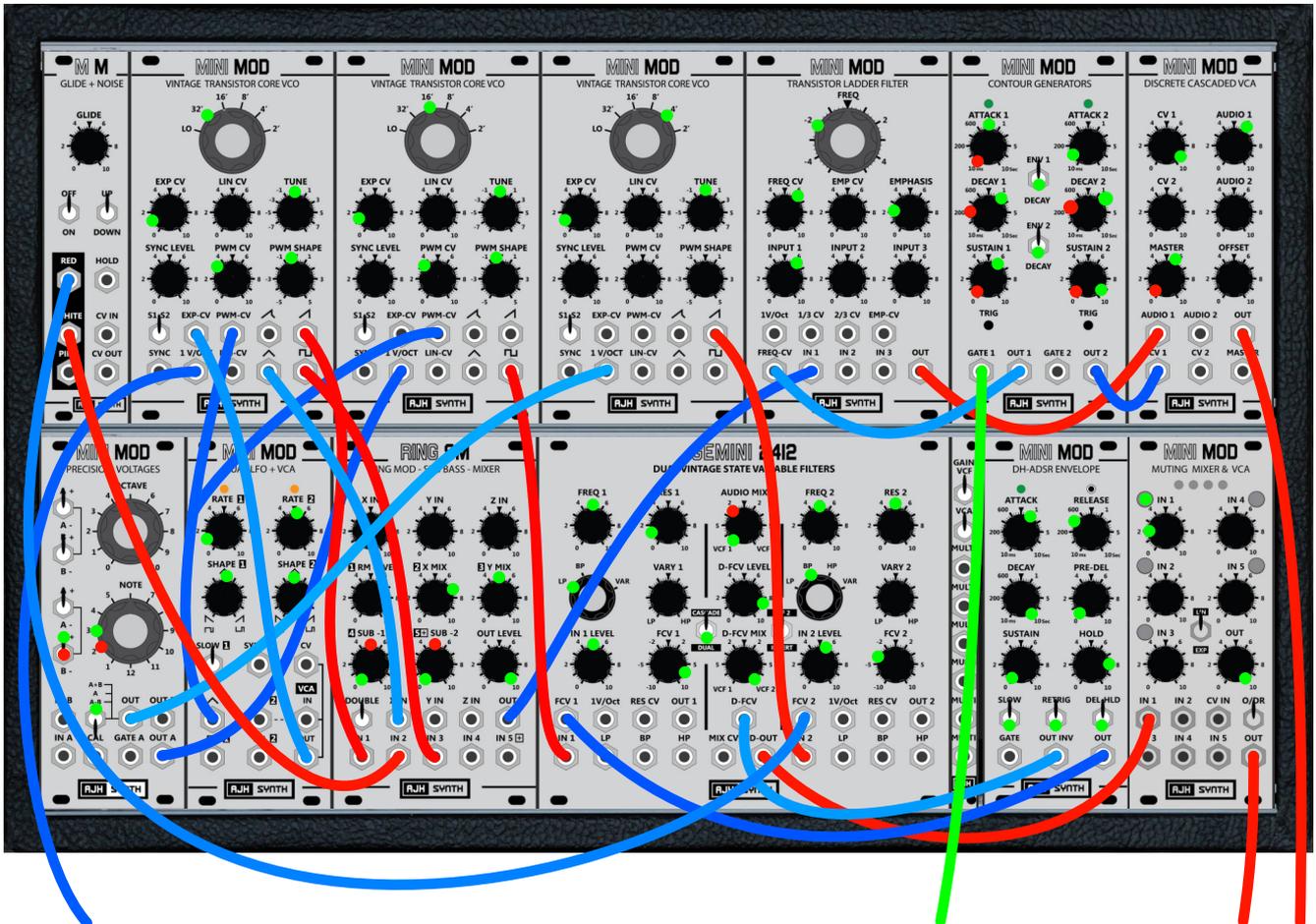


MiniMod 6U System - Patch 1



Keyboard/sequencer CV

Keyboard Gate

Audio 1 & 2

Green and red dots show approximate pot and switch positions. Pots with both green and red dots show the position changes made during the performance. 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.

This is a very 'busy' patch aimed at maximising the use of modules. As such it would not be realistic to recreate it 100% accurately, as pot adjustments are represented here as images (no presets here!). Nevertheless, here are some notes, which along with the video might help explain some of it:

Only one VCO is controlled by the keyboard/sequencer, the others are free-running.

I'm using D-FCV with the D-FCV Mix pot fully clockwise so that the connected CV only affects VCF2. This is so I can add a separate CV modulation signal to FCV2, without the need of a CV mixer to combine them. I then send the Red noise from the Glide + Noise module to FCV2.

The triangle output of VCO1 goes to the Ring SM's X Input, so that this can be used by the module to generate sub-octaves. The sawtooth could also be used, and mixed into the audio, but the module tracks the triangle more successfully at high frequencies, whereas eventually it'll lose track of the sawtooth at high pitches.

The 'OUT' output of the Precision Voltages is used for VCO3 with the switch in the A+B position, so that when the note or octave of A is switched it will also switch B by the same amount, and when B is switched it will only affect B.

The DH-ADSR is looping with these settings, which will produce a kind of shark-tooth LFO waveform, since it's output is exponential, which is typical of an envelope generator.

For more information on modules and user manuals visit <https://AJHSynth.com>

For more videos visit <https://www.youtube.com/AJHSynthOfficial>