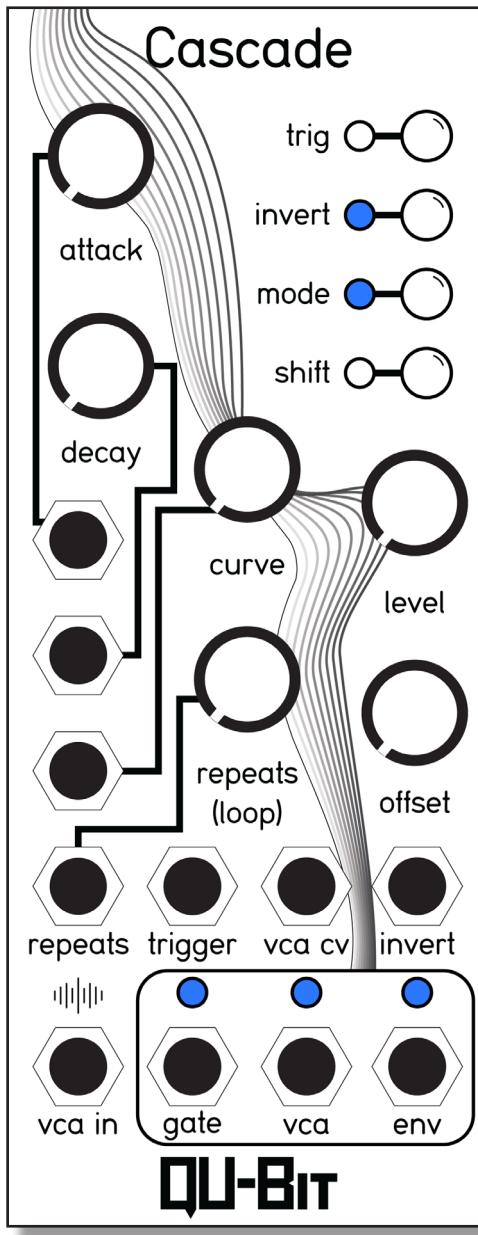


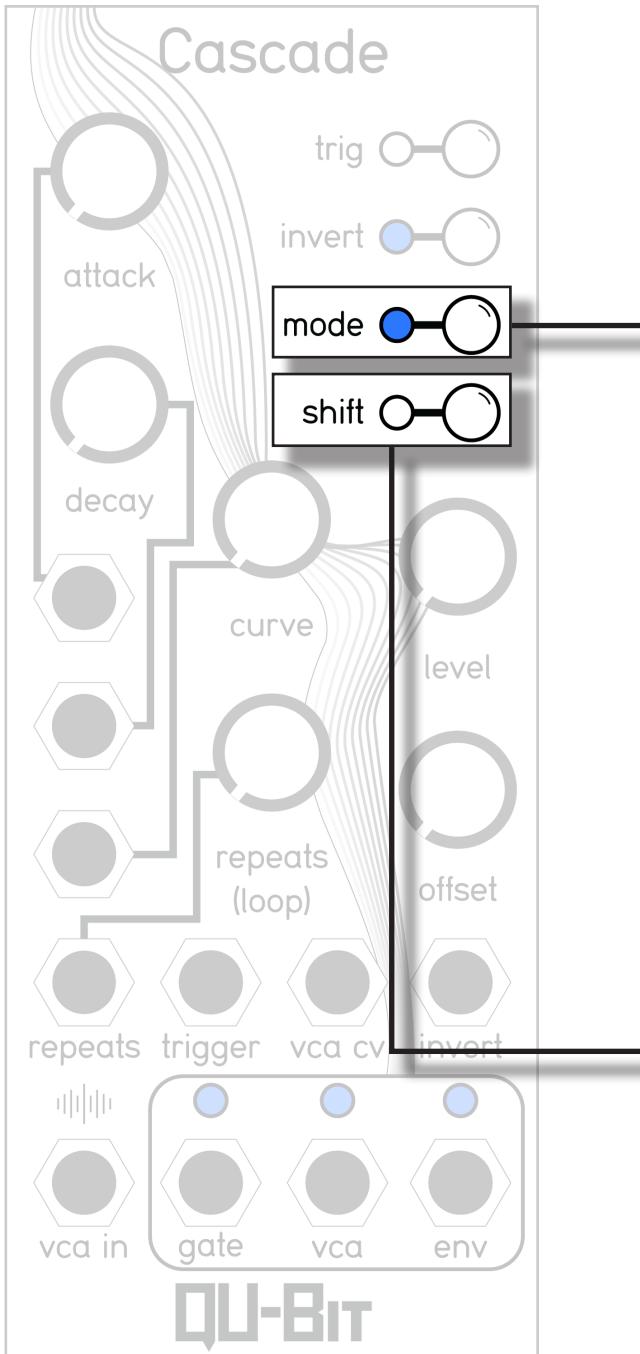


GETTING STARTED WITH CASCADE



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DESCRIPTION

Cascade is a ratcheting envelope generator, VCA, and sound source all within a compact form factor. The unique interactions of its feature set open up new worlds of rhythmic patching and modulation. Easily create ratcheting sequences, bouncy-ball modulation, and pumping compression, all within a single module.

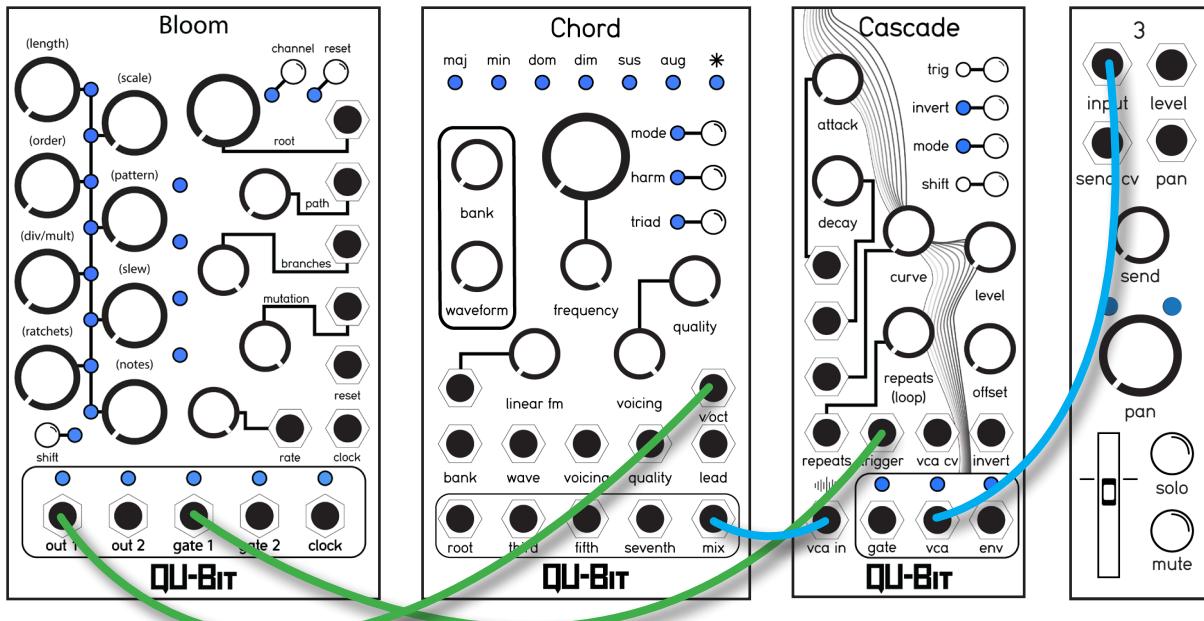
At its core is a powerful envelope generator, which is normaled to a high fidelity 2164 based VCA. You can patch in external audio to the VCA, or take advantage of 4 internal audio algorithms: white noise, 808 drums, and sine tones. Cascade will open up your system in ways that make you wonder how you ever lived without it.

- Envelope output and internal audio generated at 96kHz
- High fidelity 2164 based analog VCA topology
- Analog signal path with digital control for envelope following, compression, and classic VCA behaviors
- Snappy envelopes all the way down to 500 microseconds in length
- Reprogrammable via the Daisy ecosystem

FIRST PATCH

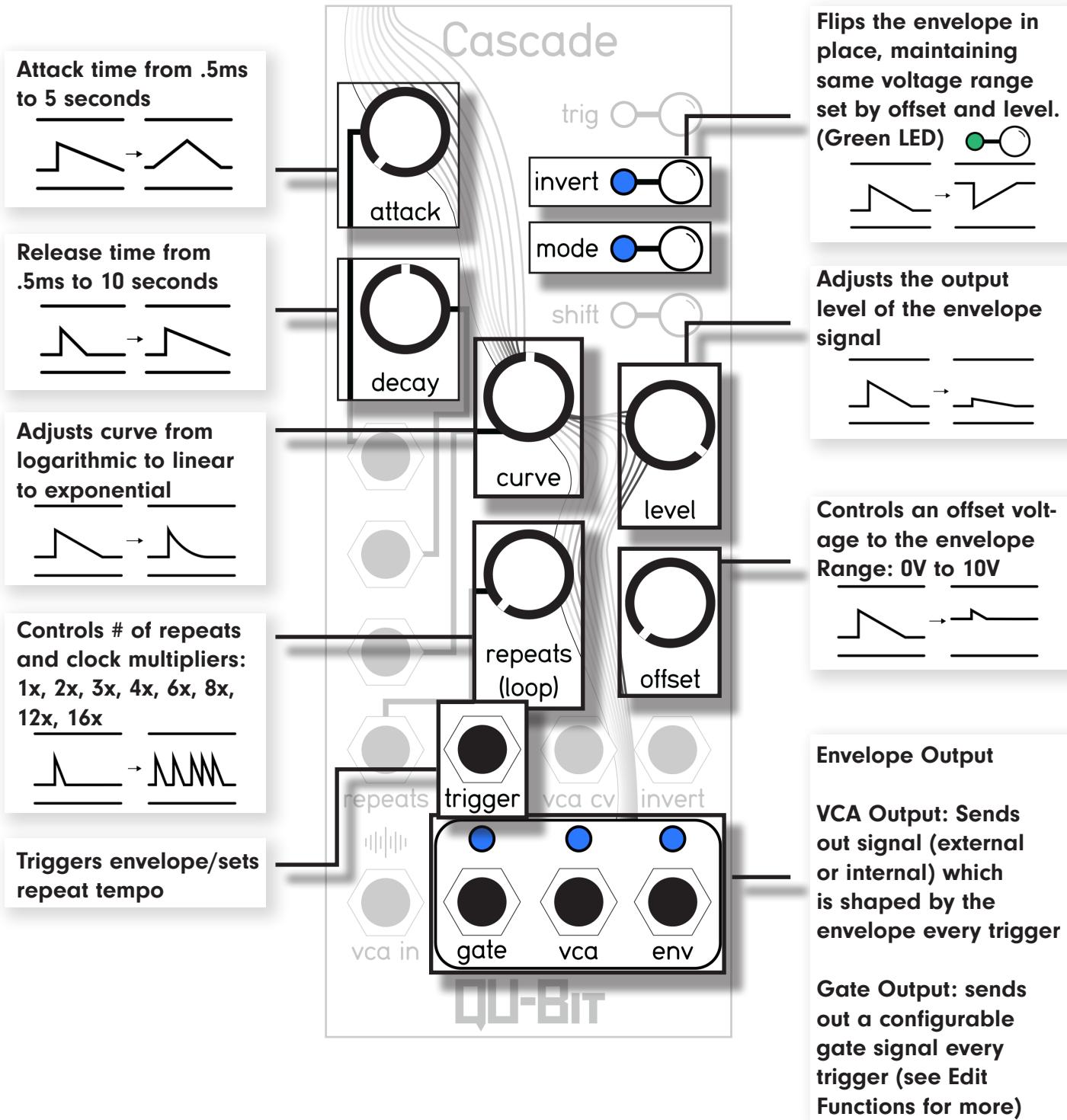
With Cascade's onboard Analog VCA, shaping your sound is as quick as sending your sound through Cascade via the VCA In and Out, and a Gate into the Trigger Input. Below is an example patch using Ratcheting AD Mode to achieve a simple staccato sequence.

*note: similar results are achievable with alternate modules alongside Cascade.



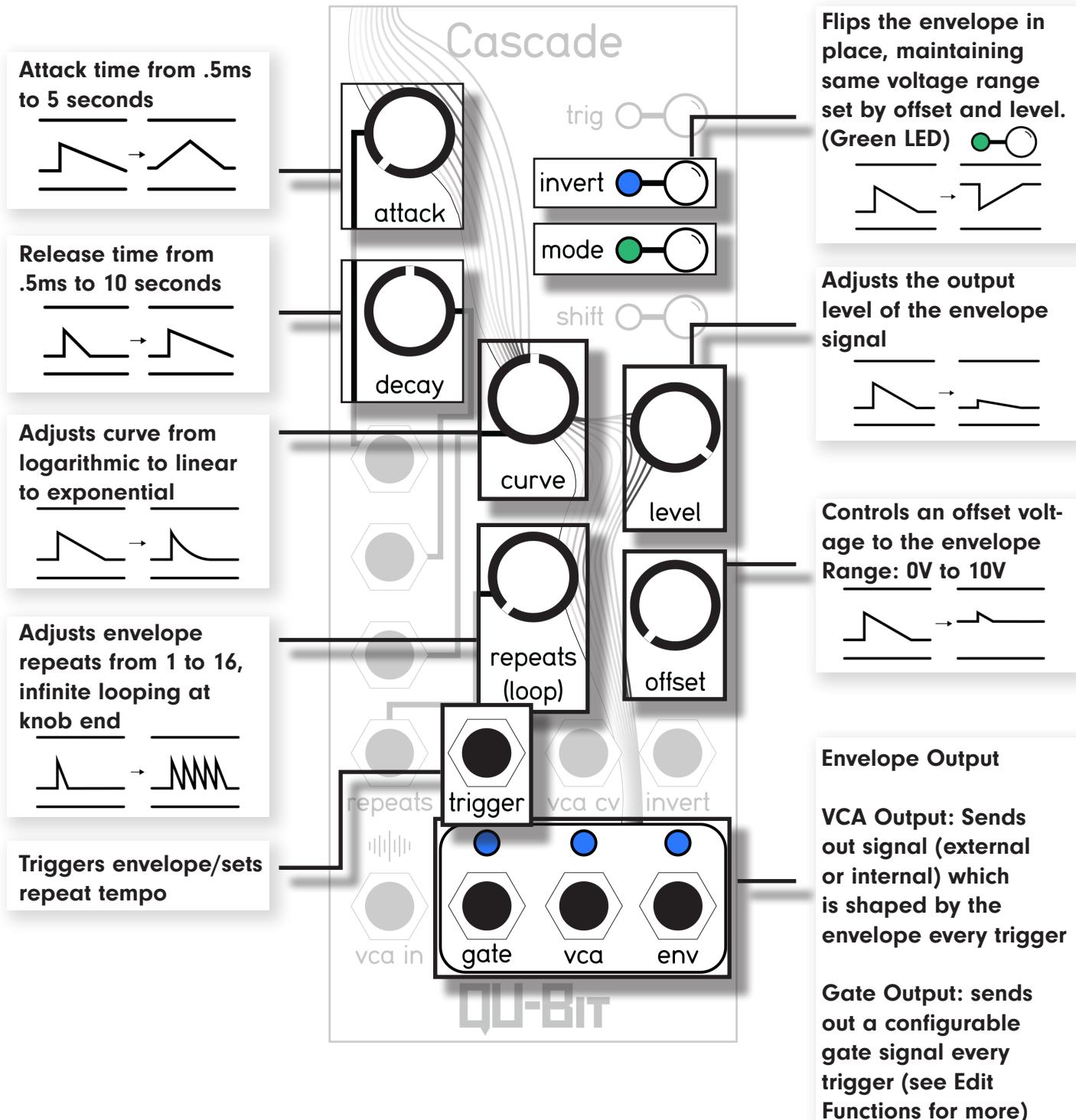
RATCHETING AD

Attack / Decay Envelope with Ratchetable Repeats



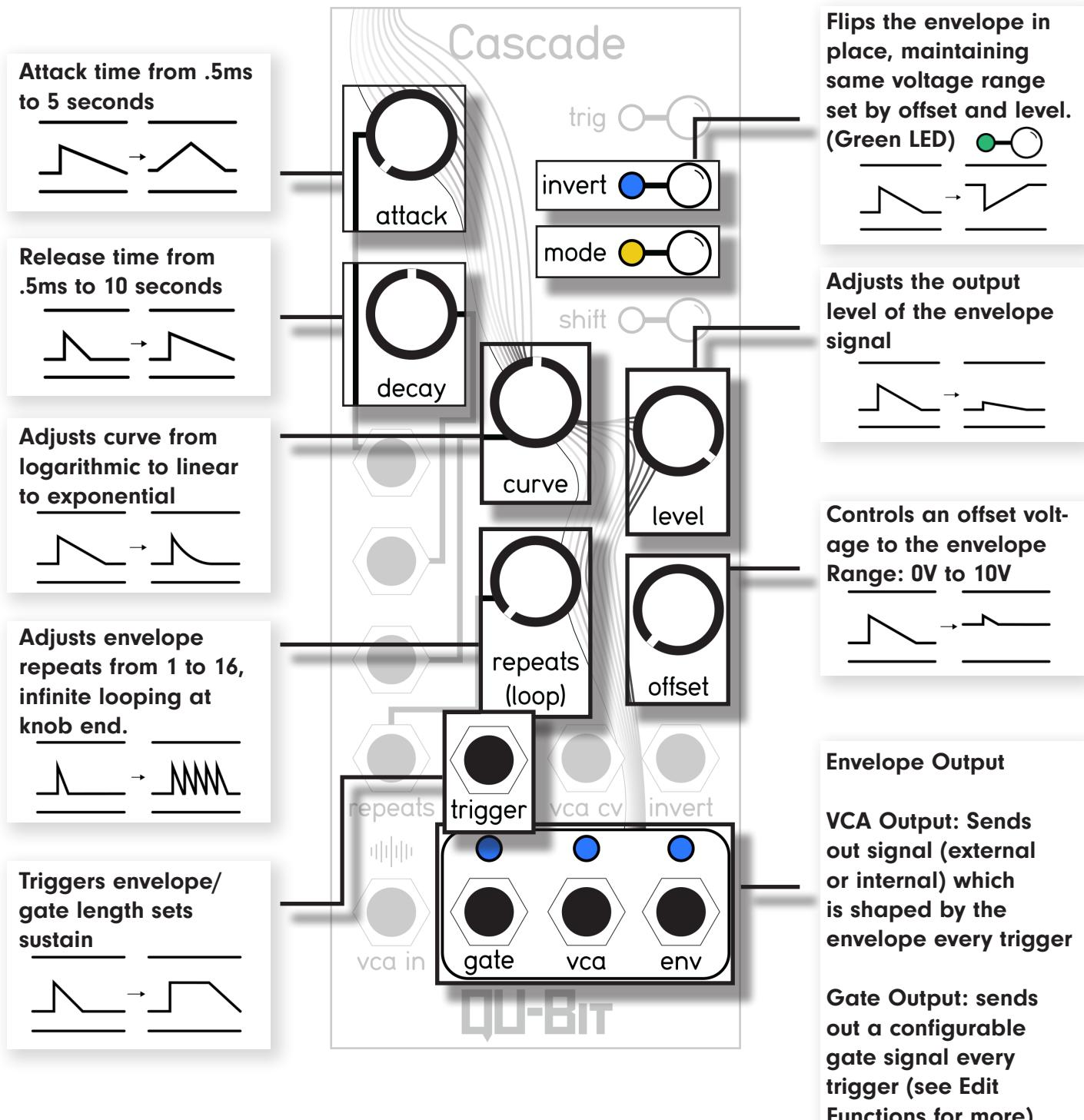
AD ENVELOPE

Attack / Decay

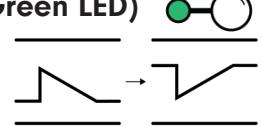


ASR ENVELOPE

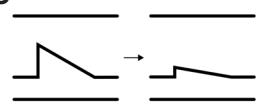
Attack / Decay Envelope with Gate Configured Sustain



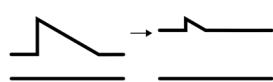
Flips the envelope in place, maintaining same voltage range set by offset and level. (Green LED)



Adjusts the output level of the envelope signal



Controls an offset voltage to the envelope
Range: 0V to 10V



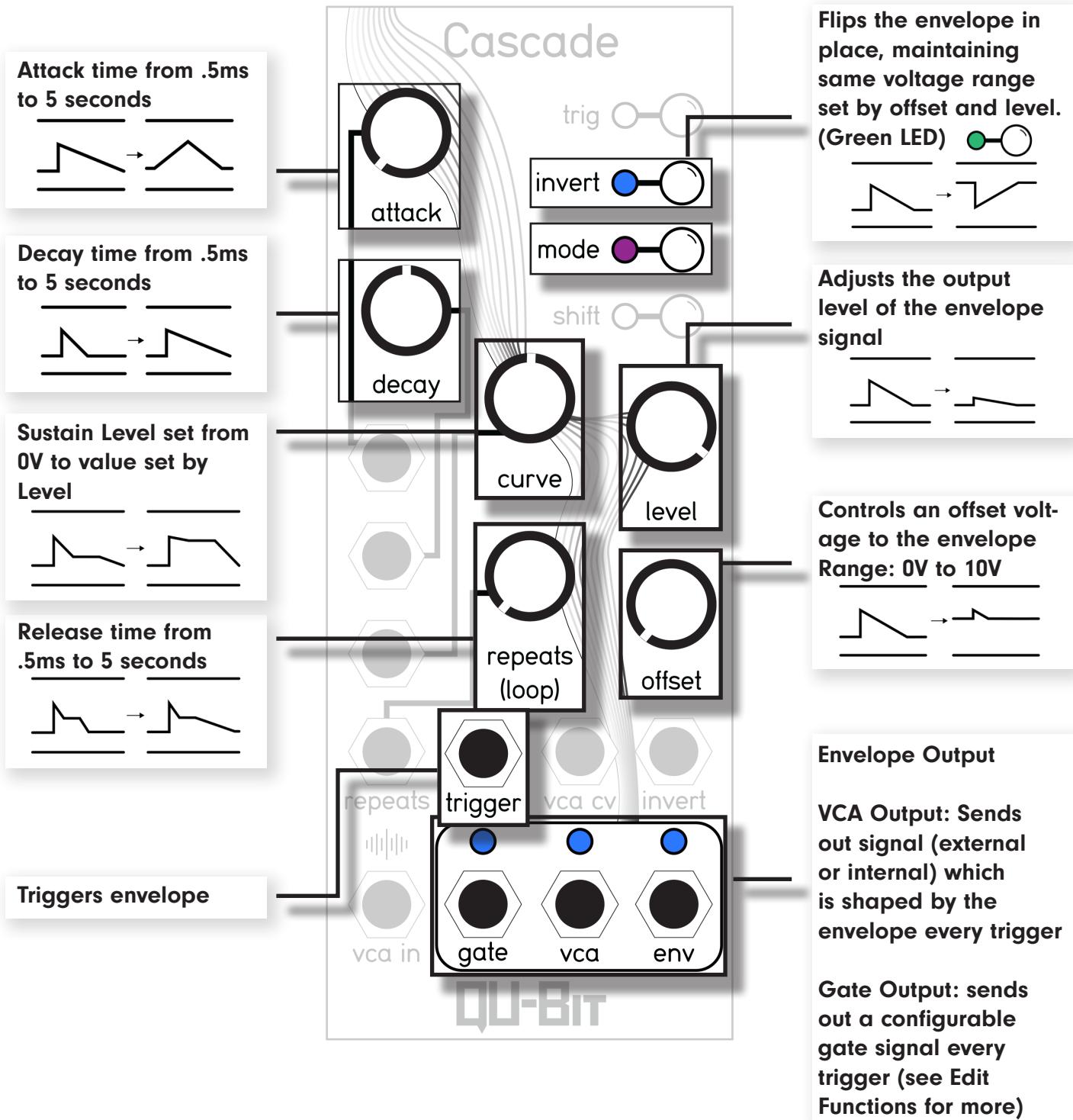
Envelope Output

VCA Output: Sends out signal (external or internal) which is shaped by the envelope every trigger

Gate Output: sends out a configurable gate signal every trigger (see Edit Functions for more)

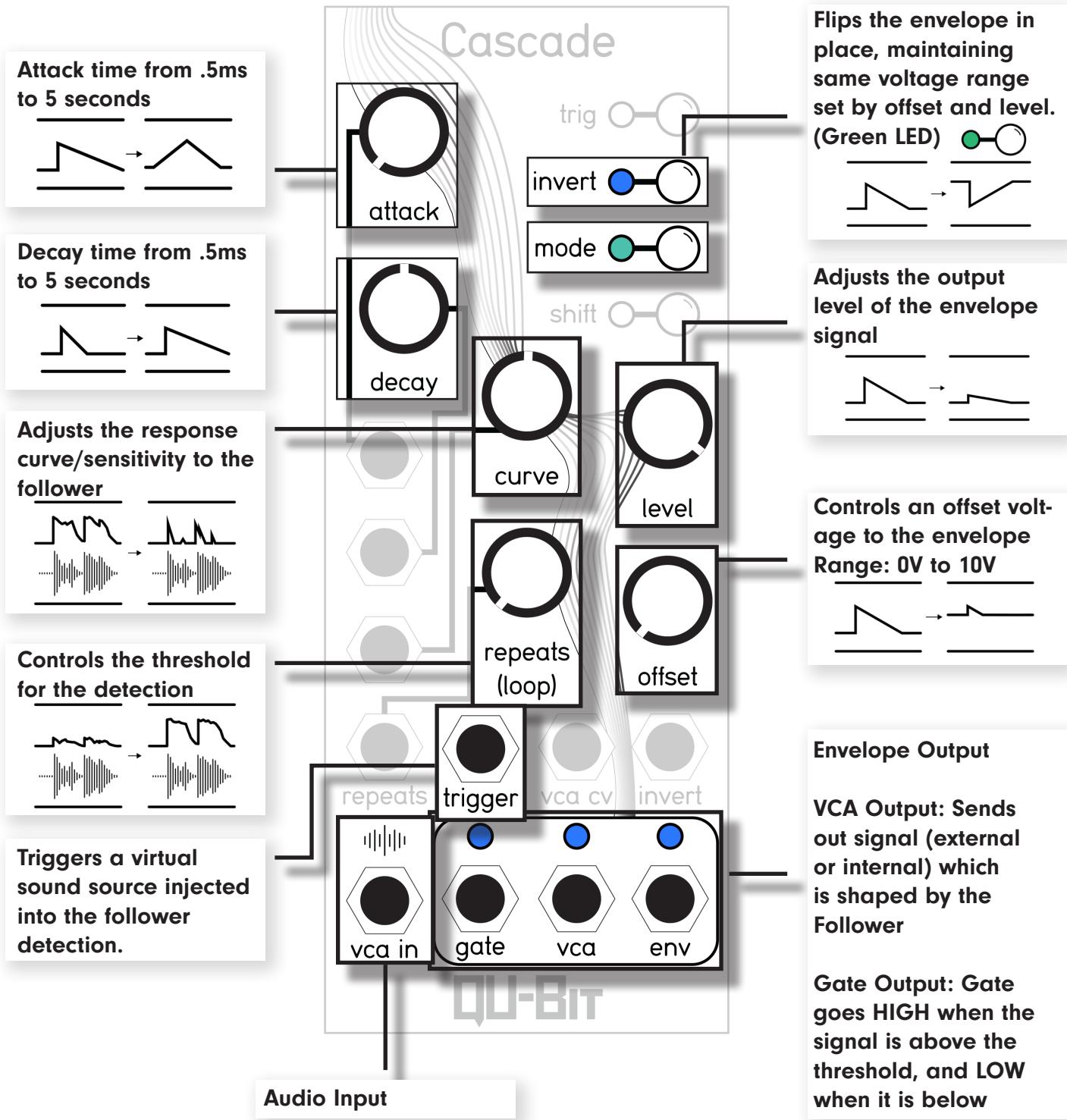
ADSR ENVELOPE

Attack / Decay / Sustain / Release Envelope



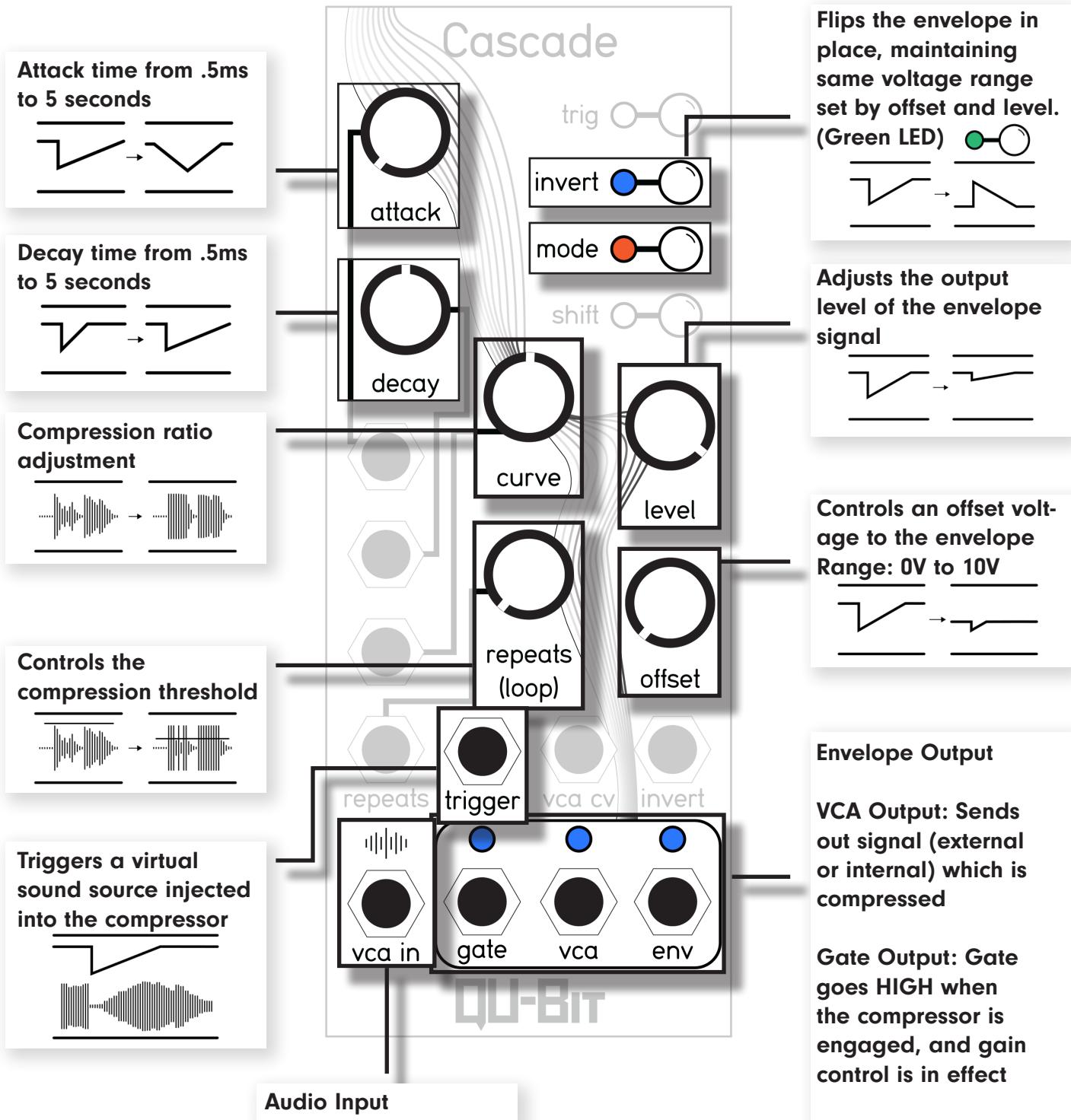
ENVELOPE FOLLOWER

Envelope Generator with Audio Detection



COMPRESSOR

Compressor with Virtual Sidechain



SOUND SOURCES & EDIT FUNCTIONS

The screenshot shows the QU-BIT software interface with the following sections:

- Cascade**: A section containing four buttons: trig, invert, mode, and shift. Below them is a text box: "Hold Shift to enter Edit Functions".
- Sound Sources**: A list of four options: White Noise (blue), Hi-Hat (green), Kick (yellow), and HiFreq Sine (purple). To the right is a note: "Sound Source normals out to VCA output when there is no connection to VCA input".
- Overrides Env Out for direct control over VCA**: A section showing a patch panel with three hexagonal knobs labeled vca in, gate, and env, connected to a central box labeled vca cv. This box has two outputs: invert and vca.
- Input for external sound sources. Used for Envelope Follower, Compressor, and VCA**: A text box at the bottom left.
- Gravity Modes**: A list with three items:
 - No Gravity (blue circle)
 - Amplitude Gravity (green circle)
 - Amplitude and Time Gravity (yellow circle)Each item is accompanied by a waveform diagram.
- Gate Output Modes**: A list with three items:
 - 6ms Trigger at start of every envelope (blue circle)
 - EOD Mode: Gate is HIGH when envelope is not in decay stage (green circle)
 - EOA Mode: Gate is HIGH when envelope is not in attack stage (yellow circle)Each item is accompanied by a waveform diagram.

For a more detailed look at Cascade, additional example patches, and more, head over to the product page and manual here:
www.qubitelectronix.com/shop/cascade