

The background of the image is a dark gray gradient with a subtle, organic, wavy texture. Superimposed on this are several white line drawings of mushrooms. There are two prominent mushrooms in the upper half: one on the left with a wide cap and gills, and another on the right with a more vertical, elongated cap. Below them, towards the center, is a large, multi-layered mushroom with a complex cap structure. The style is minimalist and artistic, using only white lines on a dark background.

# Path Set x Omri Cohen

Free Collection

# Modules

## Truffle & Truffles

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

## Hypha & Hyphae

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

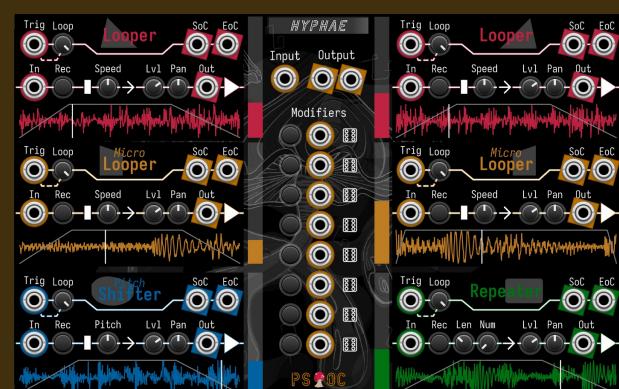
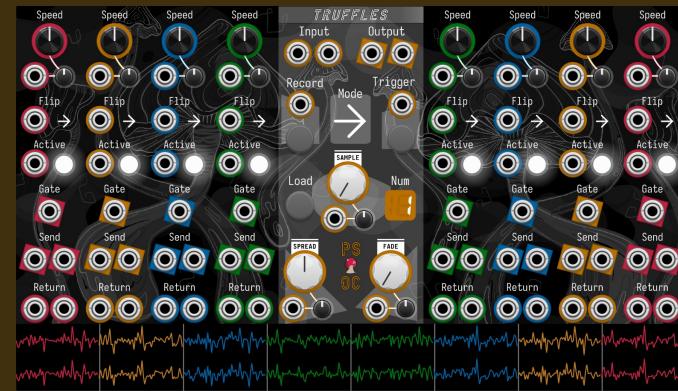
## PantherCap

Polyphonic granular sampler and looper

### Free

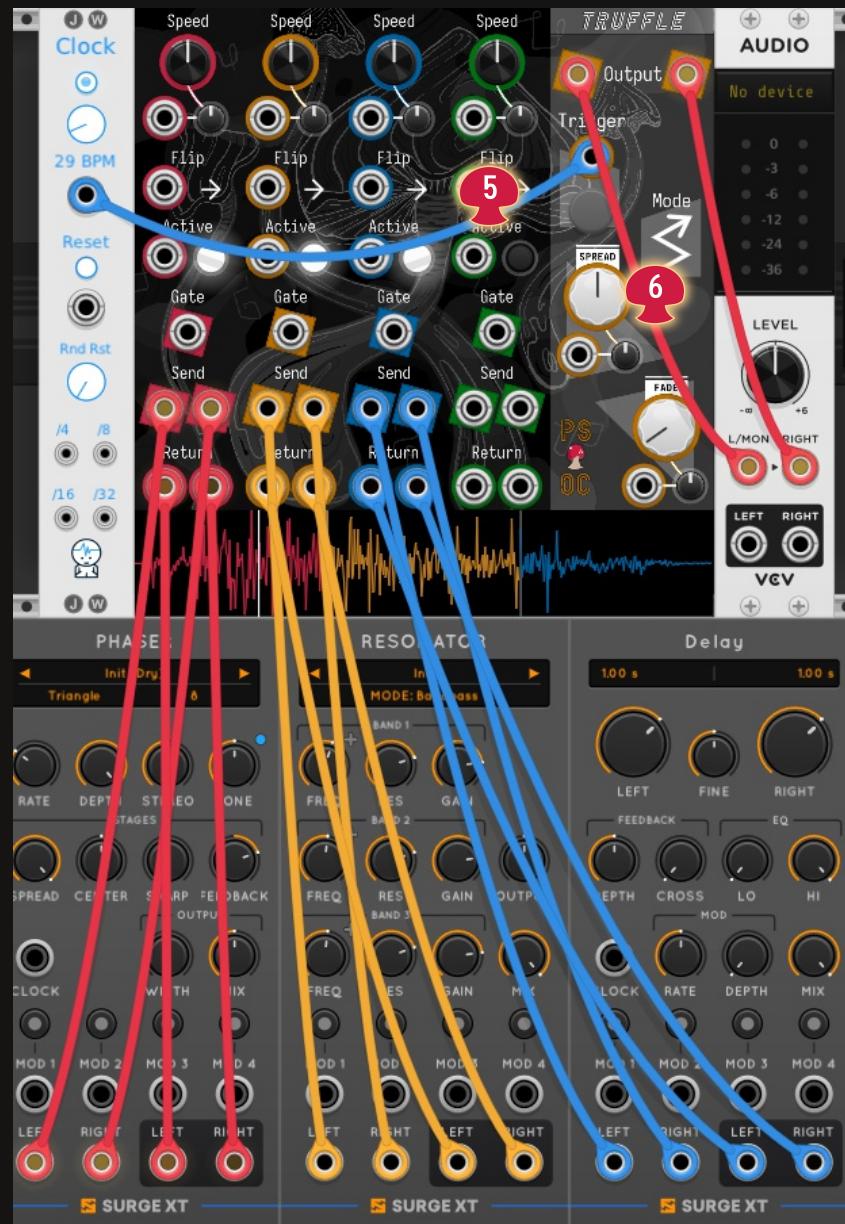


### Premium



# Truffle - Quick Start

1. Add **JW Clock**, **Truffle**, and **VCV Audio** modules to patch.
2. Add 4 effects Modules from **Surge XT**.
3. Connect modules as shown.
4. Right-Click Truffle and select **Load Sample**. Select your favorite WAV or AIFF file.
5. Press the fourth **Active** button to disable the last slice.
6. Use the **Spread** knob to adjust where sample is sliced.



# Truffle - Panel

## Each Slice

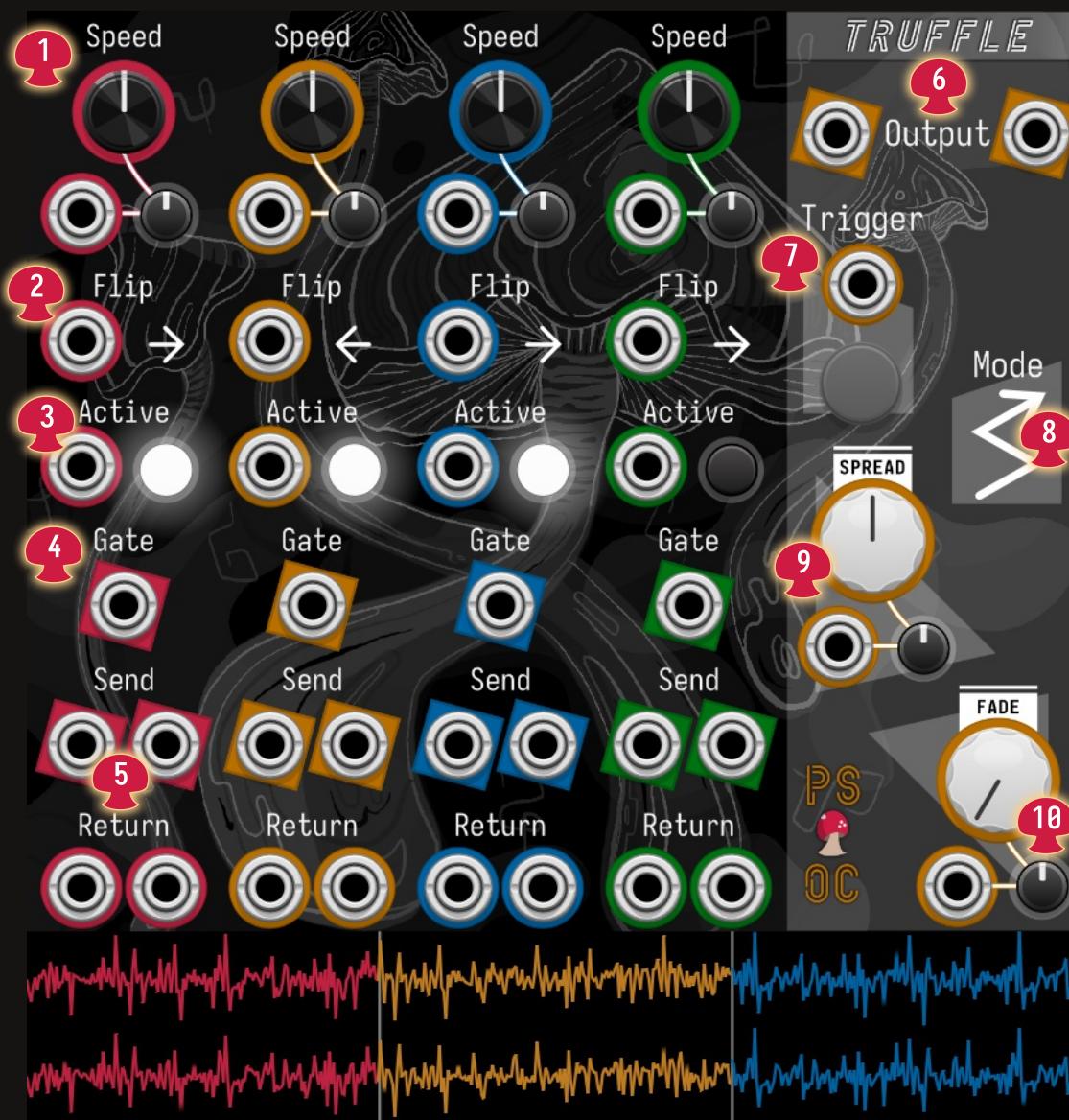
1. **Speed** - Playback Speed for slice, CV is 1V/oct when attenuverter is 100%

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. **Output** - Main audio output

7. **Trigger** - REQUIRED! Each clock triggers a slice to play

8. **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

**Addressable** - Trigger becomes a CV Input; 1v to 1.99v triggers Slice 1, 2v to 2.99v triggers Slice 2, etc.

9. **Spread** - Controls how the sample is sliced

10. **Fade** - Controls fade in and out time on each sample playing

# Truffle - Right Click Menu

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

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

**Clear Sample** - Clear the sample

**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



# Hypha - Quick Start

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



# Hypha - Panel

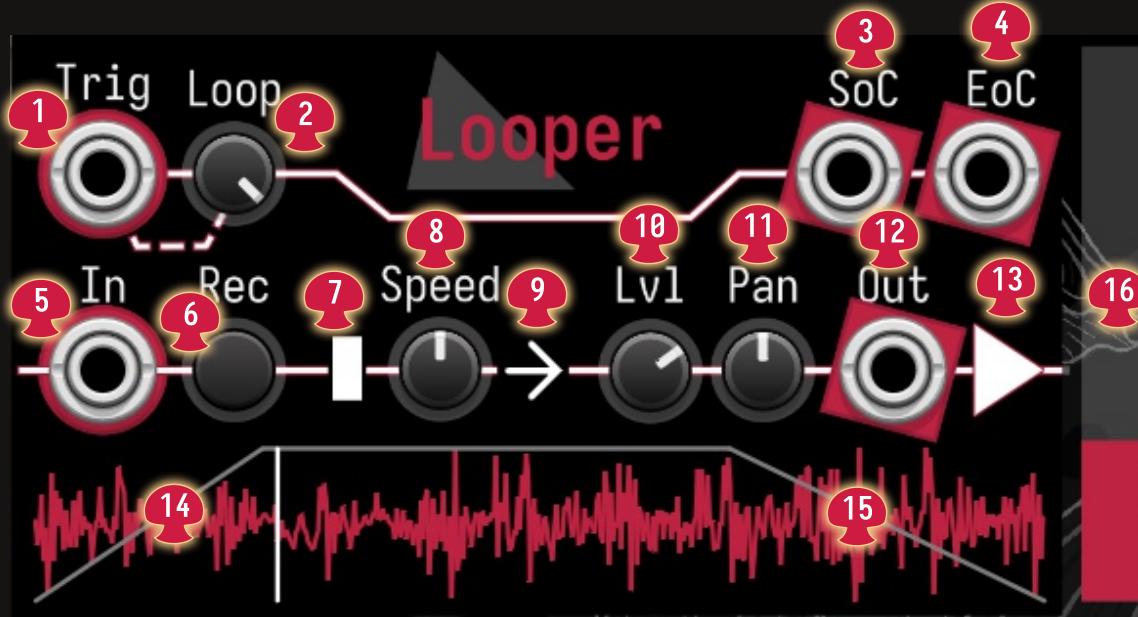
1. **Input** - Audio input, Sends audio to ALL sections that don't have In connected
2. **Output** - Main audio output
3. **Modifiers** - Configurable modulation of any parameter, click the icon to switch between **Die** and **CV** modes, click and hold the icon to configure which parameters are affected

**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



# Hypha - Section



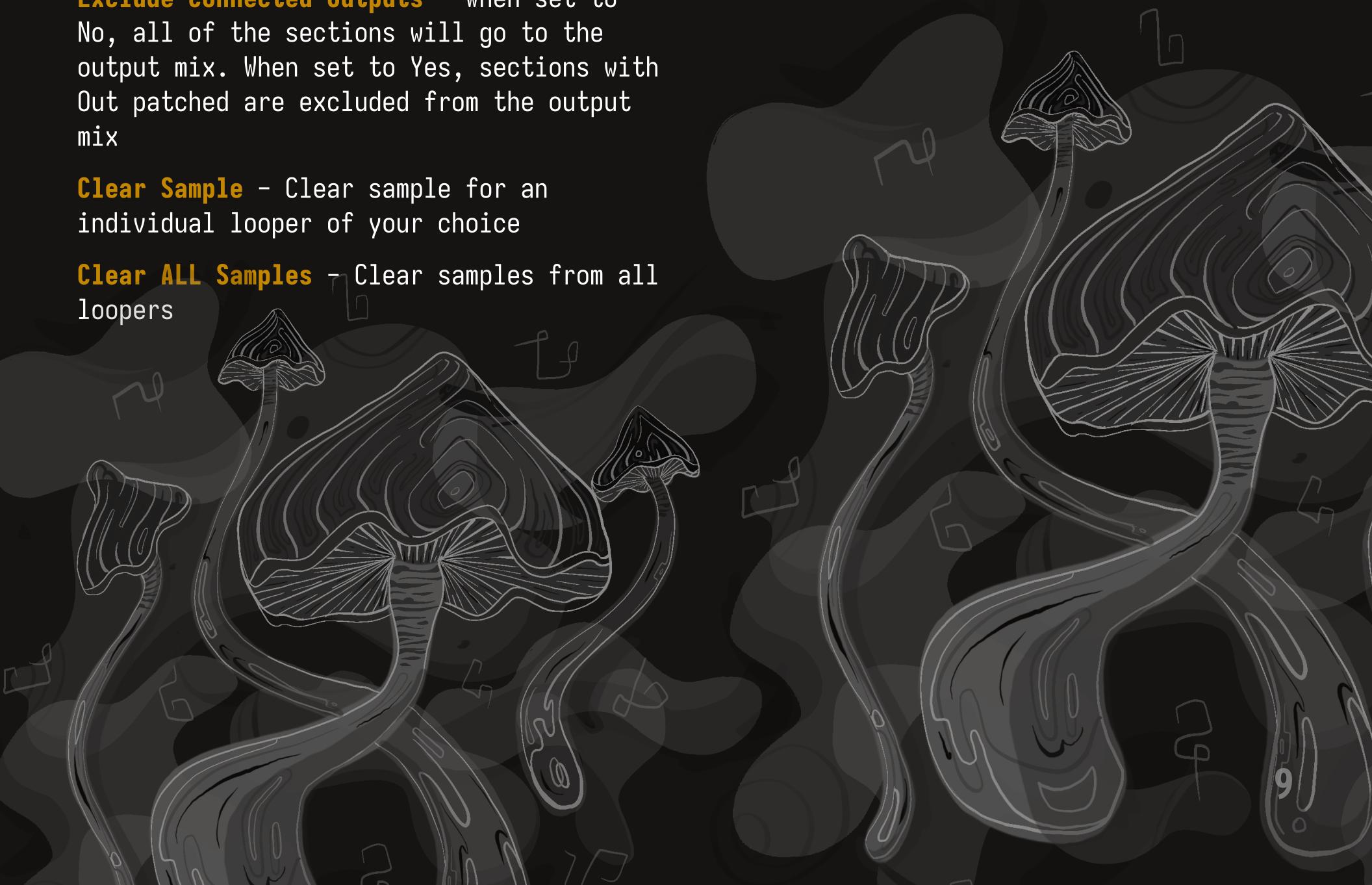
1. **Trig** - Connect a trigger to manually trigger when this section plays
2. **Loop** - Chance that the section loops after each play
3. **SoC** - Start of Cycle output
4. **EoC** - End of Cycle output
5. **In** - Input Audio. Overrides central Input signal
6. **Rec** - Starts recording to this section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

# Hypha - 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



# Links

## Premium Collection

[VCV Library Page](#)  
[Manual](#)

## Free Collection

[VCV Library Page](#)  
Manual - You're reading it :)

## Path Set

[Other VCV Plugins](#)

**Omri Cohen**

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