



CHAOS Quickstart manual.

Hi, thank you for purchasing CHAOS.

This sheet is intended to be a quick view of the module. For a more detailed guide please refer to the online manual over the dedicated page at clank.eu

Clock in (gate, 0/10v) [1]. If nothing is patched, channel 1 will be the master clock.

Loop in (gate, trigger 0/10v) [2]. A gate or a trigger will start looping, the successive one will stop it.

External cv in (cv, 0/8v) [3]. Depending on wich function it's assigned to, an external CV can be used to control some of Chaos parameters.

Chaos in (gate, trigger 0/10v) [4]. A gate or a trigger will randomize all the values of every channel.

Clock out [5]. A 50% pwm gate output reflects the master clock time. (gate 0/8v)

Ch. Gate outs 1-6 [6]. (gate 0/8v)

Ch. Cv outs 1-6 [7]. (0/8v)

Channel bar [8]. LEDs will reflect the output intensity of each CV. Selected channel will be highlighted in red.

Value bar [9]. By default it indicates the CV value of the selected channel. When a button is pressed it shows the function value/setting.

Encoder [10]. Scroll to select channel from 1 to 6, the seventh position will select all the channels together. Press the encoder to fire up the *Chaos function* (4). Keep pressed while rotating to edit the *entropy* value.

Modifiers* [11]. Hold a button and turn the encoder to change the modifier value in the selected channel.

Loop button [12]. Press it to start looping, press again to stop it. Hold and turn the encoder to change the loop lenght. Loop modifiers can be edited independetly from random ones, just hold loop and one of the modifiers togheter. To return to default looped values double tap on the *loop button*.

Input assign[13].** Hold to visualize input assign options for the selected channel. The four leds corresponds to the four inputs on the first row. Green means [ON], white means [OFF].

2nd function: Channel start/stop. Double tap to access to this menu. Modifiers and Loop buttons now will correspond to each one of the six channels. To leave this page, just tap on Input assign button.

Quant/Slew [14]. Press for slewing the CV out. Tap and hold to adjust the slewing amount. Hold and turn the encoder to change the quantizer scale***.

Save/recall [15]. Hold to enter in the *save/recall* menu. Scroll the encoder to select one slot. Release the button to recall or press the encoder to save.

2nd function: Copy and paste. Tap the *Memory access button* to copy a channel settings, its LED will start blinking. Go to another channel and press this button again to paste the copied values.

3rd function: Channel Reset. Double tap on the memory access button, now all the channel settings have been restored to default values.

*Modifiers

Probability. It's a coin loss to decreateate if the channel gate will fire or not. Changing the probability value will reduce its possibility to happen. If you're using channel 1 as master clock, changing its probability will affect its gate output but not the master clock. Turn it to zero to mute a channel.

Width. It's the length of the gate in percentage of the duty cycle. Range goes from 0% (channel muted) to 100% (fully open).

2nd function: Ratcheting. Tap and hold to access *Width* second function.

Time. Pressing *time* and turning the encoder CCW will result in a faster clock. Rotate CW to make it slower. The value reflects the distance between two consecutive gates in ms. When unsynced, tap on the button to set its bpm on the fly.

If the selected channel is synced to the master clock the *Time button* will let you set a multiplication or a division of the master itself. Rotating the encoder CW multiplies it (leds in white), CCW divides it (leds inorange). The available multiplication and division are from 1 to 8, then from 16 to 32.

2nd function: Time Swing. Tap and hold to shift a channel by a fraction of the master clock.

Voltage window. With this modifcator you can limit the number of values that the generator can pick by reducing its maximum.

Ground transpose. Use this modifcator to shift the window of values that the genetator can pick. Every encoder dent will increase the ground by a semitone. When quantized, turn until reaches the next note of the selected scale.

2nd function: Root note. Tap and hold *ground transpose* to access its second function. Now the root note of the scale can be changed. White dots indicate natural notes, red dots represent the sharp ones.

***Quantizer scales

First set:

- Unquantized (Default)
- Chromatic
- Octave
- Major pentatonic
- Minor pentatonic
- Blues
- Arabic
- Pelog
- Hirajōshi
- Chinese

Second set:

- Ionian
- Dorian
- Phrygian
- Lydian
- Mixolydian
- Aeolian
- Locrian

Third set:

- Ascending melodic minor
- Dorian b2
- Lydian augmented
- Lydian dominant
- Mixolydian b6
- Locrian #2
- Super Locrian

**Input assign

- LED 1 ON (default): the channel is synced to the master clock
- LED 1 OFF: the channel is unsynced and has its own timing expressed in millisecond between beats
- LED 2 ON (default): a gate sent in the loop in will activate the loop in this channel
- LED 2 OFF: sending a gate to loop in will not effect the selected channel
- LED 3 OFF (default): the internal random voltage generator will be used to generate the new values
- LED 3 GREEN: All the new channel's cv values will be sampled from the CV IN excluding the internal random generator .
- LED 3 RED: *Cv transpose* is activated. Internal random sequences will be transposed by the incoming CV signal.
- LED 3 ORANGE: Hold the encoder untill the led turns to orange to use a voltage into the CV IN to move between the saved slots. (0-8V). Hold again to go back.

VERY IMPORTANT: *this last function is global and not channel specific.*

- Led 4 ON (default): chaos mode can be activated by a gate on the chaos input. The input assing led will quickly blink in violet
- Led 4 OFF led: gate signals on chaos input won't have any effects on the selected channel

