
Path Set x Omri Cohen
Premium Collection

Modules

Free

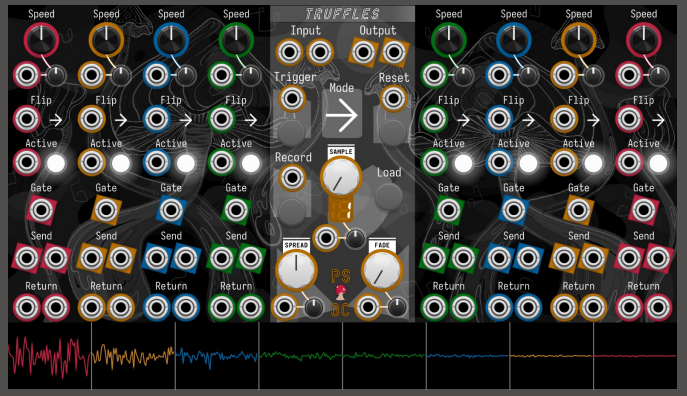
Truffle & Truffles

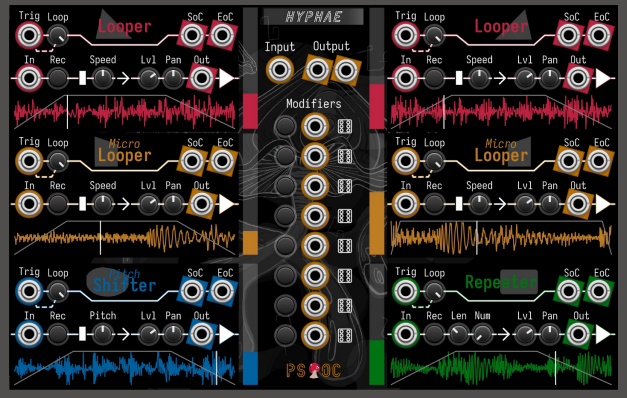
Split your samples into eight slices, each with their own send/return channels and playback controls

Hypha & Hyphae

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

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**.

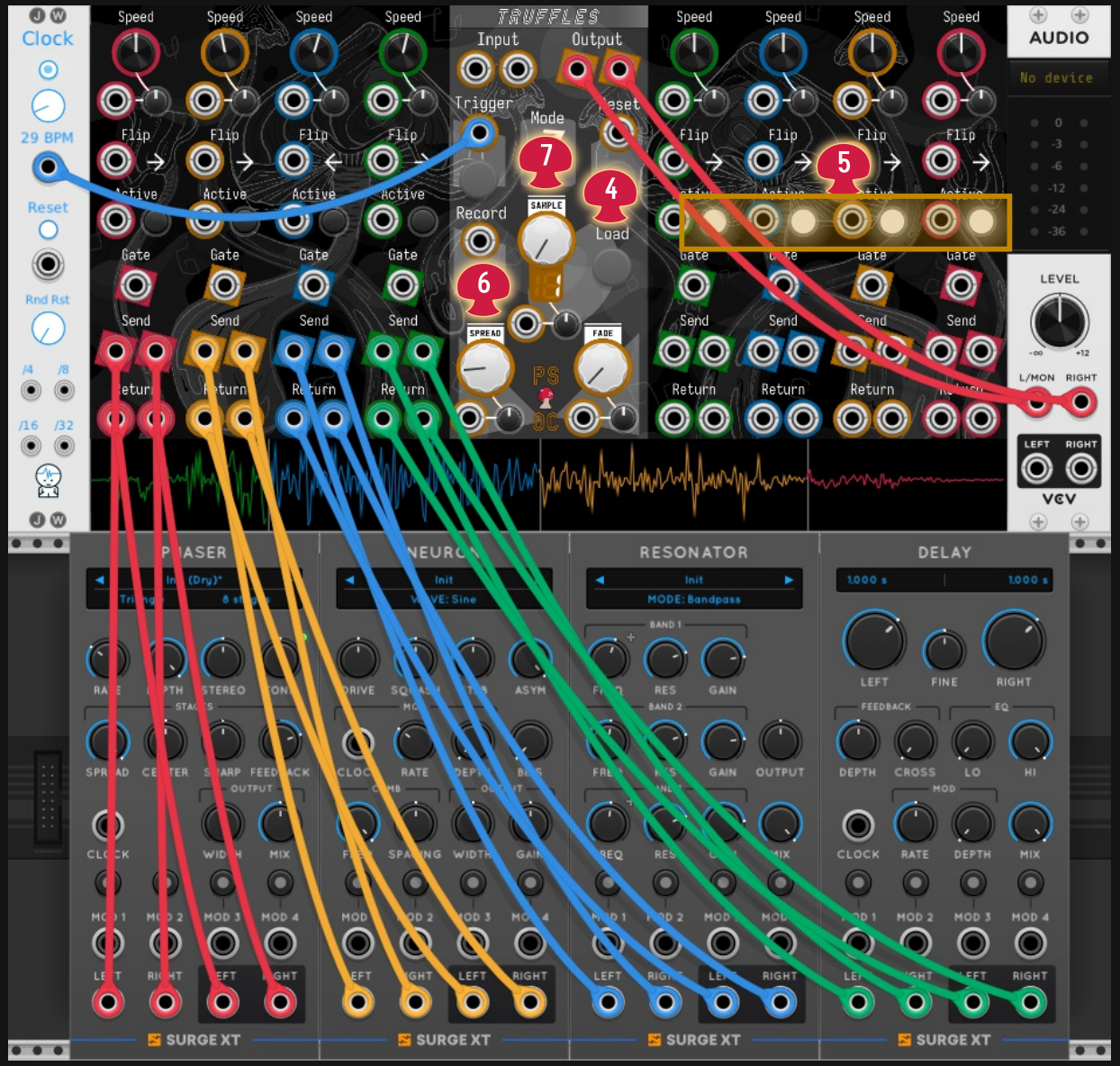
3. Connect modules as shown.

4. Click the **Load** button Truffles. Select your favorite WAV or AIFF file.

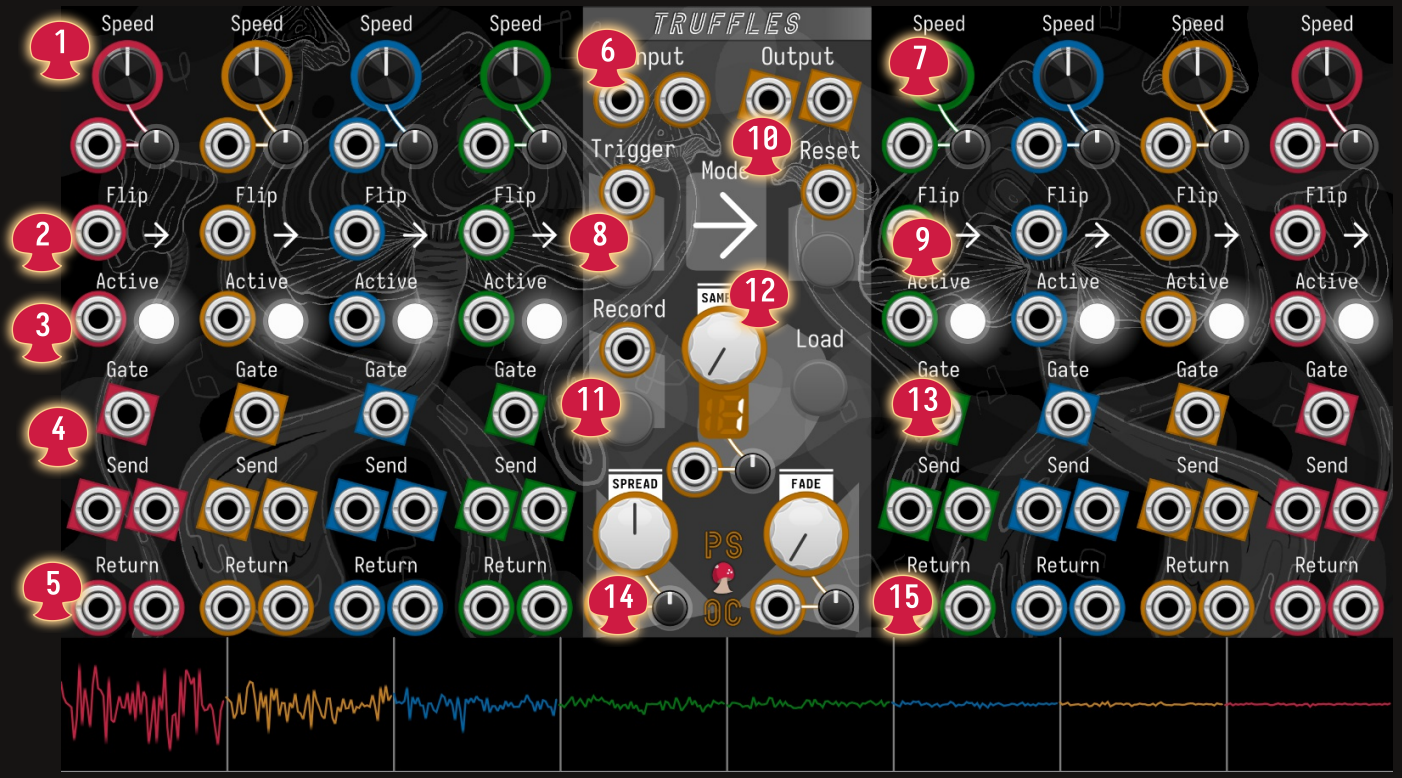
5. Press the four **Active** buttons on the right side of the panel to disable those slices.

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

9. **Reset** - Resets play to the first slice.

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

Addressable - Trigger becomes a CV Input; 1v to 1.9v triggers Slice 1, 2v to 2.9v triggers Slice 2, etc.

11. **Record** - Click to record a new sample into the current sample slot

12. **Load** - Press to load a sample in using the load dialog. You can also drag and drop a sample onto Truffles

13. **Sample** - Select one of 16 different Sample Slots

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

15. **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

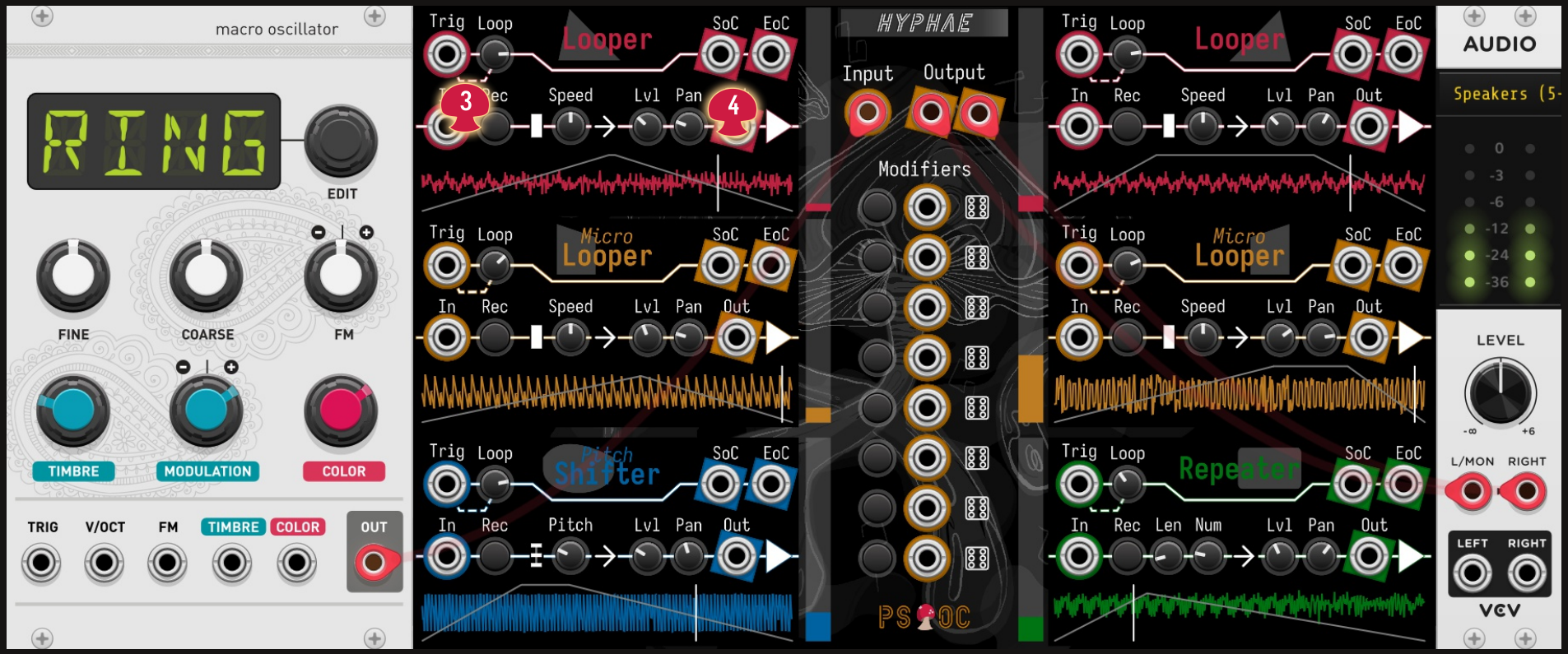
Save File - Save recorded material as WAV or AIF/AIFF files. Only saves the audio itself without any panel effects

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



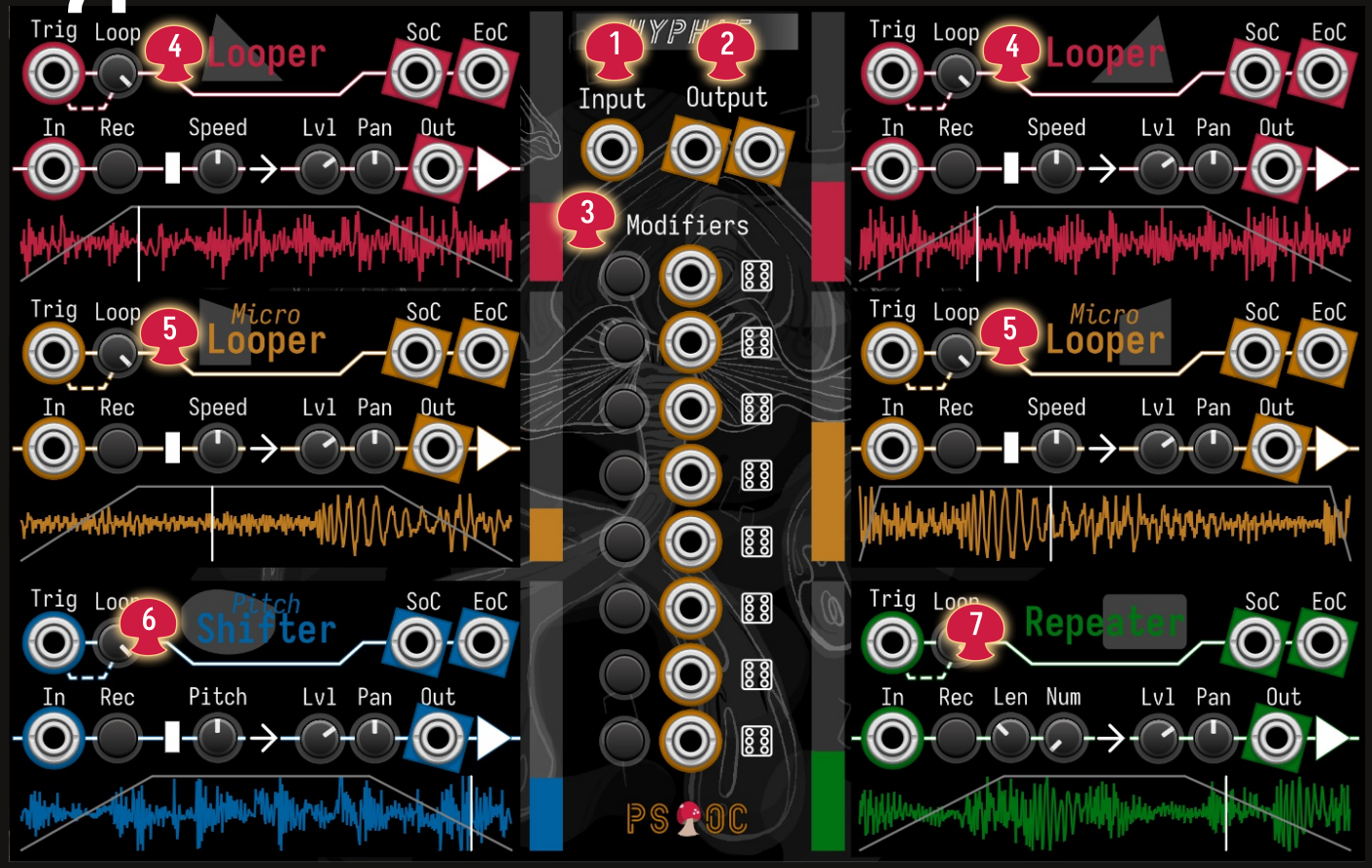
1. Add **Macro Oscillator**, **Hyphae**, and **VCV Audio** modules to Patch.

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 paramters 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

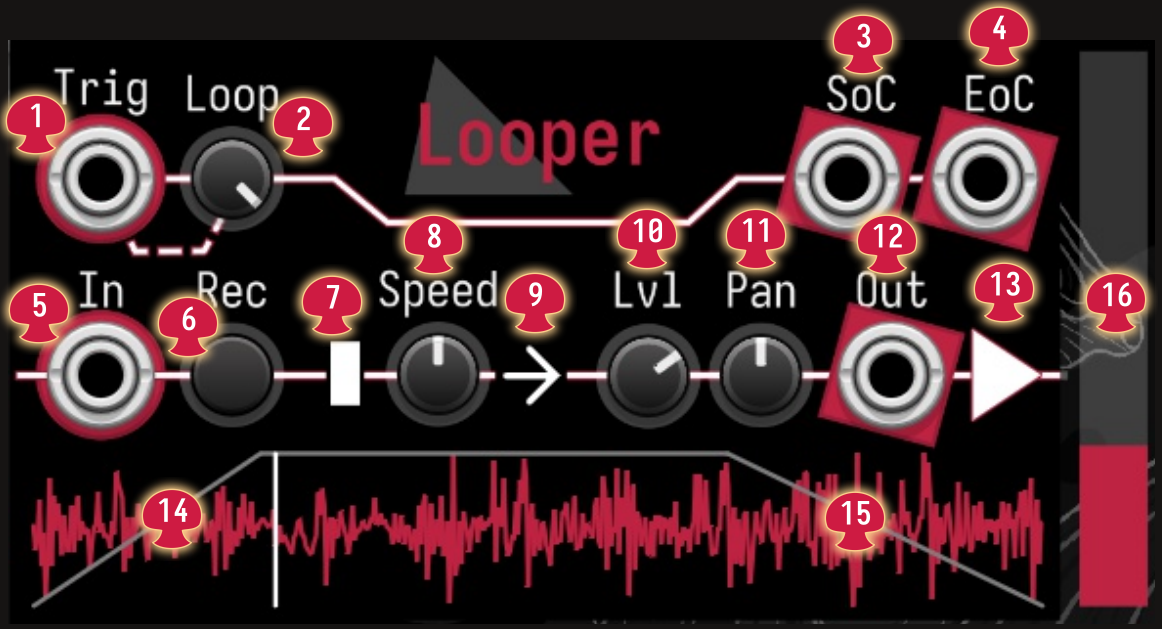
Pitch - Adjusts pitch without adjusting playback speed

7. **Repeater Section** - Record 1 second of audio, chunks of the audio are playedback 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

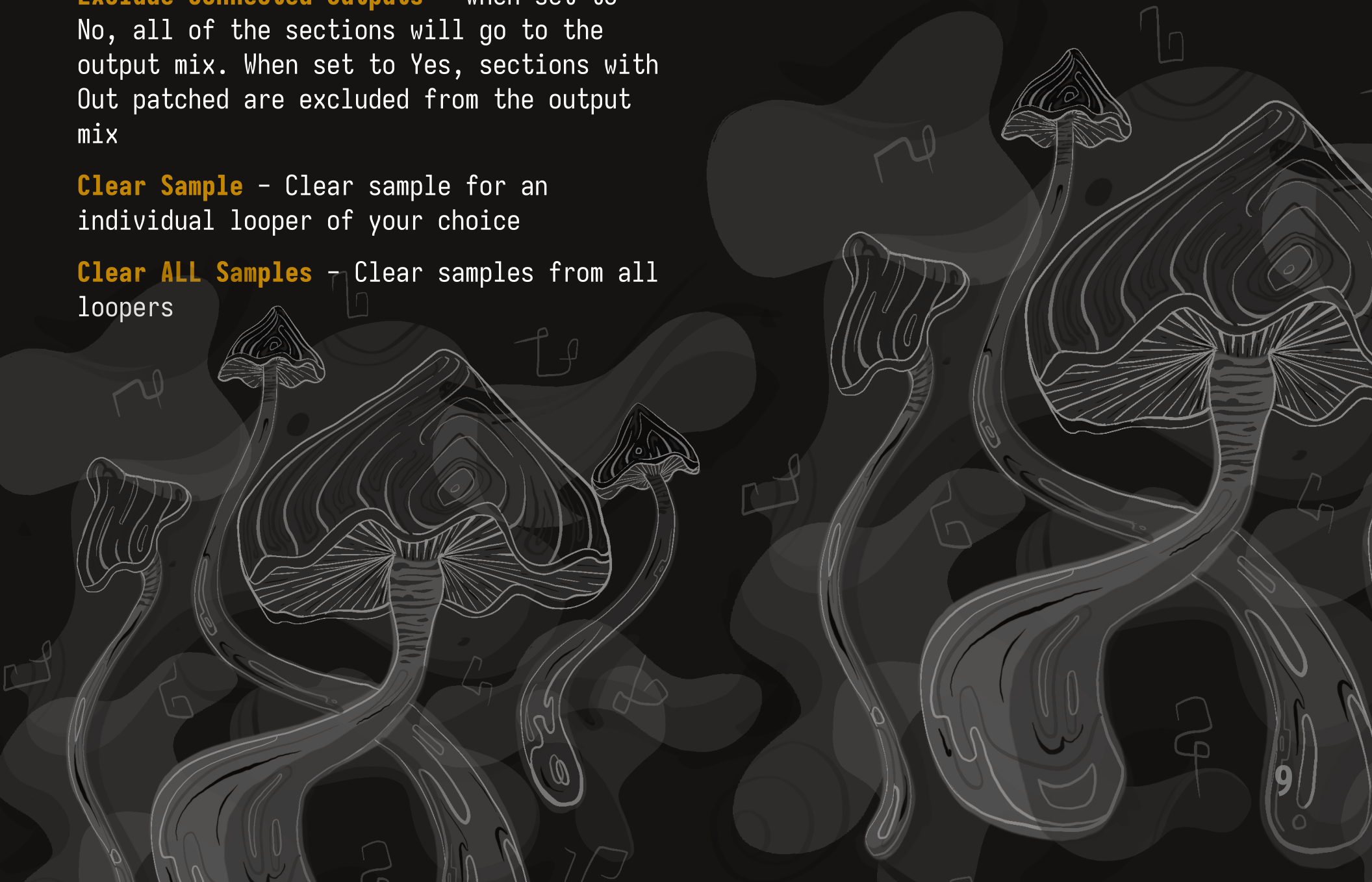
16. **VU Meter** - Dedicated volume meter for this sample

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

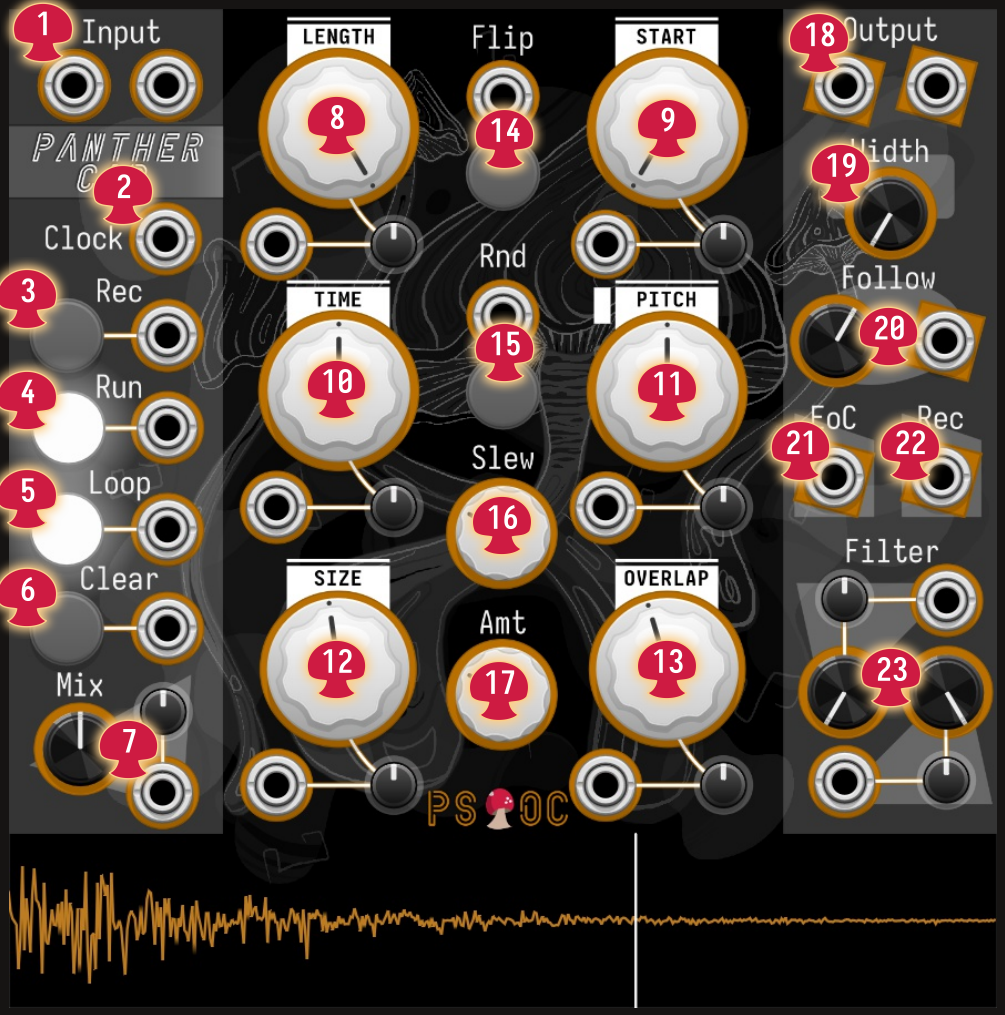
6. **Clear** - Clears sample

7. **Mix** - Mixes raw input with the processed effect

8. **Length** - Length of sample played

9. **Start** - Start position in sample

10. **Time** - Adjust playback speed with pitch shift, right click menu controls if pitch is also changed



11. **Pitch** - Adjust pitch without changing speed, CV is 1V/oct when attenuverter is at 100%, supports **Polophony**, box left of label controls quantization

12. **Size** - Grain Size of effect

13. **Overlap** - How many grains are playing at once

14. **Flip** - Playback direction

15. **Rnd** - Randomizes Length, Start, and Flip

16. **Slew** - Controls how fast Rnd changes Length and Start

17. **Amt** - Controls how much Rnd moves Length and Start and how likely it is to Flip

18. **L+R** - Stereo output

19. **Width** - Adds panning depth

20. **Follow** - Envelope output, follows Mixed signal, knob controls level, when negative it creates a ducking effect

21. **EoC** - End of Cycle trigger with mul/div in righ click menu

22. **Rec** - Pulses when recording starts/stops

23. **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.

PantherCap - Right Click Menu

EOC Mul/Div

Built in clock multipler or divider for the End of Cycle output.

Record Input Mode

Controls what happens with a high input signal to the record input. Does not affect the record button.

Toggle (default) - Module will toggle recording on or off with each high signal.

Momentray - Module will record while the signal is high.

Record Output Mode

Controls when the Record output sends a pulse.

Start - Pulse when recording starts.

End - Pulse when recording ends.

Start and End (default) - Pule when recording starts and pulse when recording ends.

Psychedelic Wave

No - Wave is static and gold

Yes (default) - Wave changes color and visually ripples

Ramdomize Effects

Toggle which paramters are modified when Rnd button or input is triggered.

Links

v2.1.0

Premium Collection

VCV Library Page

Manual - You're reading it :)

Free Collection

VCV Library Page

Manual

Path Set

Other VCV Plugins

Omri Cohen

YouTube

Online Courses

Patreon