

2hp – Freez

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Freez 2HP Eurorack Looper – Quick Reference Cheat Sheet

Module Purpose

Freez is a voltage-controlled looper/freezer for capturing and mangling audio.

- Loop size and sample rate (pitch/bitcrush/grain effects) are voltage controllable.
 - Switchable momentary/latching capture.
 - Range: from granular/micro loops to 3s buffers.
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Panel Controls Overview

#	Name	Type	Description	Voltage Range
1	IN	Jack	Audio input	10Vpp
2	SIZE CV INPUT	Jack	CV input for buffer size. Added to knob position	±5V

#	Name	Type	Description	Voltage Range
3	SIZE	Knob	Sets buffer length (max CCW = largest, max CW = smallest, range 9ms–3s, depends on S. RATE)	-
4	FREEZ LED	LED	Indicates if buffer is frozen (lit = frozen; unlit = passthrough/unfrozen)	-
5	MODE TOGGLE	Switch	Up: Momentary freeze; Down: Latching freeze	-
6	BUTTON	Button	Press to (un)freeze audio according to toggle setting	-
7	TRIG	Jack	Trigger input for freeze/unfreeze (matches button behavior)	-
8	S. RATE CV IN	Jack	CV input for sample rate (added to knob)	±5V
9	S. RATE	Knob	Sets sample rate of recording/playback (CCW = lowest, CW = highest, 2.36k–96kHz)	-
10	OUT	Jack	Audio output	10Vpp

Reference Summary: Inputs, Outputs, and Controls

Inputs - IN: Main audio input (10Vpp max) - **SIZE CV INPUT:** Voltage control for SIZE, ±5V (sums with knob) - **S. RATE CV INPUT:** Voltage

control for S. RATE, ±5V (sums with knob) - **TRIG**: Trigger or gate for (un)freeze control (matches button toggle mode)

Outputs - OUT: Processed/frozen audio output (10Vpp max)

Knobs/Switches/Buttons - SIZE: Adjust buffer (loop) length (min 9ms - max 3s, changes pitch/timbre) - **S. RATE**: Adjust sample rate (2.36kHz–96kHz, reduces quality/granulates lower) - **MODE TOGGLE**:

- Up = Momentary (freeze held while pressed or while gate high)
 - Down = Latching (toggle freeze with each press or trigger) - **BUTTON**: Manual freeze/unfreeze - **FREEZ LED**: Lights when module is in freeze (held/latched) mode
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Usage Tips

- **Freeze/Unfreeze**: Use BUTTON or TRIG to capture a slice of audio.
 - **Sculpt Texture**: Change SIZE and S. RATE for drastic time/pitch/grain shifts.
 - **Voltage Control**: Sequence/automate CV inputs for dynamic glitching or granular effects.
 - **Modes**: Use momentary for stutter, latching for “tape stop” or creative live-capture loops.
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