide if you want the projectile to bounce when it touches the ground.

Bounce parameter

Determines how many bounces will happen. Kind of elasticity when touching ground. Has no effect if Bounce switch is off.

Shoot button

Manually trigger your shoot.

Trigger out

This will deliver a standard vcv's pulse (gate or trigger) on shooting (a copy also of Trigger input) and when projectile touches ground.