	1 – Matrix Mixer					
	6in x 4out matrix mixer					
L			R			
5	mix input	Z	6	mix input		
1	mix input	X	3	mix input		
2	mix input	Υ	4	mix input		
1	mix output	Α	3	mix output		
2	mix output	В	4	mix output		

	2 – Augustus Loop				
	Stereo Tape Delay				
L	Feedback		R		
5	Pitch CV	z	6		
1	Left/mono input	X	3	Clock	
2	Right input	Y	4	Input Level CV	
1	Dry/Delay Mix L	Α	3	Delay Only L	
2	Dry/Delay Mix R	В	4	Delay Only R	

	3 – SD Multisample				
8	voice polyphor insti				
L			R		
5	Pitch CV 3	Z	6	Gate 3	
1	Pitch CV 2	X	3	Gate 2	
2	Pitch CV 1	Y	4	Gate 1	
1	Output L	A	3	Paraphonic Gate	
2	Output R	В	4	Mono Mix	

	4 – SD 6 Triggers				
	Drum playback				
L			R		
5	Trigger input	Z	6	Trigger input	
1	Trigger input	X	3	Trigger input	
2	Trigger input	Y	4	Trigger input	
1	Assignable Output	Α	3	Assignable Output	
2	Assignable Output	В	4	Assignable Output	

	5 – WAV Recorder				
	Record up to 6	ch	anı	nels of audio	
L	Record		R	Play	
5	Record CV	Z	6	Play CV	
1	Left/mono input	X	3		
2	Right input	Y	4		
1	L ouput pair 1	Α	3	L output pair 2	
2	R output pair 1	В	4	R output pair 2	

	6 – Multi-Switch				
	6 sequential or		•	•	
	SW	itch	nes		
L	Macro 1/2		R		
5	Switch input or control CVs	Z	6	Switch input or control CVs	
1	Switch input or control CVs	X	3	Switch input or control CVs	
2	Switch input or control CVs	Υ	4	Switch input or control CVs	
1	Switch output	A	3	Switch output	
2	Switch output	В	4	Switch output	

	7 – Looper			
	four simulta	ne	ous	s loopers
L	Record/Overd ub/Clear		R	Play/Pause/M ute
5	Assignable input	z	6	Assignable input
1	Assignable input	X	3	Assignable input
2	Assignable input	Y	4	Assignable input
1	Assignable outputs	Α	3	Assignable outputs
2	Assignable outputs	В	4	Assignable outputs

	8 – Dream Machine				
	Drone Generator				
L	Wave offset		R		
5	Wave input	Z	6		
1		X	3		
2		Y	4		
1	Stereo out L	Α	3	Fundamental wave	
2	Stereo out R	В	4	Fundamental envelope	

	9 – Filter Bank					
Ε	Eight parallel stereo bandpass filters or resonators					
L			R			
5		Z	6			
1	Left input	X	3	CV input (optional)		
2	Right input	Y	4	Gate input (optional)		
1	L mix ouput	Α	3	Odd sum output		
2	R mix output	В	4	Even sum output		

	10 – Poly Wavetable				
8	voice polyphon		•		
	wavetabl	e o	sci	llators	
L	Wave offset		R		
_	Wave input	7	٠	Filter	
5		Z	6	Frequency	
1		X	3	Sustain	
2	Pitch CV	Y	4	Gate	
1	Stereo output L	Α	3	Paraphonic Gate	
2	Stereo output R	В	4	Mono mix	

	11 – Granulator				
	granular sy	nth	esi	s engine	
L	Delay mean		R		
5	Left input	z	6	Right input	
1	Delay mean	X	3	Record	
2	Pitch CV	Y	4	Gate	
1	Stereo Mix L	Α	3	Stereo Grains L	
2	Stereo Mix R	В	4	Stereo Grains R	

	12 – Multi FX				
	Stereo multiFX processor				
L			R		
5	Reverb time	Z	6		
1	Left input	X	3	Variable Sample Rate	
2	Right input	Y	4	Pitch Shift	
1	Stereo mix out L	Α	3	Stereo aux L	
2	Stereo mix out R	В	4	Stereo aux R	

	13 – Poly Exciter				
8 voice polyphonic synthesizer					
L			R		
5	Tone	Z	6	Damping	
1	Pressure	X	3	Sustain	
2	Pitch CV	Y	4	Gate	
1	Stereo out L	Α	3		
2	Stereo out R	В	4	Mono mix	

	14 – Quad Envelope				
C	quad complex (DAHDSR) envelope				
	ger	iera	ato	r	
L			R		
5	Clock	Z	6		
1	Gate/trigger	X	3	Gate/trigger	
2	Gate/trigger	Y	4	Gate/trigger	
1	Envelope out	A	3	Envelope out	
2	Envelope out	В	4	Envelope out	

	15 – Convolver				
	realtime convolution				
L			R		
5	Trigger recording	z	6		
1	Input (mono or L)	X	3	Recording input L	
2	Input R	Y	4	Recording input R	
1	Output (mono or L)	Α	3	Impulse out	
2	Output R	В	4	Impulse out	

	16 – Chord Engine				
9	generates chords of pitch CVs from an input pitch CV				
L			R		
	Calibration		• `	Chard sate	
5	Calibration	Z	6	Chord gate	
1	Root CV	X	3	Root gate	
2	Pitch CV	Y	4	Gate	
1	Pitch CV out	A	3	Pitch CV out	
2	Pitch CV out	В	4	Pitch CV out	

	17 – Microtuner				
	8 voice polyphonic synthesizer				
L			R		
5		Z	6		
1	Audio input	X	3	Audio input	
2	Audio input	Y	4	Audio input	
1	Audio Thru or fixed V	Α	3	Audio Thru or fixed V	
2	Audio Thru or fixed V	В	4	Audio Thru or fixed V	

	18 – Tracker				
c	quad complex (DAHDSR) envelope				
	ger	nera	ato	r	
L			R		
5	Calibration	Z	6		
1	Audio input	X	3		
2	Root CV	Y	4		
1	Tracked envelope	Α	3	Mix L	
2	Tracked pitch CV	В	4	Mix R	