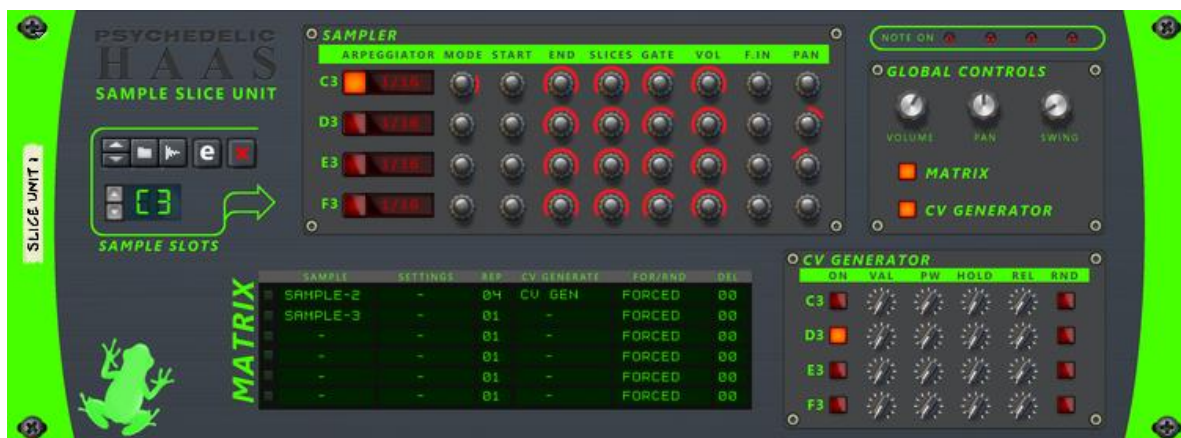
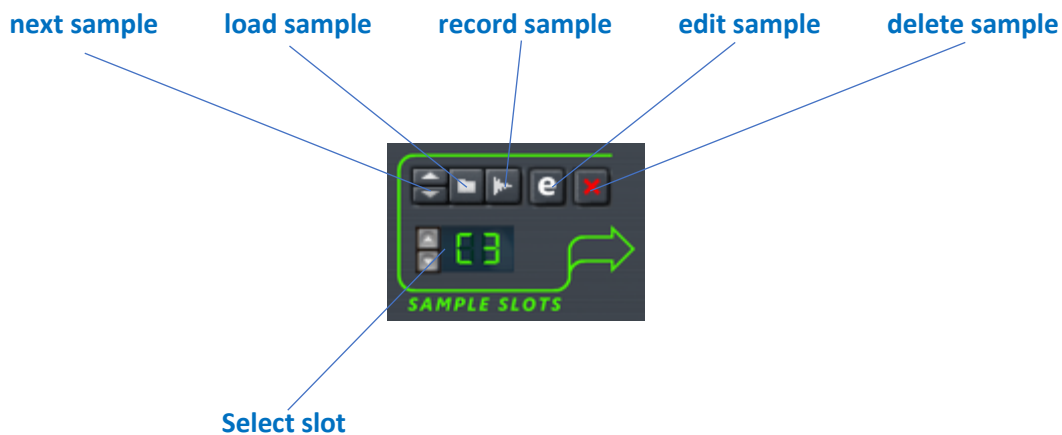


PSYCHEDELIC HAAS – USER MANUAL



Functions Explained

SAMPLE SLOTS



This part is used to load samples into the 4 slots. Those samples will be played with keys C3, D3, E3, and F3. Edit sample can be a handy feature when a sample is uncut or has silent parts in it or to select a certain area within the sample.

Next sample buttons skips to used sample to the next sample in the folder where the sample came from.

SAMPLER



The Sampler is the main function of the Psychedelic Haas. In this area you can decide if the loaded sample is playing over the arpeggio. When turned on, the settings of that entire row are applied when the sample plays.

The settings itself are mostly like any Arpeggiator, except here the key is referred to sample start.

With Mode you set the desired Arpeggio-mode : Straight, Up, Down, Up/Down, Random.

Start / End: these controls set the start and endpoint of the part that's being used to slice. This can be used as finetuning after the edit in Sample slot editor or can be used to alter using automation or CV signal.

Slices decides the amount of slices the sample will be cut in. this slice amount will also be the number of steps the sample will alter its start point.

Then we have Gate just like we know it on any other Arpeggiator, it decides how long the sample is playing within its current rate setting.

Volume , Fade In, and Pan are basis settings per individual sample.

MATRIX

	SAMPLE	SETTINGS	REP	CV GENERATE	FOR/RND	DEL
MATRIX	SAMPLE-2	-	04	CV GEN	FORCED	00
	SAMPLE-3	-	01	-	FORCED	00
	-	-	01	-	FORCED	00
	-	-	01	-	FORCED	00
	-	-	01	-	FORCED	00
	-	-	01	-	FORCED	00

The Matrix is used for applying changes within the arrangement of the current playing sample. Using the matrix can be confusing at first sight but after knowing what it does its not that complex at all.

The Matrix is line based, wich means when turned on in global controls, it goes line by line to the end. Every note it starts at line 1. And every step from the arpeggio is equal to a step in the matrix.

At the first column, 'sample' you can set the sample you want to be playing as replacement of the sample that would be playing.

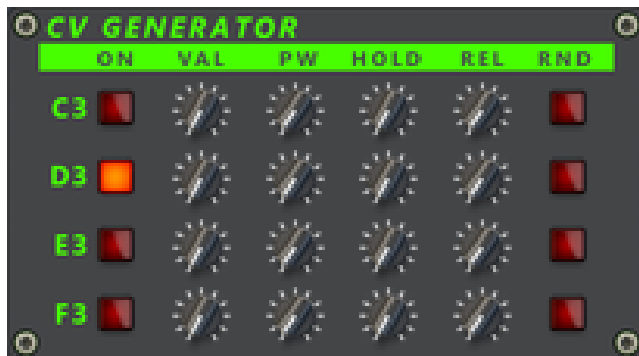
At the second column 'settings' you are able to choose another sample's settings from the Sampler. This way you can play different samples with different settings or the same sample with different settings. And so on.

The third column 'rep' is a counter wich says how many times the change is going to occur. 1 rep is one step.

The CV generate column gives the option to let the change also gives a pulse from the CV generator. In that case its always sending to the generator that belongs to the sample that plays. Keep this in mind using the matrix and cv generator together.

For/Rnd, this column is to set a Forced change, or a random change. When set to Forced every rep counter is a change. When set to Random every rep has a 50% chance of occurring. This does not affect the counting.

Del (delay) is a counter just like Rep (repeat), and decides how many steps the change should wait before it occurs.

CV GENERATOR

The CV Generator is a pulse generator. When turned on the generator sends a signal to the cv outputs on the back. Which output it sends to depends on the sample playing. The generator can be turned on/off in the global controls in that case it stops all signal sending. Or it can be turned on/off per individual sample.

There is a value setting (VAL) which sets the static value of the signal. Followed by a pulsewidth(PW) which sets the duration of the pulse in relation to the step. Hold and Release are settings from the same kind as Rep and Del in the matrix so they are used to give an interval in which the pulses occur.

Release is set to 0 by default, this does not mean zero releases, 0 means the opposite, endless releases. So when set to 0 every step is a pulse.

The knob Rnd (random) is there to make it possible to let the signals switch underlying. This function overrules, so setting Rnd will include the output in the chance of being chosen.

Backside Connections Explained:



Psychedelic HAAS has a rich back panel. But all areas pretty much explain themselves. The separate audio outputs are a nice feature when you want to add different routing possibilities.

The most interesting controls can be used with CV input.

One important thing to know is when you connect main audio output, the separate outputs give no signal. So using both at the same time is not possible.