

Cadence is an analog triple decay envelope with a fixed attack time and control over decay time. Each envelope is designed with a very fast attack time and an exponential curve, making it perfect for creating percussive sounds when controlling VCAs and LPGs. Each envelope can be triggered individually and features CV control Decay time and End of Decay time trigger output. Trigger inputs are level-sensitive below 5V meaning that trigger input level variations result in envelope signal out variations. The Link switch connects the Trigger input of a channel to the End of Decay time trigger out of the above channel without losing the functionality of the channel's trigger input which can be used for trigger variations yielding interesting ratcheting and rhythmic effects. Linking all the 3 envelopes through the switches will render Cadence to behave like a trigger Sequencer with Decay times setting the step length!

### ***Features:***

- 3 snappy Decay Envelopes with exponential curves
- Fixed Attack time around 1ms & Decay time up to around 1.5 second
- Switches to link the envelopes for ratcheting effects
- Acts as Trigger or Envelope Sequencer, without the need of an external trigger
- Velocity sensitive Trigger inputs (when trigger is less than 5V)
- Manual and CV control over Decay time
- End of Decay time Trigger output per channel with LED indicator

### Tech Specs:

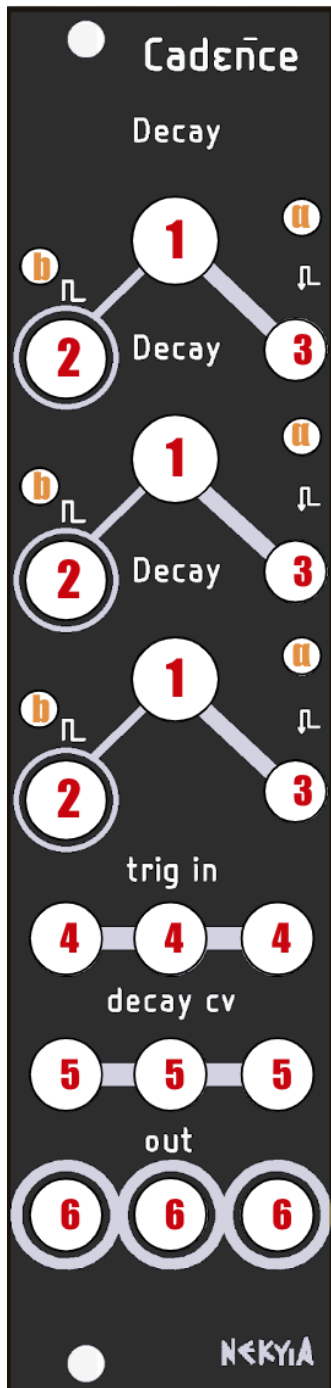
6hp. Depth: 25mm. Skiff Friendly!

Power: 76mA @+12V / 62mA @-12V

## Installation

Before installing this module disconnect the power from your system! Double check the polarity of the ribbon cable! The red stripe should be aligned with the -12V rail, on both the module (*white line*) and on the bus board.

## User Guide:



a. Envelope signal indicator.

b. End of Decay time output trigger indicator.

1. Decay time control. It ranges from 1ms to around 1.5 seconds.

2. End of Decay time Trigger Output (+10V).

3. Link switch. Connects the Trigger input of a channel to the End of Decay time trigger out of the above channel.

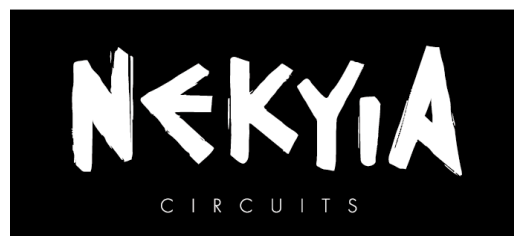
4. Trigger Input. The trigger threshold is around 1.5V. This input can work either in trigger (decay only envelope) or gate (produces an attack release envelope, the release stage begins after the end of the input gate).

5. Voltage control of Decay time. Full range achieved with 5V signal.

6. Envelope Output. Peaks at +10V.

## ***Tips & Tricks***

- Linking all the channels is possible by setting all switches to their upward position. The three channels will act in a sequential fashion outputting an envelope and a trigger per step with the decay time setting the step length. This can be used as a trigger or envelope sequencer offering lots of interesting complex cascading rhythm patterns.
- Ratcheting effects can be achieved by triggering one of the channels while linking the other two through the switches. Also, by varying the decay time of each of the linked channels flam or gate delay effects will be achieved. This is especially useful to shape the transients of percussive sounds with particular characteristics such as a clap sound (short ratcheted envelopes). Modulating the Decay CV of the ratcheting envelopes can liven up the results.
- Cadence has a very fast fixed attack time and exponential curve envelopes making it ideal for creating percussive sounds with the use of a VCA. However, it will shine with a Low Pass Gate as it will emphasize a vactrol's natural attack and decay time response due to the envelope's exponential curve.
- Trigger inputs are responding to level changes when these don't exceed the 5V threshold (ensures Cadence can be properly triggered from modules that output 5V triggers). This allows for expression (e.g accents) and dynamic control. For example, attenuating or randomizing the trigger levels can humanize percussive sounds.
- *Slight variations in Decay time of each channel may occur.*



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