

2hp Slice

Beat Repeat/Glitch Engine

Audio Input

Range: 10Vpp

Clock Input

Range: 10 BPM to audio rate

Trig Gate Input

Activates the beat repeat effect when the gate goes high. Gate behavior can be either latching or momentary. Hold the Trig button at boot up to switch between behaviors.

Threshold: 0.4V

Triplet Toggle

Includes or removes triplet divisions and multiplications from the Size range.

Toggle Up: Triplets included

Toggle Down: Triplets removed.

Size Knob

Adjusts the beat repeat size relative to the clock rate.

Full range: 2 Bars, 1 Bar, 1/2, 1/4, 1/4 trip., 1/8, 1/8 trip. 1/16, 1/16 trip., 1/32, 1/64, 1/128, 1/256

Size CV Input

Range: -5V to +5V



Tech Specs

Width: 2HP

Depth: 45mm

Power Consumption:

+12V=85mA, -12V=7mA,
+5V=0mA

Trig LED

Indicates what gate behavior mode Slice is set to, the clock rate, and if the buffer is frozen or not.

- **Green LED:** Clock Rate
- **White dim LED:** Latching mode
- **Purple dim LED:** Momentary mode

The Green LED will always blink with the clock, while the White and Purple LEDs will shine underneath when Trig is active.

Trig Button

Manually activates the beat repeat effect when the button is pressed.

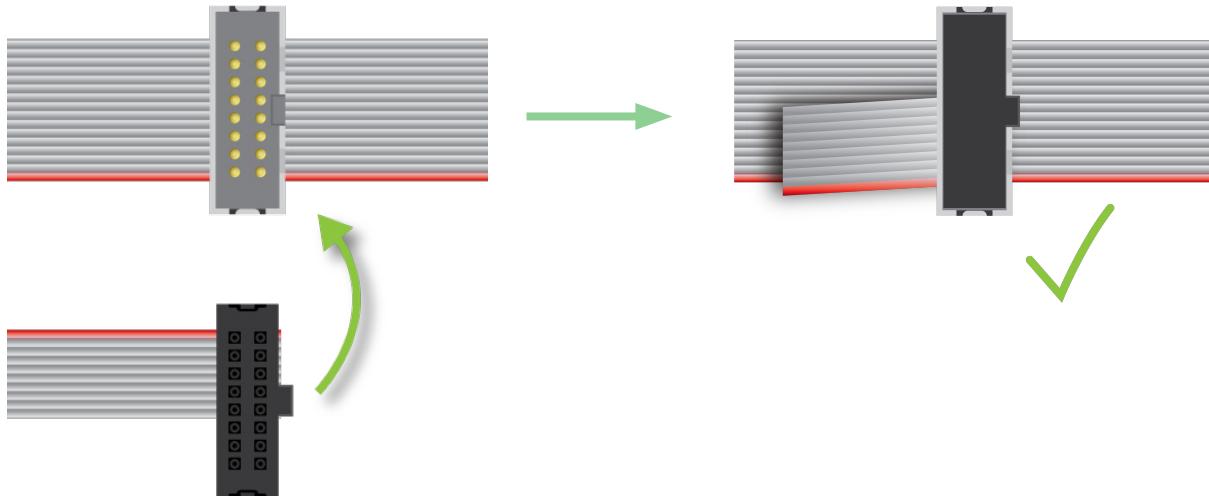
Change Gate Behavior: To change the gate behavior from the default latching mode to momentary mode, hold the Trig button while powering up the module.

Audio Out

Range: 10Vpp

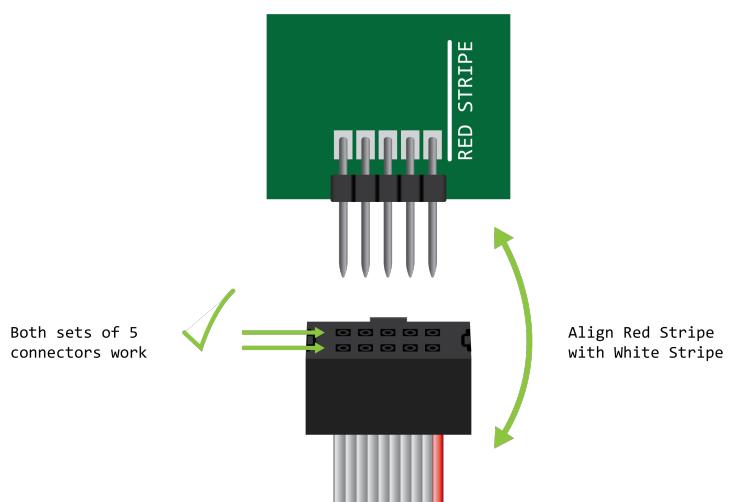
Module Installation

- To install your 2hp module, locate a space with the appropriate HP in your rack for installation.
- Next, connect the module's power cable to your power supply. The cables on this end are keyed, though you should make sure to align the red stripes on both connectors to ensure safe and proper connection. Our illustration uses a flying bus cable, though the same action applies for busboards/alternate power solutions. See the figure below for reference:



- Next, make sure your module's power cable is properly connected to your module. For 2hp modules, confirm that your cable's red stripe aligns with the white marker line on the module's PCB, just above the power header. You may notice that even though there is only 1 row of 5 pins on your 2hp module, but 2 rows on the power cable. You can use either row of 5 pin connectors on the cable with your module, so long as the red stripe is properly aligned. See figure below for reference:

- Finally, mount your module to the rails using 2.5mm mounting screws and the included sliding mounting nuts. Your module is now ready to be powered on and patched!



Module Pairings

Slice is a great complement to any single sound source, but here are a few considerations from our line up that we think work great with Slice!



Rnd

Rnd is the fastest way not only to get your Slice clocked, but to modulate it in exciting and surprising ways. With clock synced gate and CV outputs from Rnd, a couple patches take Slice from straight forward beat repeats to an unpredictable yet endlessly satisfying glitch playground.

Play

Chop up vocal samples, break beats, and more with Play, the perfect sampler companion to Slice. A fun patch is to mult CV modulation to both the Slice size and Play pitch. Long slices are low and slow, with fast slices high and fast!



Drum Machine

Nothing is more fun than adding complex glitch effects to drums, and the Slice makes the perfect addition to the Drum Machine Lunchbox. Build time synced fills, hi hat triplets, and beat repeat rises to complete your patch.

Loop

Endless glitch textures await with Slice and Loop's Frippertronics mode. Or, use Loop to capture a section of your beat repeats to pitch it up or down, or even reverse it! The two are a match made in synth heaven.

