ANDROMEDA

SHUFFLE RESET PLAY RANDOM QUANT. GLIDE

FWD
MODE

NOTE
TARGET

PROB. OCT. PROB. OCT. PROB.

C 4   C 4   C 4   C 4

C 4   C 4   C 4   C 4

OCT. PROB. OCT.

PROB. PROB. PROB.

SHUFFLE
RESET PLAY
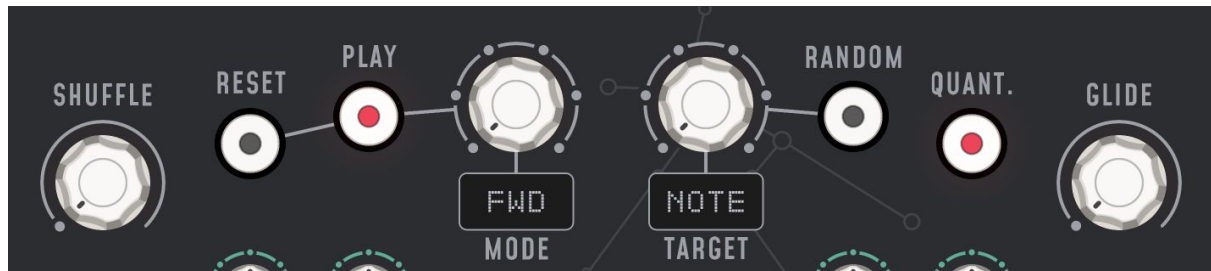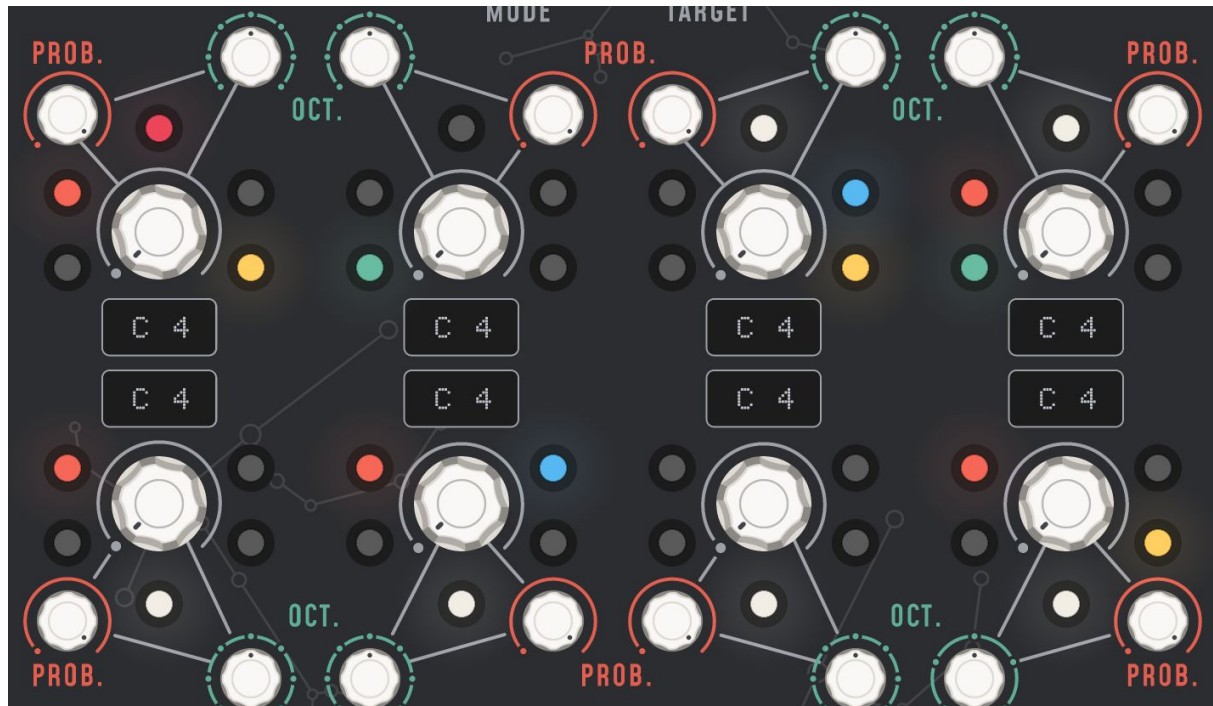
CV
1   2

3   4

CLOCK RANDOM GLIDE

STELLARE

Top section(Sequencer controls)

Shuffle:	Shuffle adds a groove to the sequence, at min position there will be no shuffle at max position there will be max shuffle.
Reset:	Pressing the Reset button will queue a reset of the sequencer timeline. At the next clock input the sequencer will restart from step 1 (or the first available step, if step 1 is not active). The button LED is on if a reset is pending and goes off when the reset has been performed.
Play:	Pressing play will either start or stop the sequence from current step position
Mode:	Mode sets the Playmode for the sequencer, there are 6 different playmodes: 1. FWD - Plays the sequence forward 2. REV - Plays the sequence backwards 3. PIN - Plays the sequence first forward and from the last step backwards to step 1 4. SNA - Plays the sequence criss cross 5. RND - Plays the sequence random 6. ONE - Plays the sequence only once a RESET is triggered
Target:	Sets the randomization target, there are 6 different targets to choose from: 1. NOTE - Randomizes the notes/cv of all steps 2. OCTV - Randomizes all the step octave parameters 3. PROB - Randomizes all the step probability parameters 4. ACTV - Randomizes all the step active parameters 5. GATE - Randomizes all the step gate trigger output selectors 6. ALL - Randomizes all the step parameters
Random:	Randomizes the selected Randomization Target, can also be triggered by gate signal using the Gate input (see Bottom Section).
Quant:	With Quant on steps output is quantised to musical notes (default), with Quant off a raw CV voltage is used instead.
Glide:	Enable or disable Glide for the sequencer

Middle Section (Step Controls)

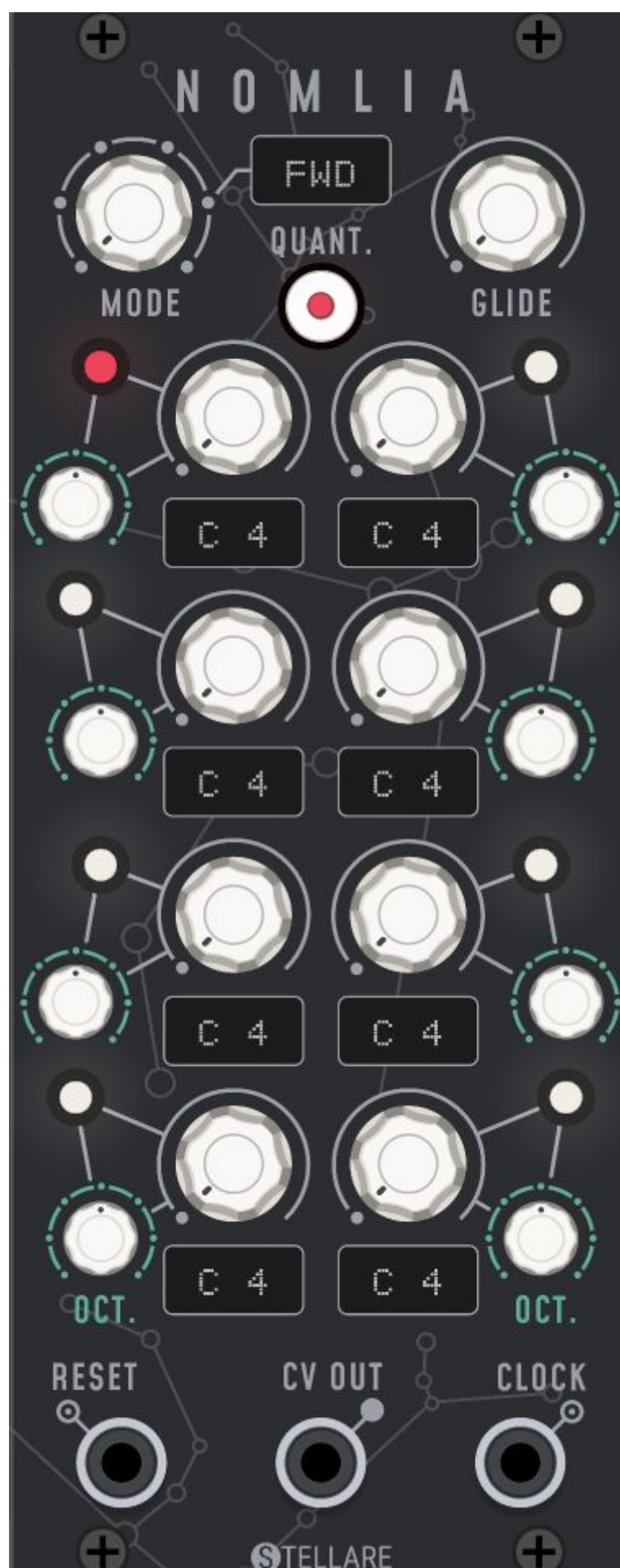| Prob:	Sets the probability how often the step will be played
Oct:	Sets the Octave range of the step -3 to +3 octaves
Step Active:	Enables or disables a step: Step Disabled: Led off Step Enabled: White Playhead: Red
Gate Output selectors:	Each of the 4 gate output selectors can be enabled or disabled and show the representing color for the gate output: Gate 1: Orange Gate 2: Blue Gate 3: Green Gate 4: Yellow
Note/CV:	Sets the Note or CV of the step
Step Display:	Shows the Note(Quant On) or Voltage(Quant Off)

Bottom Section(Outputs and Inputs)

Shuffle:	CV Input for Shuffle
Reset:	Gate input for Reset
Play:	Gate input for Play
Gate Outputs:	4 Gate outputs which are selected in each step
CV Output:	CV output of the sequencer
Clock:	Gate input for the Clock
Random:	Gate input for Random
Glide:	CV input for Glide

Module Context Menu

There are some additional features available in the context menu of the module:

Randomize:	1. NOTE/CV - Randomizes the notes/cv of all steps 2. OCTAVE - Randomizes all the step octave parameters 3. PROBABILITY - Randomizes all the step probability parameters 4. ACTIVE - Randomizes all the step active parameters 5. GATE - Randomizes all the step gate trigger output selectors 6. ALL - Randomizes all the step parameters
Randomization Amount:	Sets the probability % of random

N O M L I A

FWD

QUANT.

MODE

GLIDE

C 4   C 4

C 4   C 4

C 4   C 4

C 4   C 4

OCT.   OCT.

RESET   CV OUT   CLOCK

STELLARE

Top Section(Sequencer Controls)

Mode:	Mode sets the Playmode for the sequencer, there are 6 different playmodes: 1. FWD - Plays the sequence forward 2. REV - Plays the sequence backwards 3. PIN - Plays the sequence first forward and from the last step backwards to step 1 4. SNA - Plays the sequence criss cross 5. RND - Plays the sequence random 6. ONE - Plays the sequence only once a RESET is triggered
Quant:	With Quant on steps output is quantised to musical notes (default), with Quant off a raw CV voltage is used instead.
Glide:	Enable or disable Glide for the sequencer

Middle Section(Step Controls)

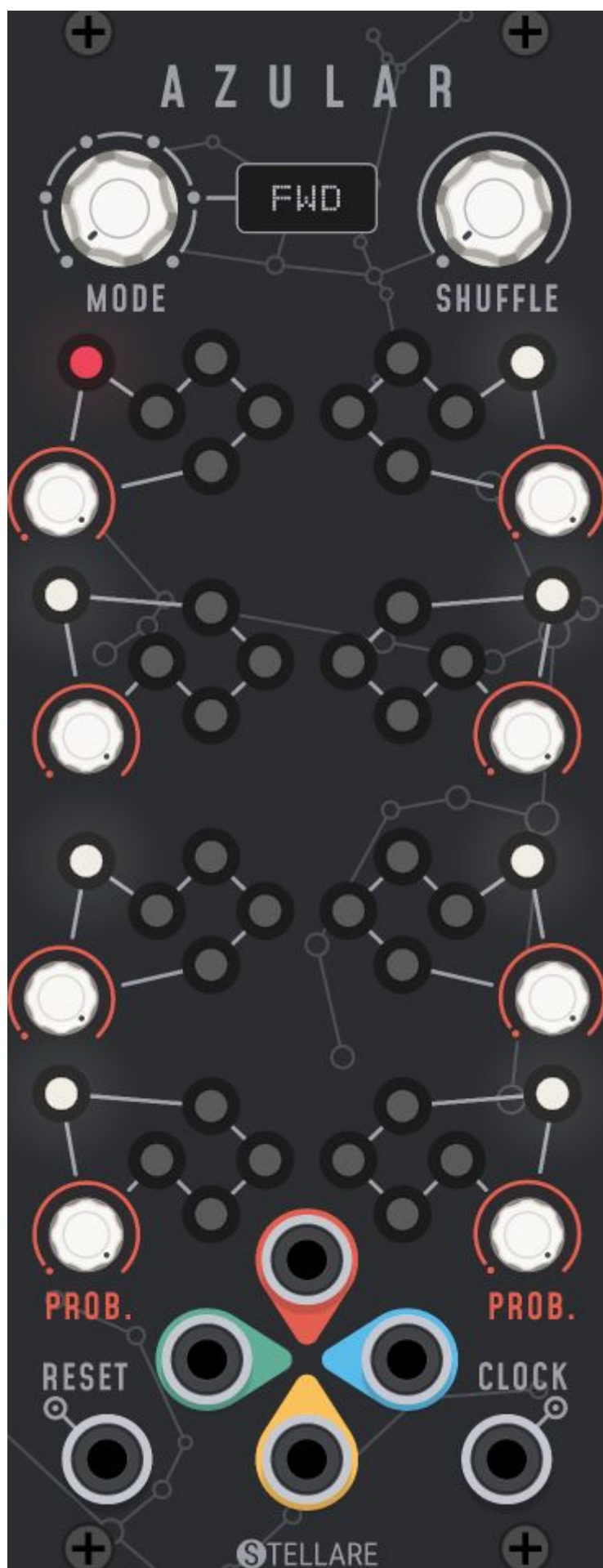| Oct:	Sets the Octave range of the step -3 to +3 octaves
Step Active:	Enables or disables a step: Step Disabled: Led off Step Enabled: White Playhead: Red
Note/CV:	Sets the Note or CV of the step
Step Display:	Shows the Note(Quant On) or Voltage(Quant Off)

Bottom Section (Input / Outputs)

Reset:	Gate input for Reset
CV Output:	CV output of the sequencer
Clock:	Gate input for the Clock

Module Context Menu

There are some additional features available in the context menu of the module:

Randomize:	1. NOTE/CV - Randomizes the notes/cv of all steps 2. OCTAVE - Randomizes all the step octave parameters 3. ACTIVE - Randomizes all the step active parameters 4. ALL - Randomizes all the step parameters

A Z U L A R

MODE

FWD

SHUFFLE

PROB.

PROB.

RESET
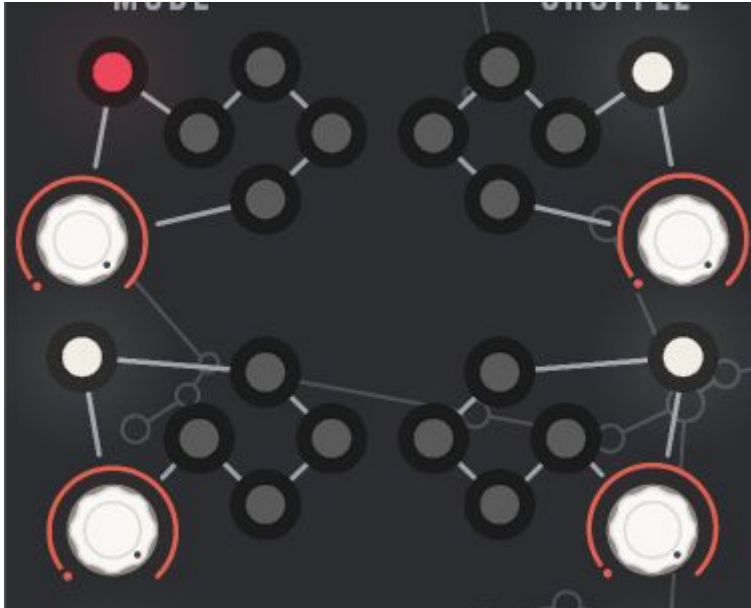
CLOCK

STELLARE

Top Section (Sequencer Controls)

| Mode:	Mode sets the Playmode for the sequencer, there are 6 different playmodes: 1. FWD - Plays the sequence forward 2. REV - Plays the sequence backwards 3. PIN - Plays the sequence first forward and from the last step backwards to step 1 4. SNA - Plays the sequence criss cross 5. RND - Plays the sequence random 6. ONE - Plays the sequence only once a RESET is triggered
Shuffle:	Shuffle adds a groove to the sequence, at min position there will be no shuffle at max position there will be max shuffle.

Middle Section (Step Controls)

| Prob:	Sets the probability how often the step will be played
Step Active:	Enables or disables a step: Step Disabled: Led off Step Enabled: White Playhead: Red
Gate Output selectors:	Each of the 4 gate output selectors can be enabled or disabled and show the representing color for the gate output: Gate 1: Orange Gate 2: Blue Gate 3: Green Gate 4: Yellow

Lower Section (Inputs / Outputs)

Reset:	Gate input for Reset
Gate Outputs:	4 Gate outputs which are selected in each step
Clock:	Gate input for the Clock

SIGMA

LEVEL

1V

1V

1V

1V

CV OUT

CV OUT

CV OUT

INV OUT

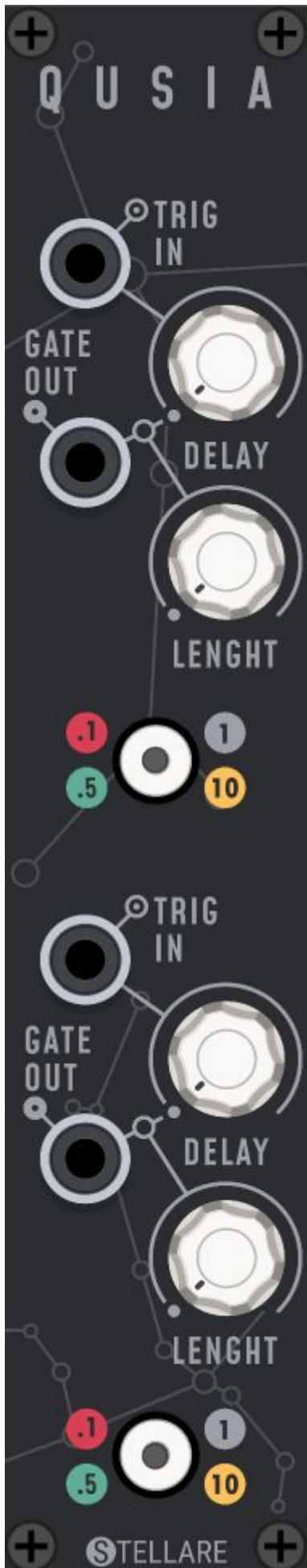STELLARE
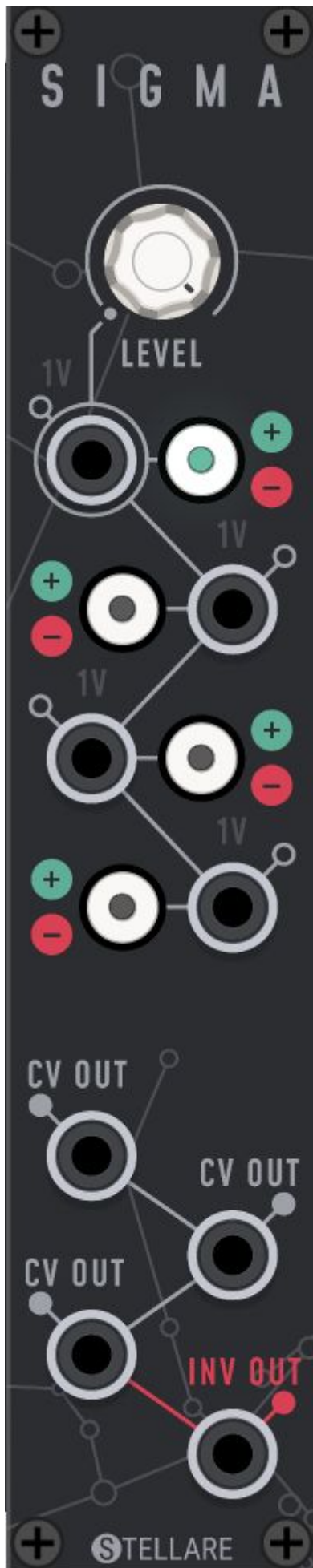
Top Section
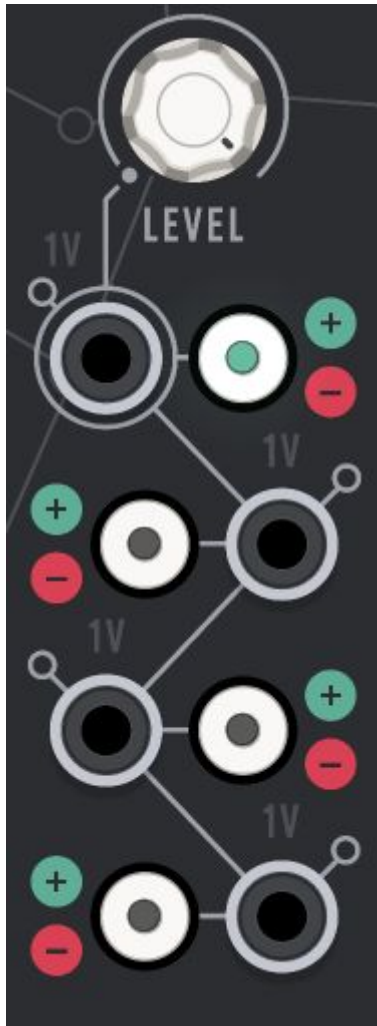
Level:	Adjust the depth of the modulation of the first input
Input Jacks:	CV Input
Switches:	Grey(off), Green(signal added), Red(signal subtracted)

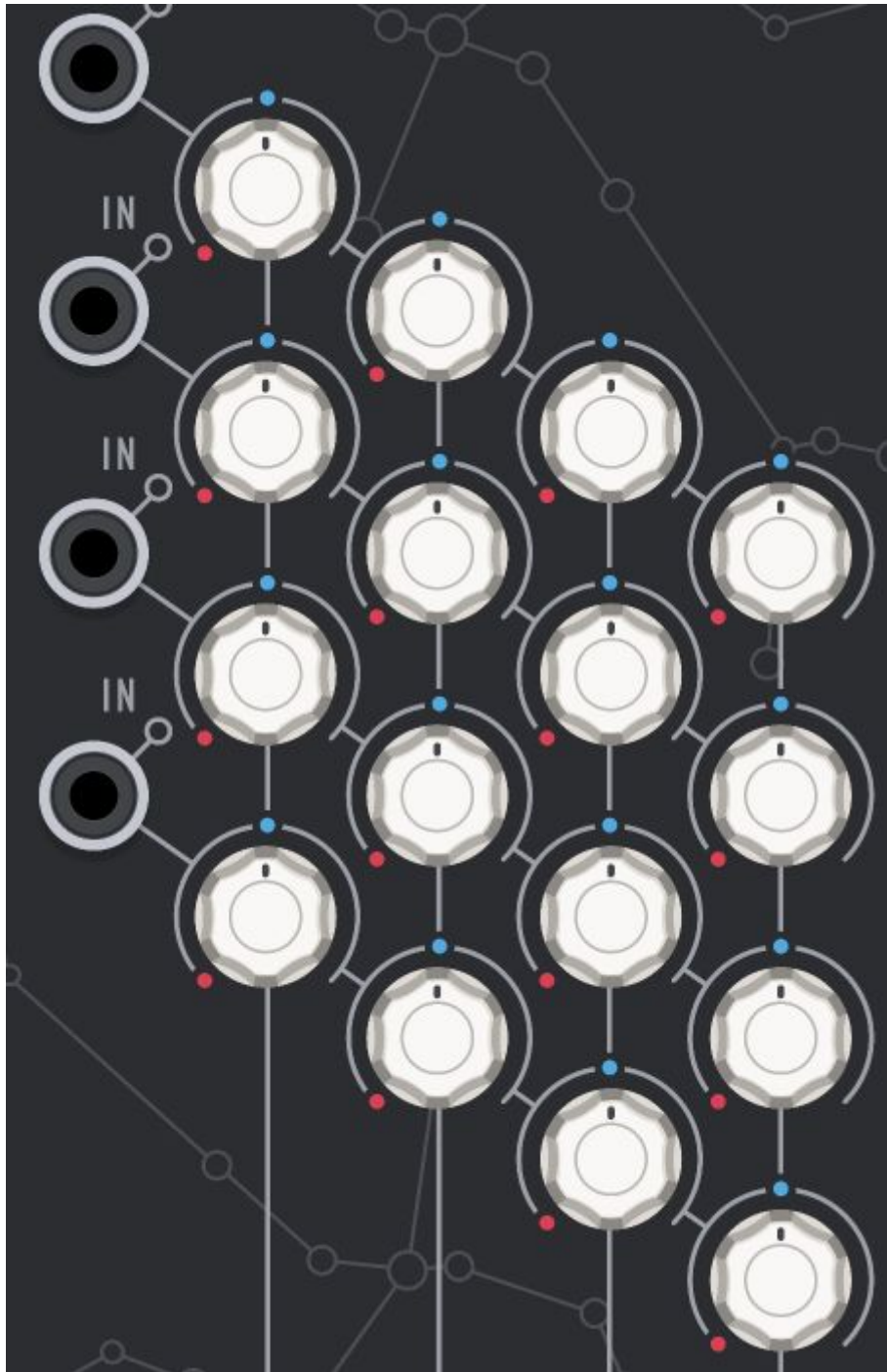# Bottom Section(Outputs)

CV Out	Non inverting output
INV Out	Inverting output

QUSIA

TRIG
IN

GATE
OUT

DELAY

LENGHT

.1 1
.5 10

TRIG
IN

GATE
OUT

DELAY

LENGHT

.1 1
.5 10

Ⓢ STELLARE

Trig In:	Trigger input
Gate Out:	Gate output
Delay:	Delay time
Length:	Gate length
Switch:	Grey(1 second delay, Yellow(10 seconds delay), Red(.1 seconds delay), Green(.5 seconds delay)

PELISIA

IN

IN

IN

IN

OUT

●TELLARE
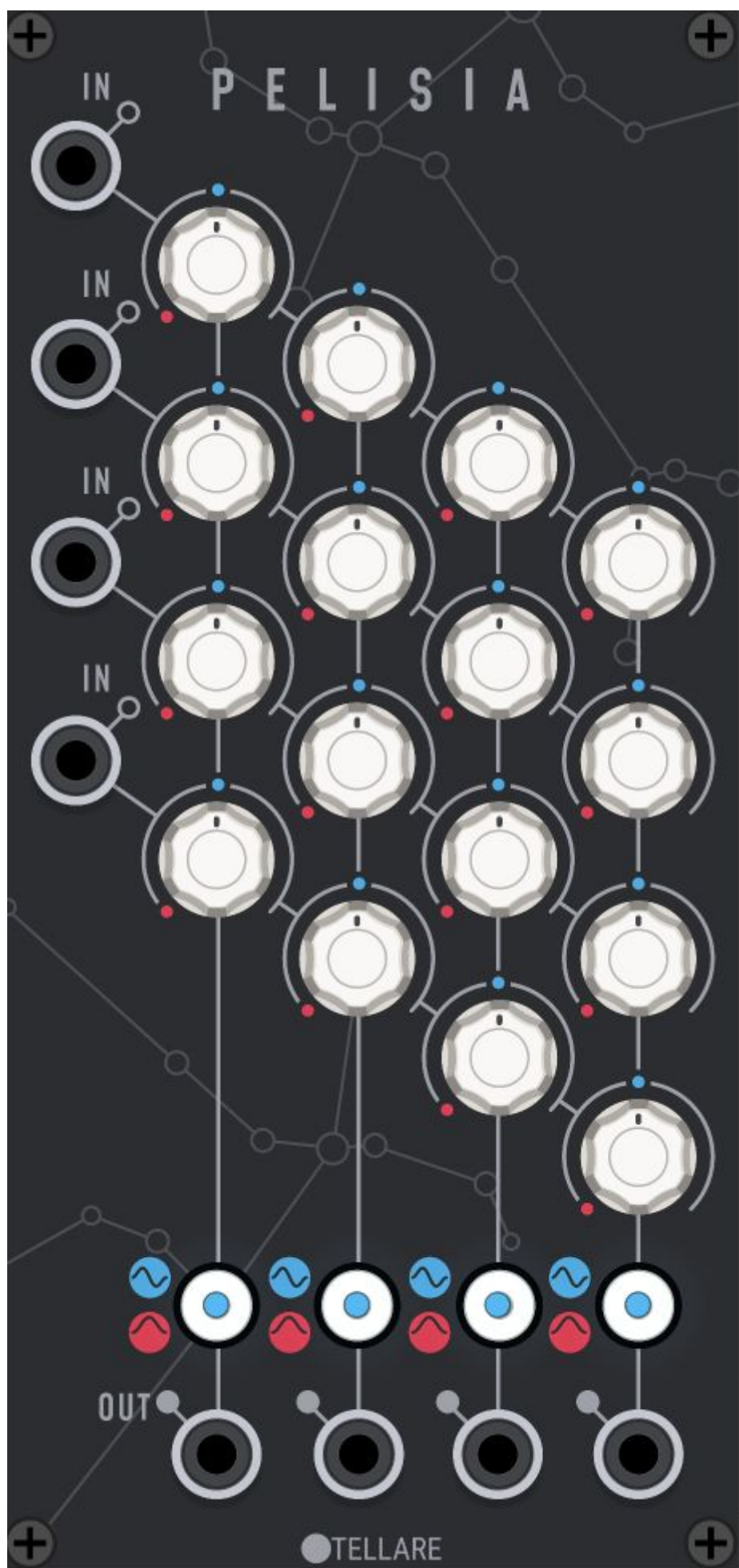
Top Section(Input / Mixer controls)

In:	Signal input
Volume controls:	Each input has 4 volume controls for the 4 outputs

Bottom Sections(Outputs)

Out:	Signal output
Switch:	Grey(Bypass), Blue(Unipolar), Red(Bipolar)

Module Context Menu

DC Offset on in 1	Turns first row on knobs into offset-generators

DELTA

SHUFFLE

PATTERN

SHUFFLE

CLOCK

RESET

OUT

STELLARE
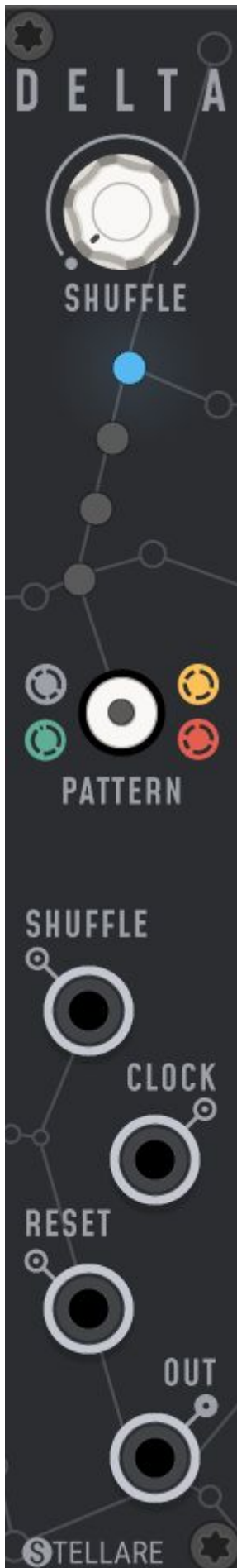
Shuffle:	Amount of shuffle
Pattern:	Different Shuffle patterns: Grey: Yellow: Green: Red:
Shuffle CV Input:	Control amount of shuffle by CV
Clock Input:	Clock input
Reset Input:	Reset input
Out:	Shuffled clock output

AL14

FWD

MODE

OUT

PROB.

CLOCK

RESET

IN

STELLARE

Mode:	Mode sets the Playmode for the sequencer, there are 6 different playmodes:
	7. FWD - Plays the sequence forward
	8. REV - Plays the sequence backwards
	9. PIN - Plays the sequence first forward and from the last step backwards to step 1
	10. SNA - Plays the sequence criss cross
	11. RND - Plays the sequence random
	12. ONE - Plays the sequence only once a RESET is triggered
Out 1, 2, 3, 4	Output 1, 2, 3 and 4
Prob.	Sets the probability how often the step will be played
Step Active:	Enables or disables a step: Step Disabled: Led off Step Enabled: White Playhead: Red
Clock:	Clock input
Reset:	Reset input
In:	Audio / Voltage input

A L 4 1

FWD

MODE

IN

PROB.

CLOCK

RESET

OUT

STELLARE

Mode:	Mode sets the Playmode for the sequencer, there are 6 different playmodes: 13. FWD - Plays the sequence forward 14. REV - Plays the sequence backwards 15. PIN - Plays the sequence first forward and from the last step backwards to step 1 16. SNA - Plays the sequence criss cross 17. RND - Plays the sequence random 18. ONE - Plays the sequence only once a RESET is triggered
In 1, 2, 3, 4	Input 1, 2, 3 and 4
Prob.	Sets the probability how often the step will be played
Step Active:	Enables or disables a step: Step Disabled: Led off Step Enabled: White Playhead: Red
Clock:	Clock input
Reset:	Reset input
Out:	Audio / Voltage Output