

# WMD SSF – Chimera

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- [Manual PDF](#)
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[WMD Chimera Manual PDF](#)

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# WMD Chimera – Cheat Sheet

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Metallic Percussion Synthesizer | Eurorack Module

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## Panel Controls & Knobs

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Control	Function	Notes/Range
DENSITY	Number of grains in the sample window.	Low = slow timbral shifts, High = shimmering, ephemeral bursts.
SURFACE	Morphs between 11 distinct impact surface types.	Captured textures from various real objects.
DECAY	Controls decay time of sounds.	Short = ticks, Long = washed hits.
FEEL	Selects between 3 rhythmic amplitude/volume patterns (see below).	Button toggles mode.
(Pitch) ENVELOPE	Amount of pitch up/down sweep with each note.	

Control	Function	Notes/Range
		Negative = Doppler effect, Positive = Lazer zap.
<b>PITCH</b>	Shifts overall pitch (frequency) of metallic texture.	~5 octave range.
<b>FX</b>	Select between: Bit Quality ↓ ( ), Sample Rate ↓ ( ), Comb Filter ( )	Toggle.
<b>FX AMT</b>	Adjusts depth of selected effect/type.	-
<b>OUT</b>	Main audio output.	Patch to mixer or output module.
<b>TRIG button</b>	Manual trigger when pressed.	Use for manual hits/ testing.

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## Feel Modes (Rhythmic Patterns):

1. **Mode 1:** All notes equal amplitude—good for consistent hits.
  2. **Mode 2:** Four-step groove: Normal > Soft > Random > Soft. Added "shaking" from varied attack.
  3. **Mode 3:** Randomized—each strike unique. With max decay, sounds blend and layer.
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# Input/Output Jack Summary

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Jack	Type	Function	Voltage Range
<b>TRIG</b>	Input	Triggers the sound.	+5V expected for gate/trigger.
<b>ACCENT</b>	Input	Accentuates hit and resets FEEL rhythm.	Typically 0–5V.
<b>CHOKE</b>	Input	Cuts length/amplitude short (mute/stop sound).	0–5V gates.
<b>VCA</b>	Input	Voltage Controlled Amplitude, master volume.	0–5V.
<b>OUT</b>	Output	Main synthesized audio output.	Modular audio, ±5V or ±10V typical.

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## Modulation / CV Ins:

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- Most major controls (**Density**, **Surface**, **Decay**, **Envelope**, **Pitch**, **FX Amt**) appear to be CV-able (refer to module for jack locations and labeled CV ins).
  - **Typical CV range:** 0–5V, unless marked otherwise. Use attenuators for fine-tuning.
  - **VCA input:** Direct voltage control over output amplitude; unaffected by Decay setting.
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## Performance Tips:

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- Use **low Density** for evolving, spacious metallic textures; **high Density** for hi-hat, shaker, and noise-burst effects.
- Sweep **Surface** for timbral variety per hit—simulate drums, bells, and abstract percs.

- Use **Decay** to dial from tight, ticked percussion to swirling, cloud-like shimmers.
  - Explore **Feel** modes with sequenced triggers to introduce rhythmic interest or randomization.
  - **Pitch Envelope** makes for riser/fallers and wild sci-fi percussion.
  - **FX** section adds digital or comb character—dial up FX Amt for crush, ring, or shimmer.
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## Patch Example:

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- **TRIG**: from your sequencer or clock source
  - **ACCENT**: tie to sequencer accent outputs for dynamic grooves
  - **CHOKE**: patch envelope or mute triggers to kill tails (e.g., open hats)
  - **VCA**: modulate with LFO or envelope for dynamic volume control
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## References

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- **Manual for full details:** [WMD Chimera Manual PDF](#)
  - **Module community & updates:** [WMD Chimera Modular Grid](#)  
*(optional reference)*
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