

The background of the image is a dark gray or black color. It features several white, organic, wavy lines that resemble stylized leaves or petals. Interspersed among these are several detailed line drawings of mushrooms with intricate cap patterns and stem textures. The overall aesthetic is artistic and modern.

# Path Set x Omri Cohen

Premium Collection

# Modules

## Truffle & Truffles

Split your samples into eight slices, each with their own send/return channels and playback controls

Free

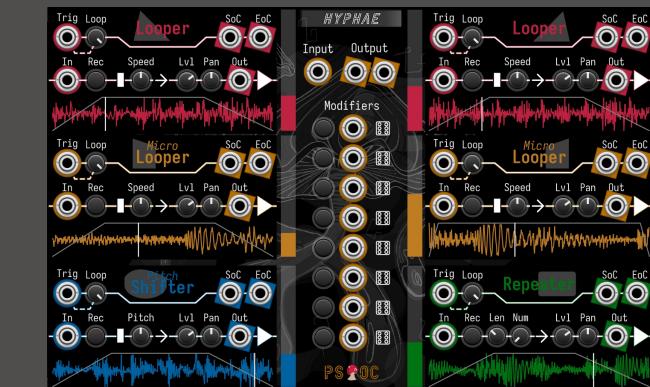
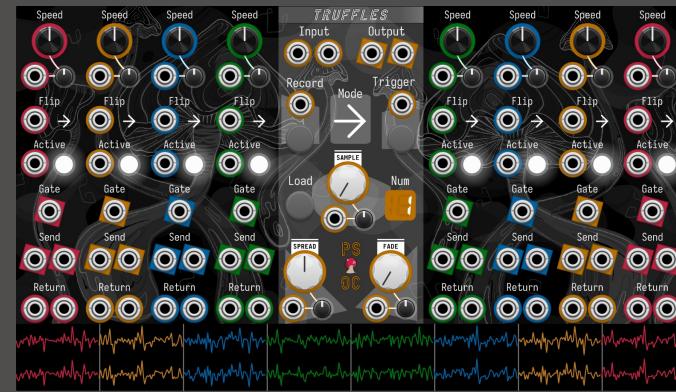


## Hypha & Hyphae

Record audio into six different loopers, then mix and modulate to your heart's content



Premium



## PantherCap

Polyphonic granular sampler and looper

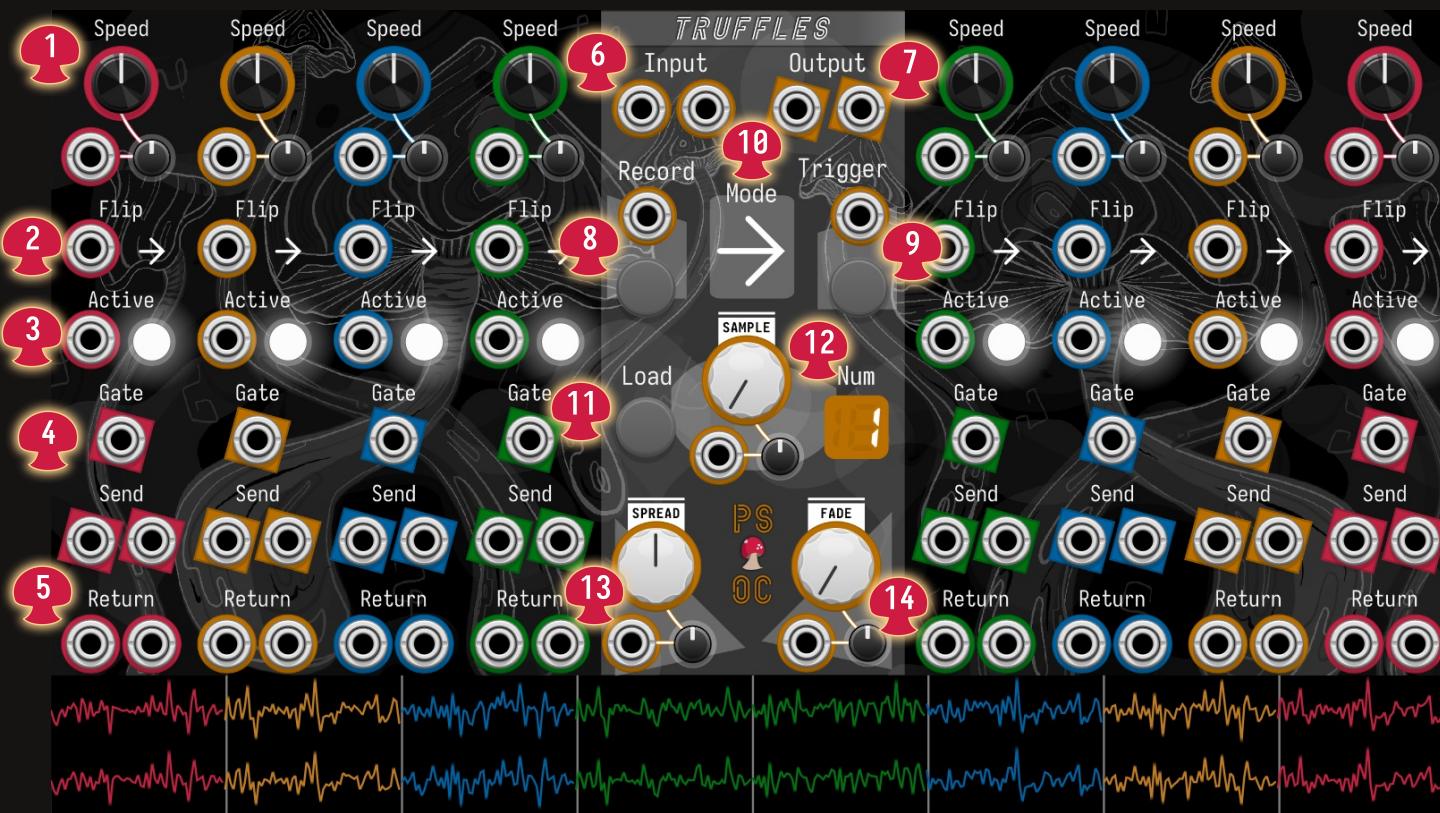


# Truffles - Quick Start

1. Add **JW Clock**, **Truffles**, and **VCV Audio** modules to patch.
2. Add 4 effects Modules from **Surge XT**.
3. Connect modules as shown.
4. Click the **Load** button Truffles. Select your favorite WAV or AIFF file.
5. Press the four **Active** buttons on the right side of the panel to disable those slices.
6. Use the **Spread** knob to adjust where sample is sliced.
7. Use the **Samples** knob to switch to a new sample slot and then the Load button to load a second sample.



# Truffles - Panel



## Each Slice

1. **Speed** - Playback Speed for slice, CV is 1V/oct when attenuverter is 100%
2. **Flip** - Reverses direction of play for this slice when this input goes high
3. **Active** - Toggles active state on this slice when this input goes high
4. **Gate Output** - High when this slice is playing
5. **Send/Return** - Send this slice's audio to external effect

## Central Section

6. **Input** - Audio input for recording sample
7. **Output** - Main audio output
8. **Record** - Click to record a new sample into the current sample slot
9. **Trigger** - REQUIRED! Each clock triggers a slice to play
10. **Mode** - Controls which Slice plays:
  - Forward** - Left to right
  - Backward** - Right to left
  - Ping-Pong** - Left to right then right to left
  - Random** - Next slice is random
11. **Load** - Press to load a sample in using the load dialog. You can also drag and drop a sample onto Truffles
12. **Sample** - Select one of 16 different Sample Slots
13. **Spread** - Controls how the sample is sliced
14. **Fade** - Controls fade in and out time on each sample playing

# Truffles - Right Click Menu

**Load File** - Load WAV or AIF/AIFF files.

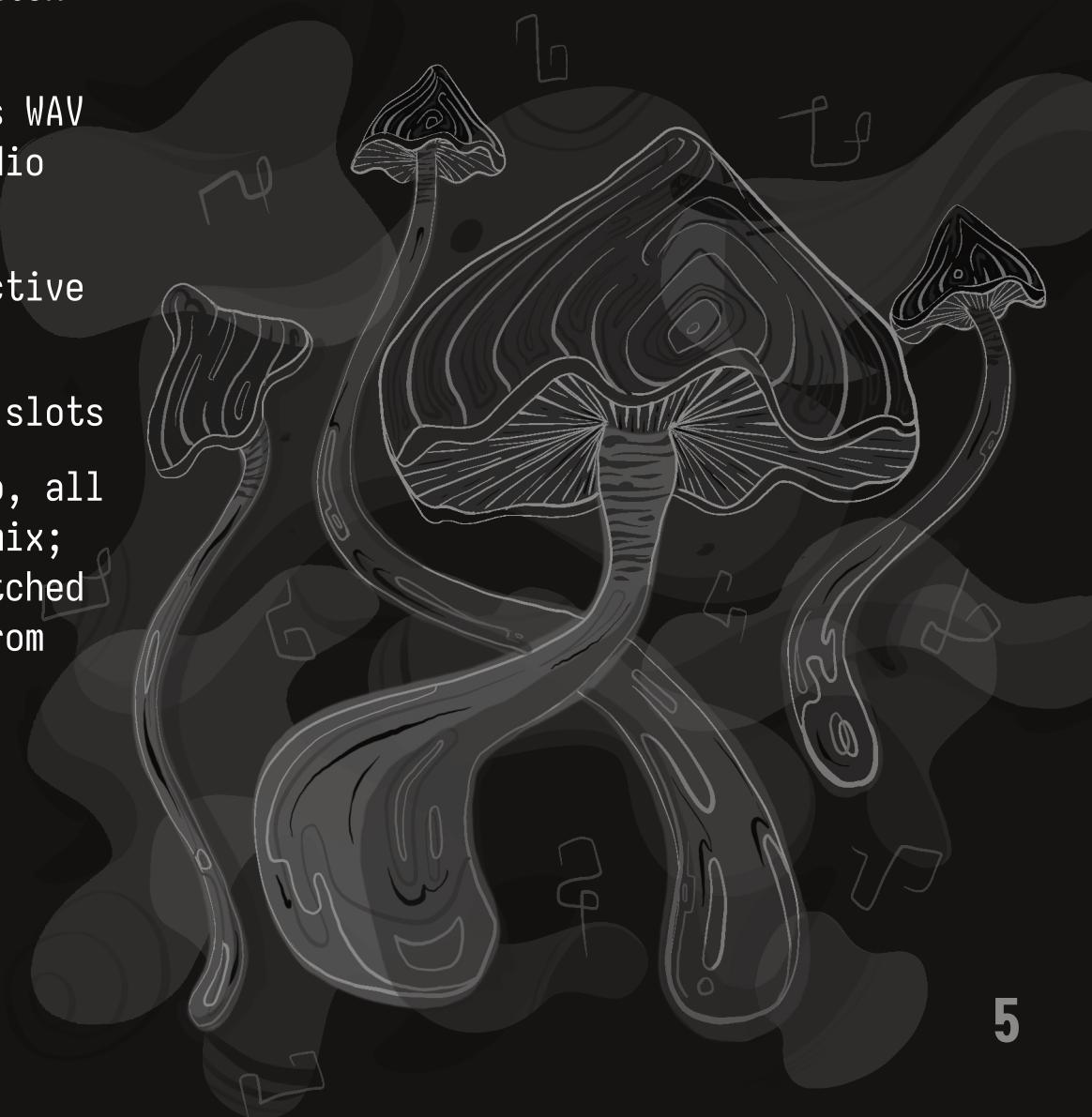
For the audio to play back at its original speed, VCV Rack's sample rate must match that of the recorded sample

**Save File** - Save recorded material as WAV or AIF/AIFF files. Only saves the audio itself without any panel effects

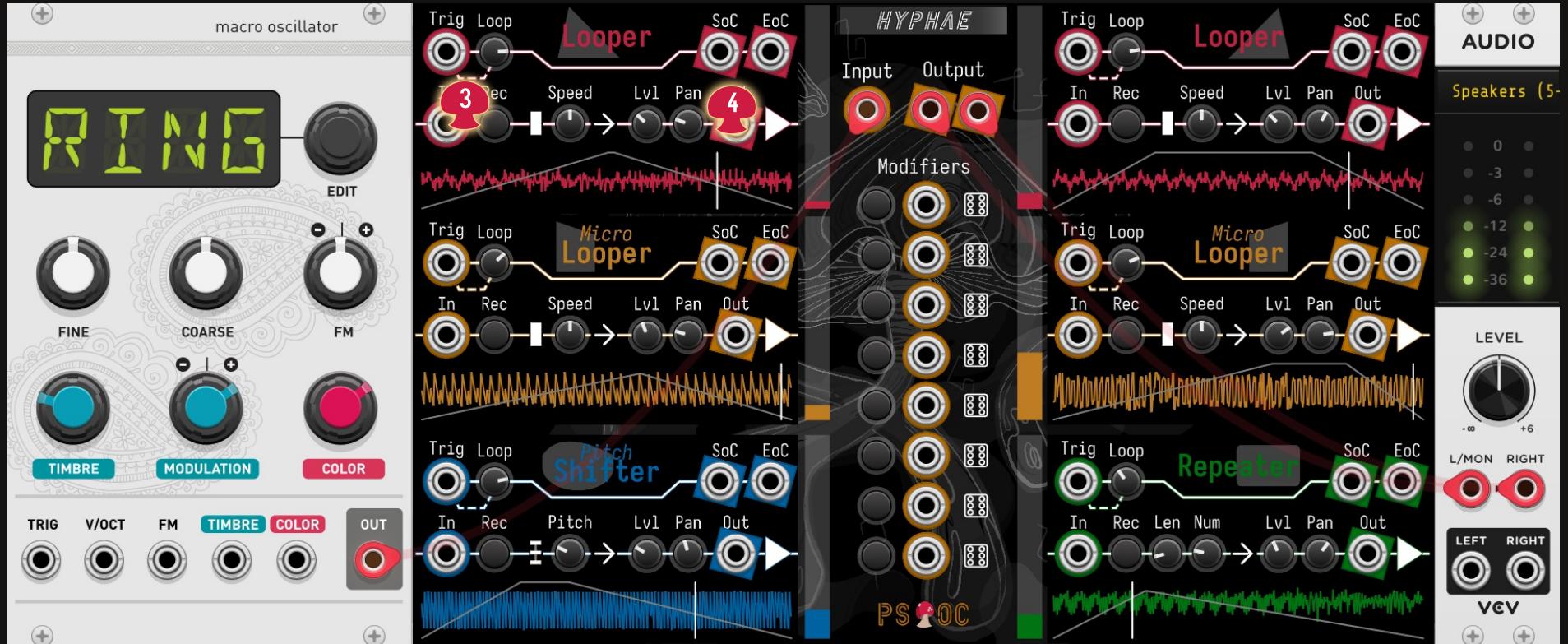
**Clear Sample** - Clear the currently active sample slot

**Clear ALL Samples** - Clear all sample slots

**Exclude Direct Sends** - When set to No, all of the slices will go to the output mix; When set to Yes, slices with Send patched but no Return patched are excluded from the output mix

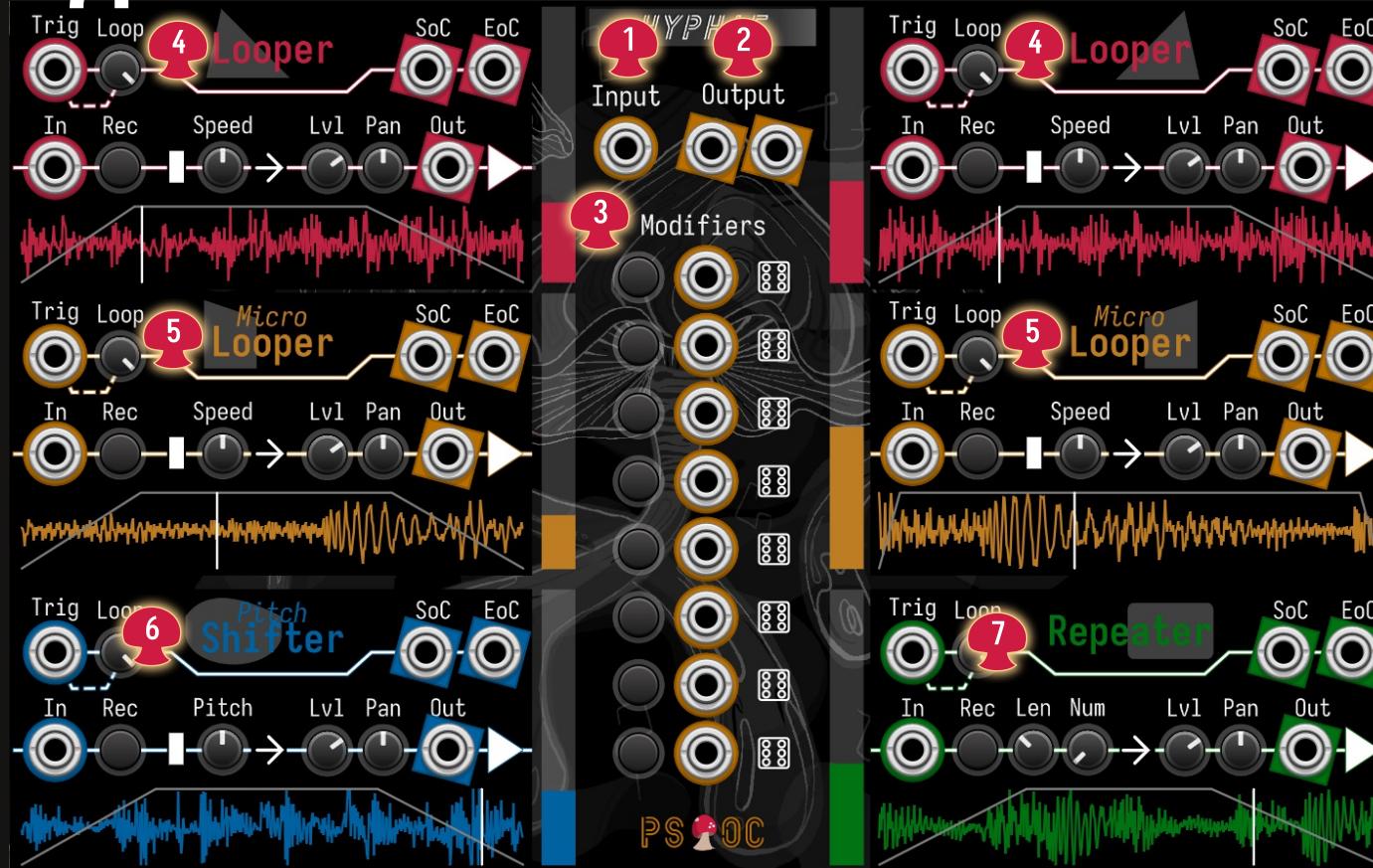


# Hyphae - Quick Start



1. Add **Macro Oscillator**, **Hyphae**, and **VCV Audio** modules to Patch.
2. Connect modules as shown.
3. Click Record on the first Looper. Adjust settings on the Macro Oscillator while it's recording.
4. Left click the Play icon to mute the section. Right click to Solo it.

# Hyphae - Panel



1. **Input** - Audio input, Sends audio to ALL sections that don't have In connected

2. **Output** - Main audio output

3. **Modifiers** - Configurable modulation of any parameter, click the icon to switch between **Die** and **CV** modes, click and hold the icon to configure which parameters are affected

**Die** - Trigger chance to randomize each parameter

**CV** - Knob/CV overrides parameter's value

4. **Looper Sections** - Record 5 seconds of audio

5. **Micro Looper Sections** - Record 0.5 seconds of audio

6. **Pitch Shifter Section** - Record 3 seconds

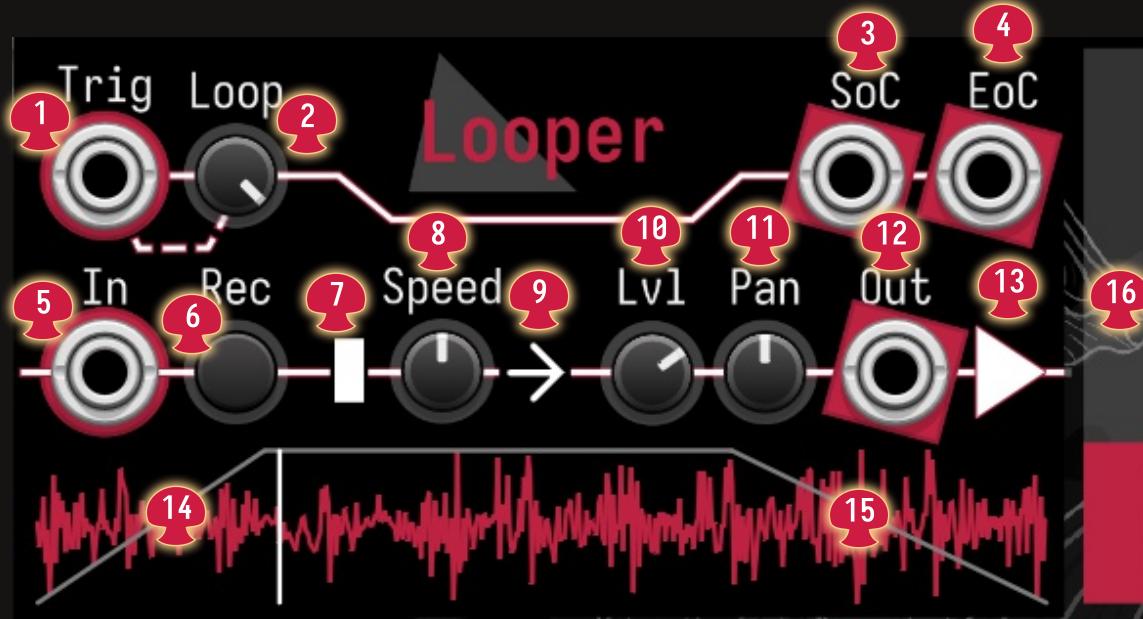
**Pitch** - Adjusts pitch without adjusting playback speed

7. **Repeater Section** - Record 1 second of audio, chunks of the audio are played back and repeated each chunk a number of times

**Len** - Length of Chunk

**Num** - Number of Repeats

# Hyphae - Section



1. **Trig** - Connect a trigger to manually trigger when this section plays
2. **Loop** - Chance that the section loops after each play
3. **SoC** - Start of Cycle output
4. **EoC** - End of Cycle output
5. **In** - Input Audio, overrides central Input signal
6. **Rec** - Starts recording to this section

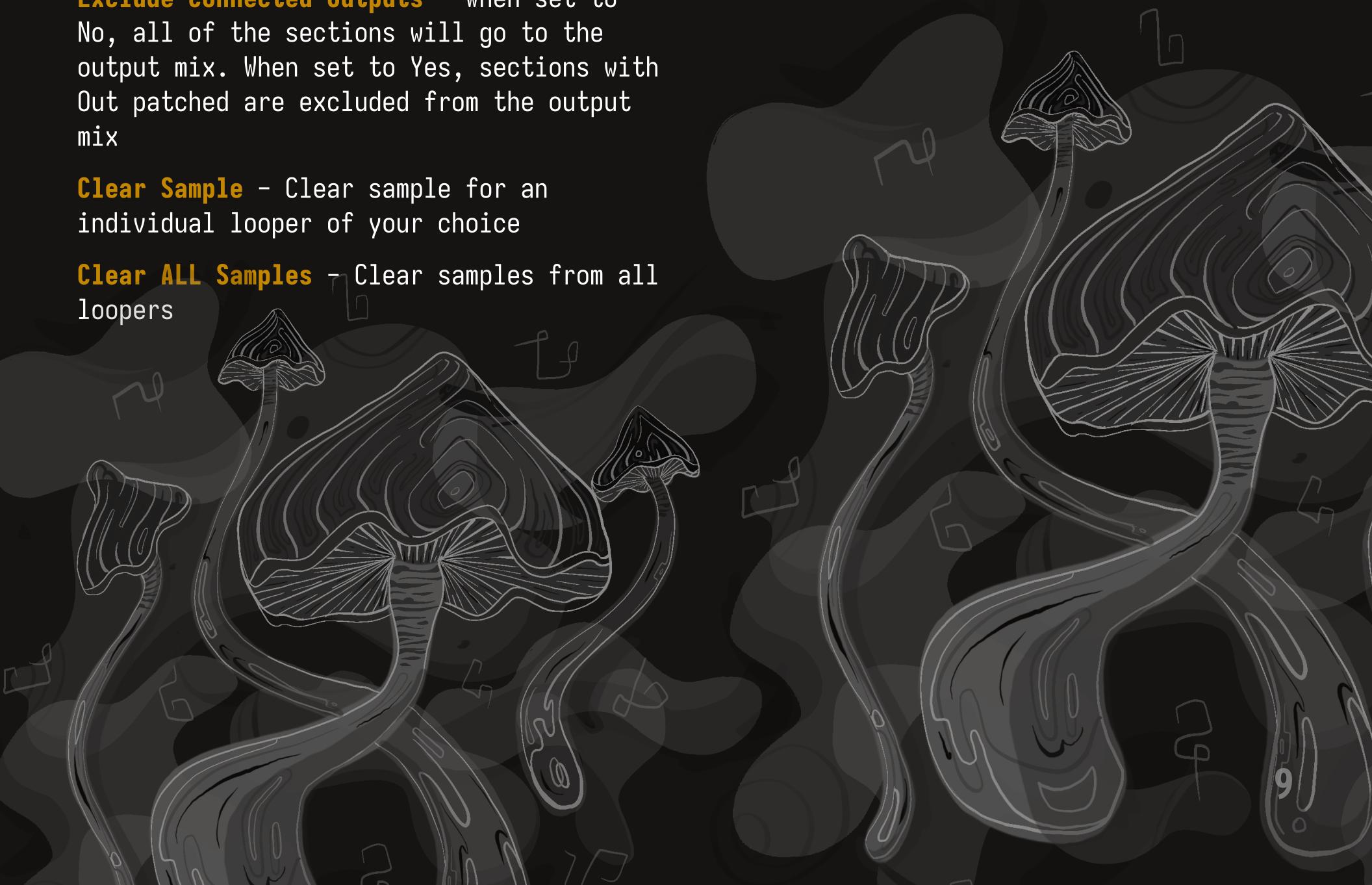
7. **Quant** - Quantize Speed knob, click to change setting
8. **Speed** - Controls speed at which this section plays back
9. **Dir** - Controls playback direction of this section
10. **Lvl** - Controls volume of this section in the final mix
11. **Pan** - Pans this sample in the final mix
12. **Out** - Individual output for this sample
13. **Play** - Left click to mute this section, right click to solo this sample
14. **Fade In** - Click and drag left side of sample display to set fade in time
15. **Fade Out** - Click and drag right side of sample display to set fade out time
16. **VU Meter** - Dedicated volume meter for this sample

# Hyphae - Right Click Menu

**Exclude Connected Outputs** - When set to No, all of the sections will go to the output mix. When set to Yes, sections with Out patched are excluded from the output mix

**Clear Sample** - Clear sample for an individual looper of your choice

**Clear ALL Samples** - Clear samples from all loopers



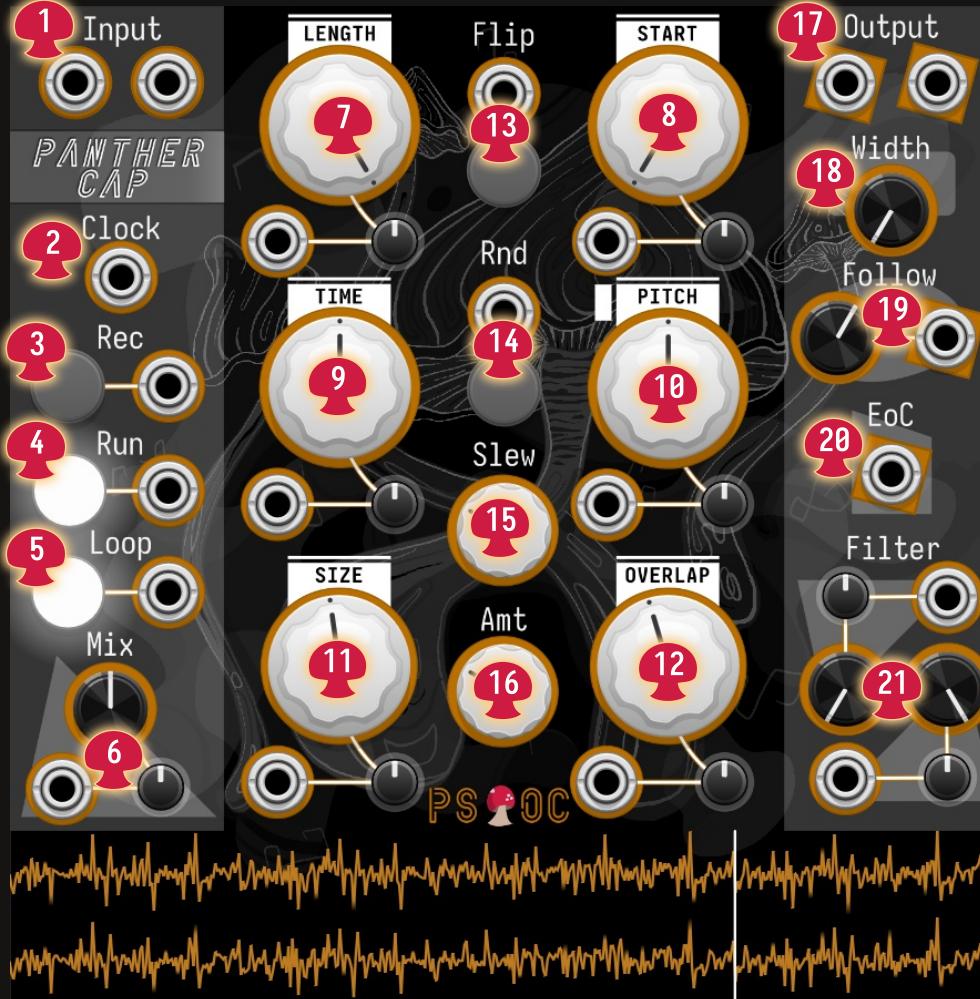
# PantherCap - Quick Start

1. Add **PantherCap** and **VCV Audio** modules to Patch.
2. Connect modules as shown.
3. Right click PantherCap and select **Load Sample**. Load your favorite WAV or AIFF file.
4. Use the **Length** and **Start** knobs to trim the sample.
5. Use the **Time** and **Pitch** knobs to warp the sample.



# PantherCap - Panel

1. **L+R** - Stereo record inputs
2. **Clock** - Optional Clock, quantizes Rec and Run
3. **Rec** - Records a Sample, first recording sets loop length
4. **Run** - Starts playback, right click menu controls if position also resets
5. **Loop** - Makes playback loop
6. **Mix** - Mixes raw input with the processed effect
7. **Length** - Length of sample played
8. **Start** - Start position in sample
9. **Time** - Adjust playback speed with pitch shift, right click menu controls if pitch is also changed



10. **Pitch** - Adjust pitch without changing speed, CV is 1V/oct when attenuverter is at 100%, supports **Polophony**, box left of label controls quantization
11. **Size** - Grain Size of effect
12. **Overlap** - How many grains are playing at once
13. **Flip** - Playback direction
14. **Rnd** - Randomizes Length, Start, and Flip
15. **Slew** - Controls how fast Rnd changes Length and Start
16. **Amt** - Controls how much Rnd moves Length and Start and how likely it is to Flip
17. **L+R** - Stereo output
18. **Width** - Adds panning depth
19. **Follow** - Envelope output, follows Mixed signal, knob controls level, when negative it creates a ducking effect
20. **EoC** - End of Cycle trigger
21. **Filter** - Filter output signal, set Low and High frequency cutoffs

# PantherCap - Right Click Menu

**Load File** - Load WAV or AIF/AIFF files. For the audio to play back at its original speed, VCV Rack's sample rate must match that of the recorded sample

**Save File** - Save recorded material as WAV or AIF/AIFF files. Only saves the audio itself without any panel effects

**Clear Sample** - Clear the recorded/loaded audio

**Clear Sample + Reset Length & Start** - Clear the recorded/loaded audio. Also resets the length and start controls

## Time Knob Affects Pitch

**No (default)** - Time control changes the speed WITHOUT changing the pitch

**Yes** - Time Control changes speed AND pitch

## Reset Position on Run or Record

**No (default)** - Run and Rec will start and pause the playback/recording

**Yes** - Run and Rec will restart the playback/recording each time

## Ping Pong Playback

**No (default)** - Playhead will play forward

**Yes** - Playhead will ping-pong forward and backward

## Audio / Follower Output

**Mono** - Output will be sum of any polyphony from the Pitch CV

**Polyphonic (default)** - Number of channels on the L+R outputs will equal the number of channels on the Pitch CV input

## Psychedelic Wave

**No** - Wave is static and gold

**Yes (default)** - Wave changes color and visually ripples

# Links

v2.0.2

## Premium Collection

[VCV Library Page](#)

Manual - You're reading it :)

## Path Set

[Other VCV Plugins](#)

## Free Collection

[VCV Library Page](#)

[Manual](#)

**Omri Cohen**

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