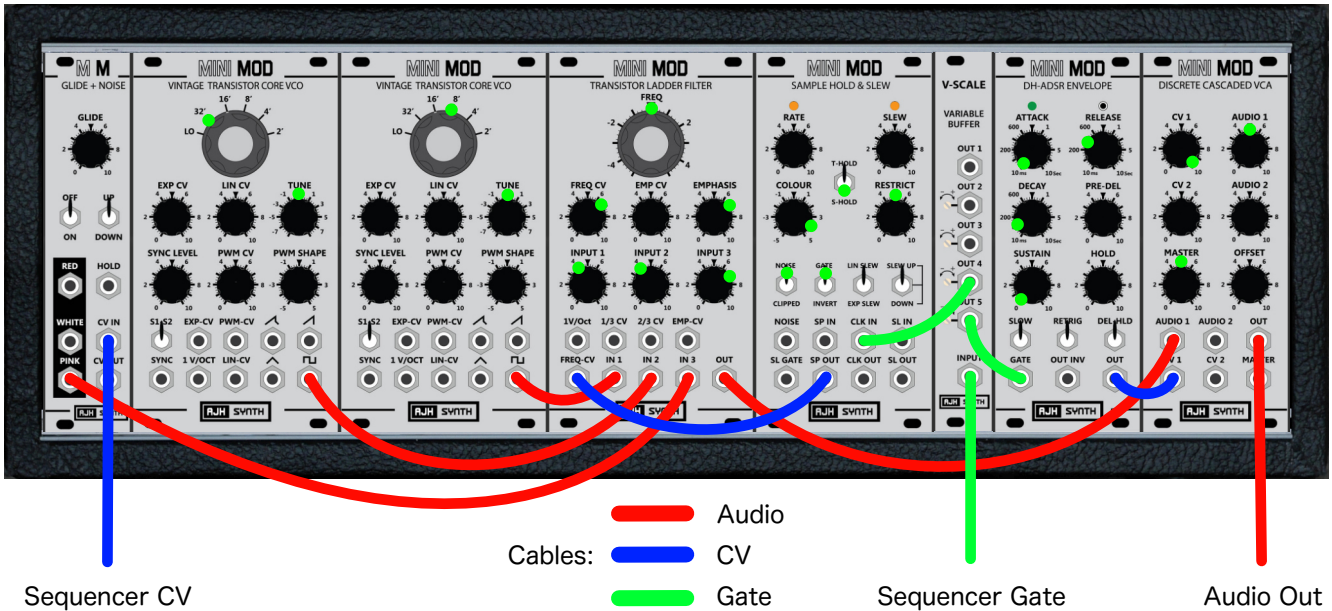


'Sample & Hold & Sequence'



Green dots show approximate pot and switch positions. Pots and switches that do not have green dots are not used in this patch, and should be left at their zero or off positions.

VCO: This is arbitrary for this patch - I'm using 2 VCO's and pink noise from the Glide + Noise module to provide a mix of frequencies, but you can use any audio source.

VCF: I used the Ladder Filter as it's a more common filter type, but it will work with any VCF, and I'd recommend trying band pass with something like the Sonic XV, as that will scoop both the high and the low frequencies as the Sample & Hold modulates it.

Sample & Hold: The Rate control isn't needed here, because the incoming clock replaces the internal LFO.

Multiples: Any can be used, it's simply to allow the Gate signal to be sent to both envelope generator and Sample & Hold clock input.

Envelopes & VCA: Again, any can be used, such as the Contour Generators and Muting Mixer & VCA. On the VCA's, always start with levels low at first.

Modules used from top-left to bottom-right: Glide + Noise, Vintage Transistor Core VCO x2, Transistor Ladder Filter, Sample Hold & Slew, Gain Switch (or multiple), DH-ADSR Envelope, Discrete Cascaded VCA.