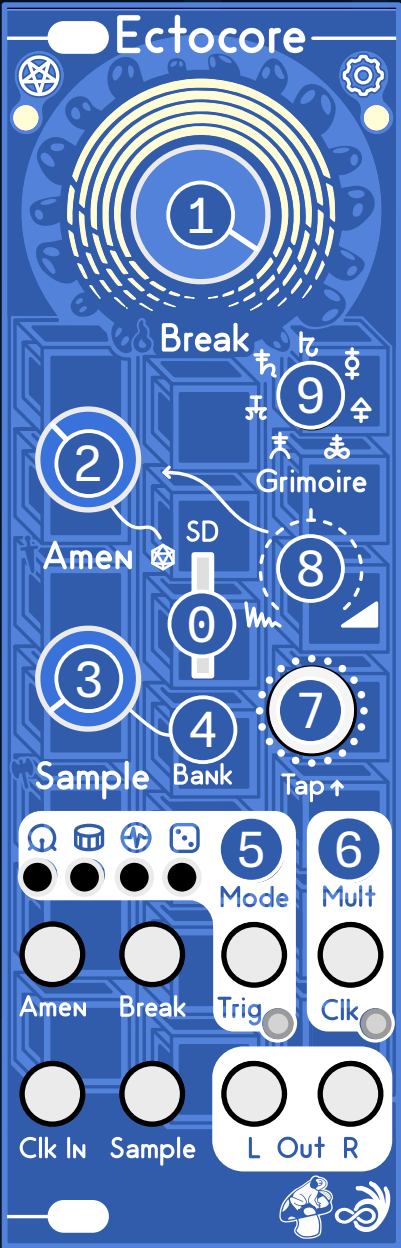


Ectocore Controls

Part I: Basic Functionality.



0 SD Card. Holds 16 banks with 16 samples each. Prepared using **ectocore.rocks**, which organizes, slices, and assigns effects. No sample length limit. Insert to auto-load banks on startup.

1 Break Knob. Controls the probability of triggering effects. Effects are determined by the Grimoire Knob current selection.

2 Amen Knob. Turing Machine-style sequencer. Fully counterclockwise plays normally; fully clockwise randomizes sequence order. Intermediate positions play sequences from 1-16 steps.

3 Sample Knob. Changes the active sample. Hold the Bank Button to change banks. Each bank holds up to 16 samples.

4 Bank Button. Press to cycle through banks.

5 Mode Button. Cycles Trig Out behavior between Kick, Snare, Transient, and Random trigger modes.

6 Mult Button. Tap to multiply clock; hold to divide clock.

7 Tap Tempo Button. C Tap multiple times to set tempo. Also functions as a SHIFT modifier (see next **Part II**).

8 Jump Knob. Without CV, moving away from center increases jump probability. Turning left of center causes jumps not to return to the base position. Turning right of center preserves original sequence.

9 Grimoire Knob. Selects one of 7 effect mappings (“runes”) that the Break Knob can activate. Each rune can contain any combination of 16 available effects.

Ectocore Controls

Part III: **Red Mode** (holding MODE)

1 Digital Wavefolding. Turn clockwise to increase digital wavefolding and distortion.

2 Decimation. Turn to increase the amount of decimation to get truly 8-bit lo-fi sounds.

3 Chaos Trembler. Turn clockwise to increase the amount of random tremelo.



5 Digital Smear. Turn clock-wise to add slightly random phasing between the two channels.

4 Digital Jitter. Turn clock-wise to randomly replace bits of audio with random sampled audio.

0 MODE Button. These alternate functions apply only while holding this button. Make sure to hold this button for > 1 second to activate this mode. (Pressing this button will change MODE and not activate this mode).

Ectocore Controls

Part IV: Control Voltage

1

Amen Input. Controls slice sequencing via CV. Set to Jump or Hold mode on ectocore.rocks. When patched, the **Amen Knob** sets the slice range start, and the **Jump Knob** sets the range end. CV polarity can be set to unipolar (0 to 5v) or bipolar (-5v to 5v).

2

Break Input. Controls probability (0-100%) of activating Grimoire-selected. CV polarity can be set to unipolar (0 to 5v) or bipolar (-5v to 5v).

3

Sample Input. Selects the active sample within the current bank. CV polarity can be set to unipolar (0 to 5v) or bipolar (-5v to 5v).

4

Clock Input. Syncs playback to an external 2 PPQN clock. "Stop if clock stops" or "Continue if clock stops" behavior can be set in settings on ectocore.rocks.

6

Trigger Output. Sends transient triggers (Kick, Snare, Transient, Random) as defined by the Mode Button.

5

Clock Output. Outputs the internal clock for syncing other devices. Can be set to Trig (50 ms pulse) or Gate ($\frac{1}{2}$ eighth-note length) on ectocore.rocks.

1

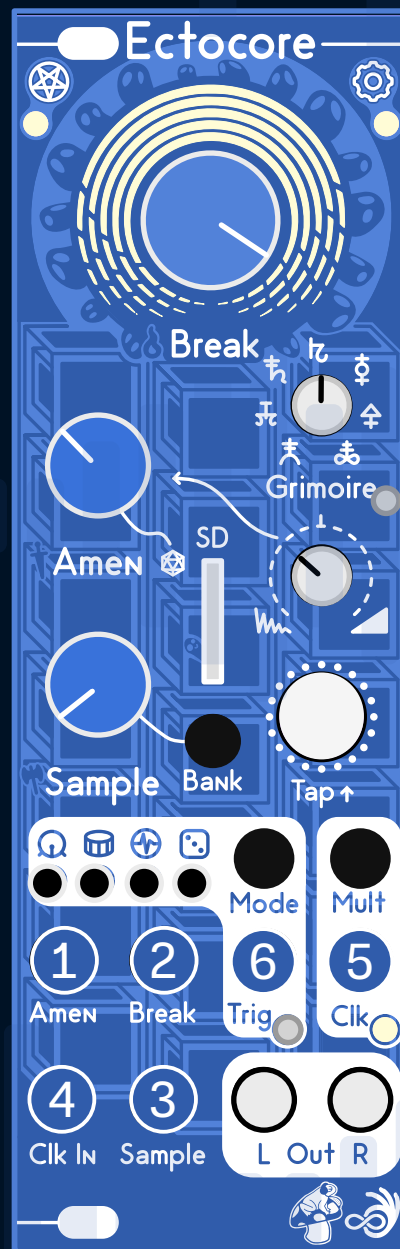
2

3

4

Reset

Input. Disabled by default. Can be enabled by ectocore.rocks to replace any other input into a Reset Input. The Reset Input will reset to the beginning of a sample on trigger. This is useful for keeping synced with external gear.



Quickstart v7.1.0