

2hp – Slice

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2hp Slice (Beat Repeat/Glitch Engine) – Quick Reference Cheat Sheet

Jack Reference

Jack	Function	Voltage Range
Audio Input	Signal in for beat repeat/glitch	10Vpp
Audio Output	Effectuated audio out	10Vpp
Clock Input	External clock sets beat grid (from 10 BPM up)	Audio rate possible
Trig/Gate Input	Activates effect (latch or momentary selectable)	Threshold: 0.4V
Size CV Input	CV control of repeat size (division/multiplier)	-5V to +5V

Control Reference

Control	Function
Trig Button	Manually activate beat repeat. Hold at boot to change mode (latch/momentary)
Trig LED	Shows gate mode, clock rate, buffer state: <ul style="list-style-type: none">• Green = Clock rate• Dim White = Latch• Dim Purple = Momentary
Size Knob	Sets repeat size; 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
Triplet Toggle	UP = Triplets included; DOWN = Remove triplet divisions/multiplications

Gate Behavior Modes

- **Latching (Default):** Effect stays on with gate HIGH, off with gate LOW.
 - **Momentary:** Effect active only when gate is HIGH.
 - **Change Mode:** Hold TRIG BUTTON while powering up to toggle between modes.
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Installation Summary

1. **Find 2HP space** in your rack.
 2. **Connect power:** Align red stripe on cable with white line on PCB.
 3. **Use either 5-pin row** on the connector (only 1 row on module).
 4. **Mount module** with 2.5mm screws and supplied slide nuts.
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Specs

- **Width:** 2HP
 - **Depth:** 45mm
 - **Power:** +12V 85mA / -12V 7mA / +5V 0mA
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Tips & Pairings

- **Rnd:** Great for random/clock CV modulation.
 - **Play:** Use for synced sample slicing.
 - **Drum Machine:** Adds fills, triplets, and glitch to drum patterns.
 - **Loop:** Loop and further manipulate glitch textures.
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