
Path Set x Omri Cohen
Premium Collection

Modules

Truffle & Truffles

Record audio into six different loopers. Then mix and modulate to your heart's content.

Hypha & Hyphae

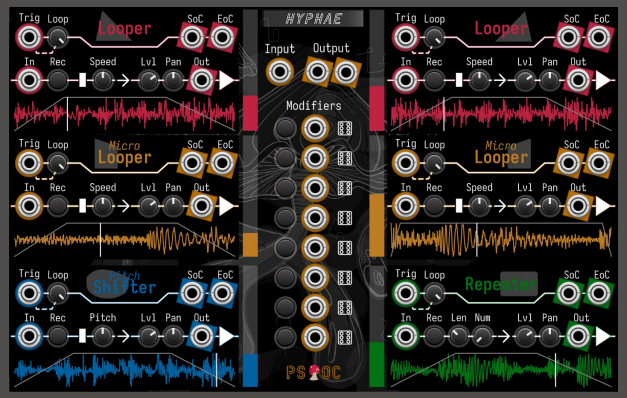
Split your samples into eight slices, each with their own send/return channels and playback controls.

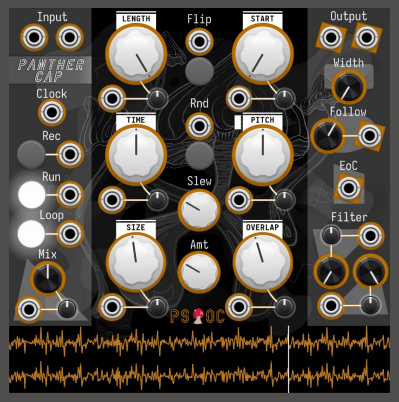
PantherCap

Polyphonic granular sampler and looper.

Free

Premium





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.

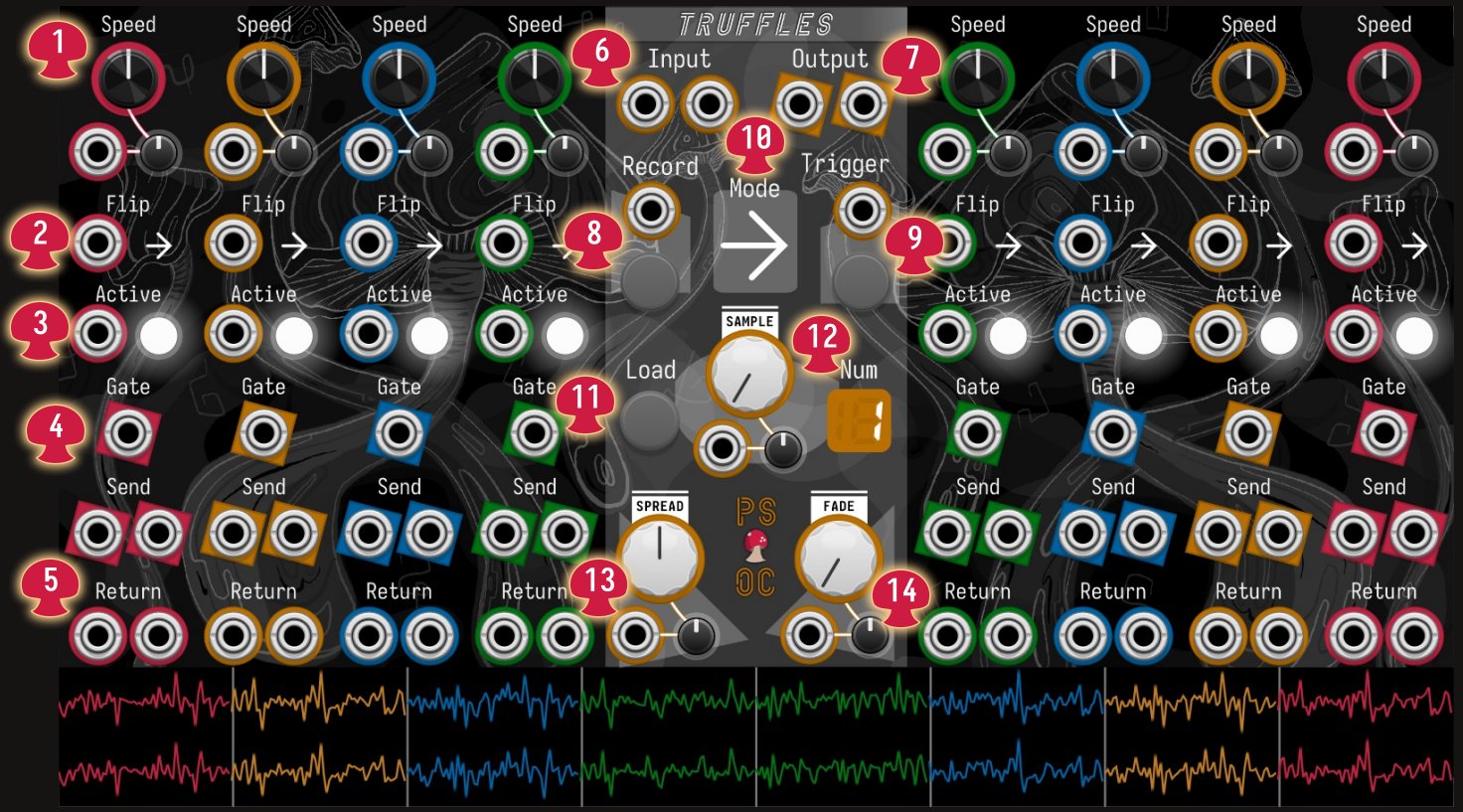
4. Click the **Load** button Truffles. Select your favorite WAV or AIFF file.

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 2nd 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 hight.

3. **Active** - Toggles active state on this slice when the 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.

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

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.

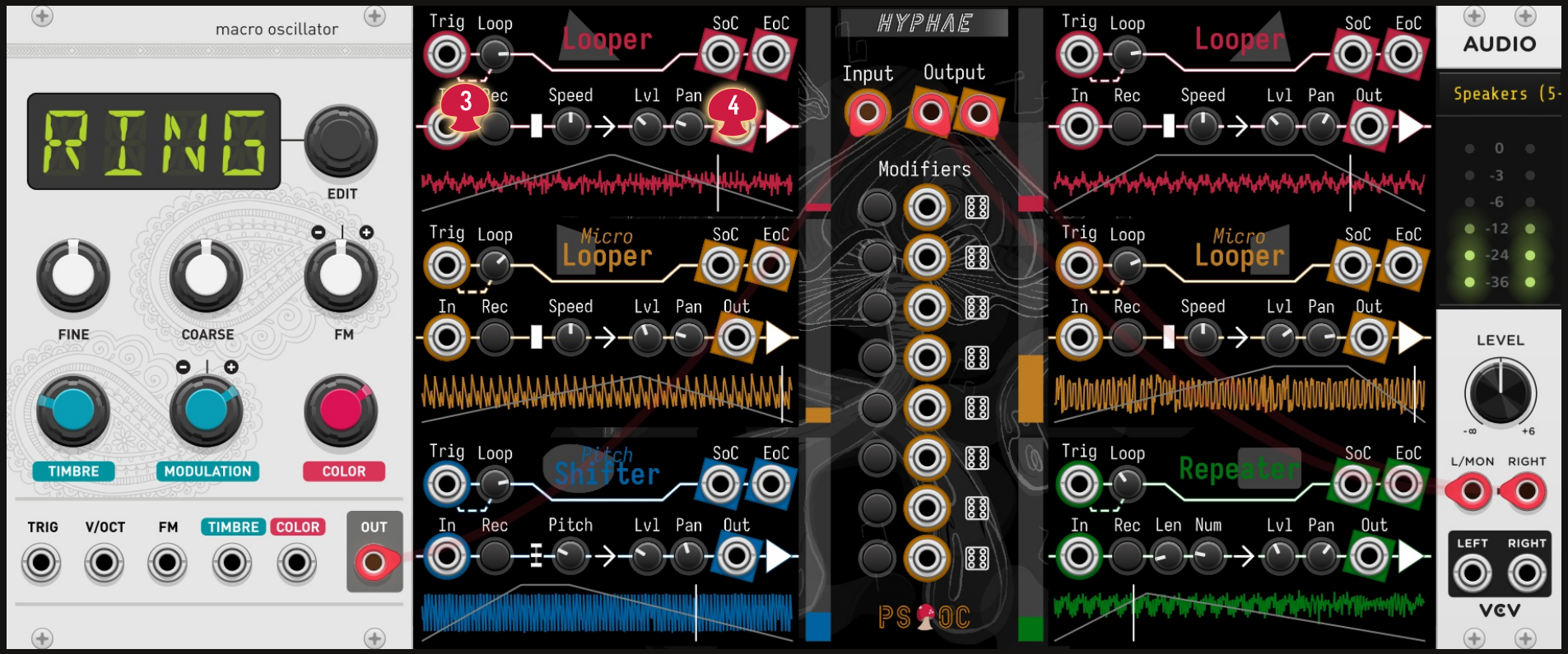
Save File - Save recorded material as WAV or AIF/AIFF files. Only saves the audio itself without any panel effects.

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



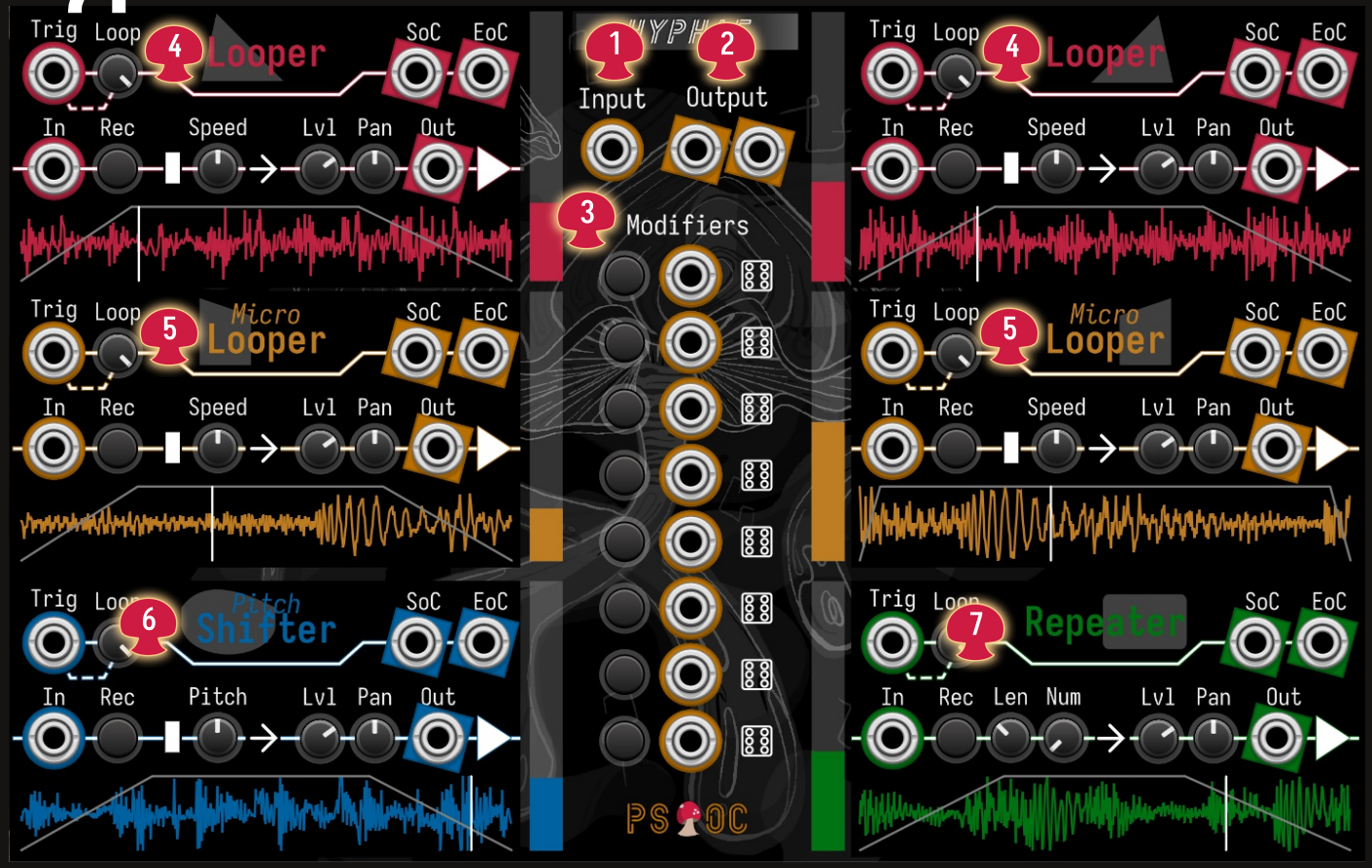
1. Add **Macro Oscillator**, **Hyphae**, and **VCV Audio** modules to Patch.

2. Connect modules as shown.

3. Click Record on the first Looper. Adjust settings on the Macro Oscillator while its 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 effected.

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.

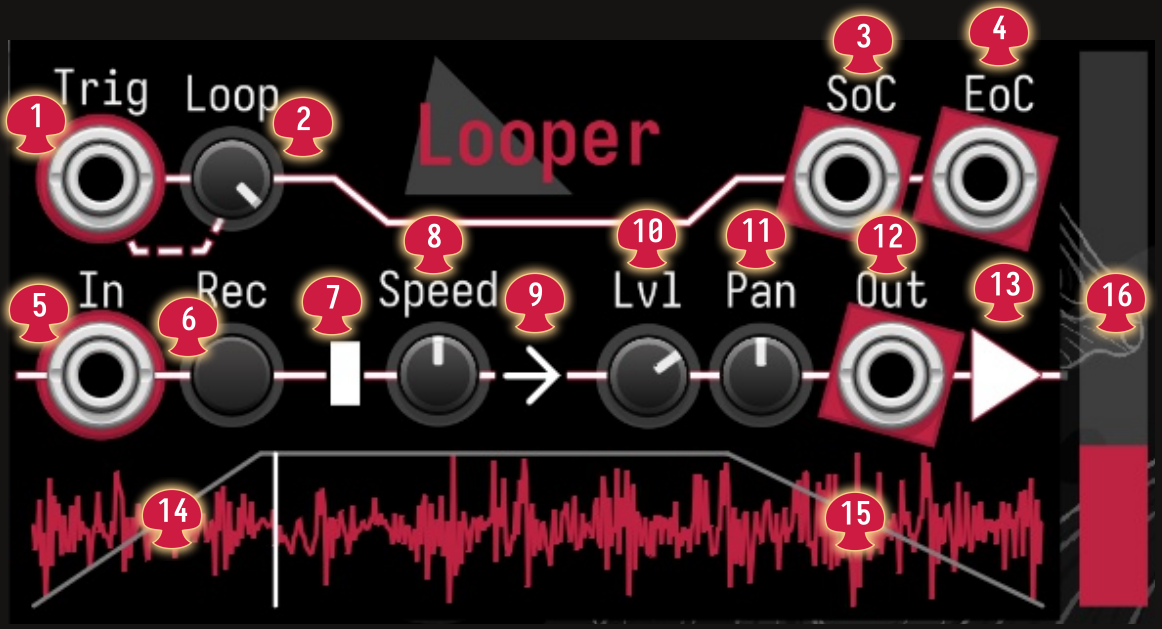
Pitch - Adjusts pitch without adjusting playback speed.

7. **Repeater Section** - Record 1 second of audio. Playback chunks the audio up and repeats each chunk a number of times.

Len - Length of Chunk.

Num - Number of Repeats.

Hyphae - Section



1. **Trig** - Coonect 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 menue controls if position also resets.

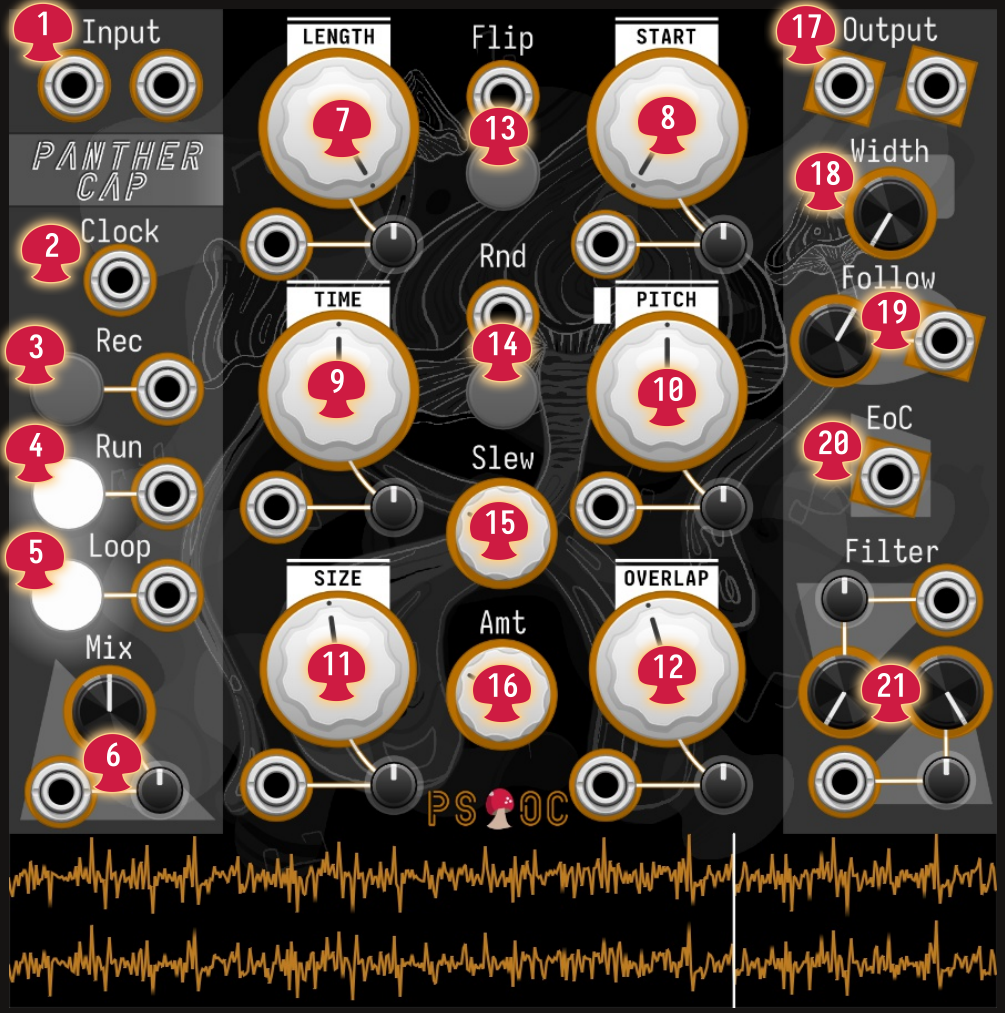
5. **Loop** - Makes playback loop.

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. **Filter** - 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.

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 they 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) - Output from the Pitch CV will created a polyphony at the L+R ouptputs.

Psychedelic Wave

No - Wave is static and gold.

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