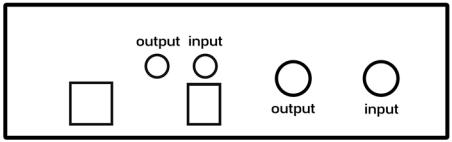
COSMIC LOOP



USB Port
Can supply power via PC or direct power adapter. Also used to upgrade firmware via Arduino IDE.

DC Power Jack
7V – 12V
~260 mA

Lowpass Filter Cutoff
Roll-off high frequencies by turning the knob counter-clockwise

Grain Delay Grain Size
Reduce the grain size by turning the knob counter clockwise

Highpass Filter Cutoff
Roll-off low frequencies by turning the knob clockwise

Grain Delay Grain Window
Increase the window size by turning the knob clockwise

Grain Delay On / Off
Hold for momentary effect
Short tap for latching effect

Passthrough Mute
Mutes signal at input.
Hold to mute.
Let go for passthrough

Reverse Playback On / Off
Hold to playback momentarily
Short tap to latch reverse playback

Button Combo!
Press Record & Reverse together to toggle the Filter on or off. Similar to Revers & Grain Delay buttons
Holding this combo turns the filter on while held and off when released
A short tap of the two buttons latches the filter on or off.

Sample Trigger Buttons
Triggers playback when pressed. Holding button loops playback. Current firmware is monophonic – so only one loop will playback at a time.

Bit Crushing
Fully clockwise is 12-bit playback resolution. sample and passthrough resolution is decimated incrementally down to one bit as knob is turned counter-clockwise.

Sample Rate
Maximum sample rate is 16 k. higher sample rate equates with higher fidelity, but shorter sample time. Sample rate also effects passthrough and will lower passthrough playback fidelity at lower sample rates

During Sample playback increasing sample rate will speed up playback and lowering it will slow down the playback.

Record Button
Hold this button then hold the sample bank button where you want to record your sample to start the recording. Let go of either button when you want to stop recording.

Freeze Function
Hold a sample button to start playback – while playing back hold the record button to freeze the playback buffer. The Grain Size & Grain Window knobs will change the freeze buffer size and position.