# **Modulation intensity controls**

How much will the cv input affect the parameter.

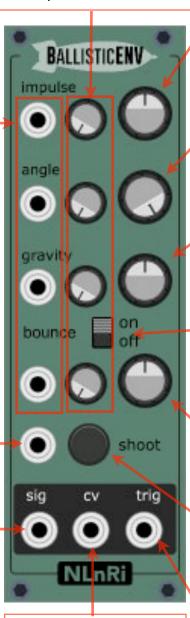
CV Inputs for parameters modulation Expected bipolar +/-5v signals.

# Trigger Input

Trigger your shoot. Expects vcv's standard Schmidt Triggers.

#### **Signal Output**

This will deliver the projectile's trajectory. If bounce swith is Off, the signal will be a parabola, starting at 0v and reaching a max of +5v. If bounce switch is On, this will deliver a smooth audio signal +/-5v with parabola symetric shape.



## **CV** Output

This will deliver the projectile's trajectory in a parabola from 0v to +10v.

### **Impulse Parameter**

This is the "force" you shoot the projectile with. Smaller values will make shorter cycles (higher frequency).

## **Angle Parameter**

This is the angle of your shoot. Acts kind of an amplitude control. Does not affect frequency.

# **Gravity Parameter**

This is the intensity for the gravity force. Higher values will make shorter flights with the same impulse.

#### Bounce on/off switch

Decide if you want the projectile to bounce when it touches the ground.

#### **Bounce parameter**

Determines how many bounces will happen. Kind of elasticity when touching ground. Has no effect if Bounce switch is off.

#### **Shoot button**

Manually trigger your shoot.

# **Trigger out**

This will deliver a standard vcv's pulse (gate or trigger) on shooting (a copy also of Trigger input) and when projectile touches ground.