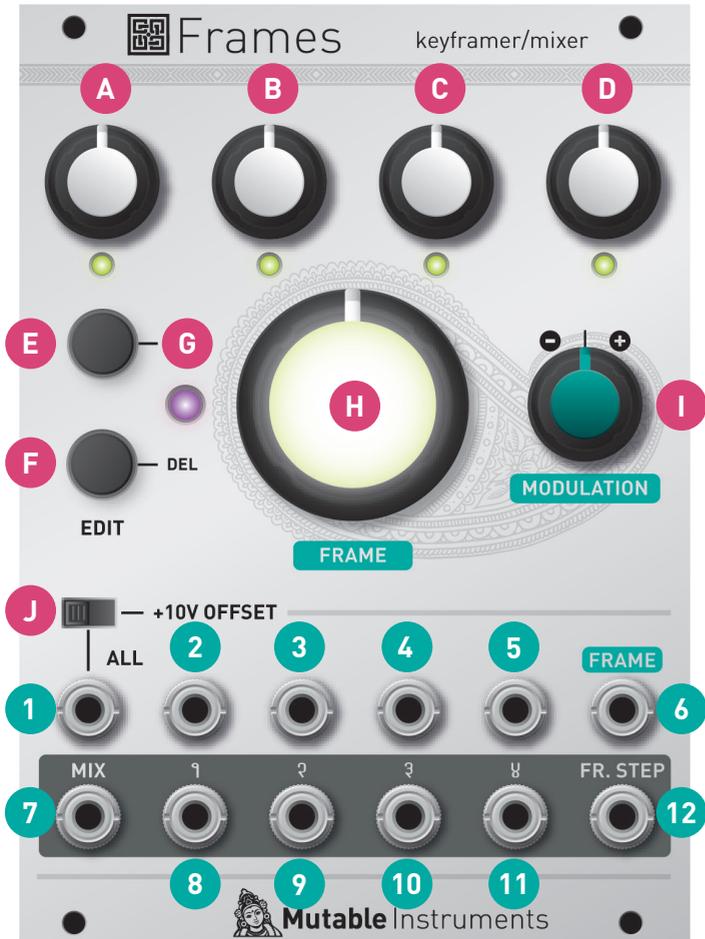
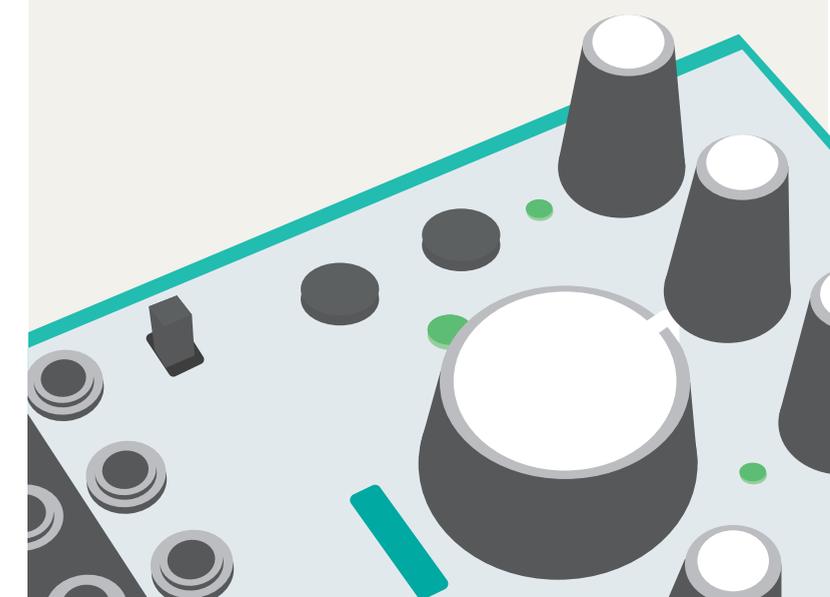




Frames

Keyframer / mixer



Front panel

A. B. C. D. Channel gains. These knobs have an effect only when the keyframe indicator (G) is lit, that is to say when a keyframe has been recorded at the position pointed by the **FRAME** knob.

E. Creates a keyframe at the position pointed by the **FRAME** knob. The timeline can contain up to 64 keyframes.

Tip: hold ADD (E) for five seconds to save the current configuration of the module. It will be restored the next time the module is powered on.

Tip: hold DEL (F) for five seconds to erase all keyframes and get back to a blank state.

F. Deletes the keyframe at the position pointed by the **FRAME** knob.

G. Keyframe indicator - lit when there is a keyframe at the position pointed by the **FRAME** knob. The keyframe can be edited by the knobs A, B, C, D ; or deleted with F.

H. Frame knob - scrolls through the animation.

I. Animation attenuverter. Attenuates and inverts the polarity of the signal received on the **FRAME** CV input.

J. +10V offset. When enabled, a +10V constant CV is sent to the **ALL** input - unless a jack is connected in it.

1. Common input. The signal patched here is sent to all unconnected input channels.

2. 3. 4. 5. Channel 1, 2, 3, 4 **inputs**.

6. Animation input. This CV modulates the position of the **FRAME** knob.

7. Mix output - sum of channel outputs 8, 9, 10, 11.

8. 9. 10. 11. Channel 1, 2, 3, 4 **outputs**. When a patch cable is connected there, the channel is removed from the global mix.

12. Frame step output. Sends a 1ms trigger pulse every time a new keyframe is reached.

Inspiration

- Patch waveform outputs from a VCO to all four inputs, and animate their mix, wavetable-style.
- Send basic gate patterns to each input, and use the gains to create CV melodies. Morph between them.
- Stereo or quadraphonic panning.
- Dispatch the same sound source to 4 different filters, wavefolders, FX...
- Patch a simple ADSR envelope to the **FRAME** input. Get 4 synchronized multi-stage envelopes!
- You can mix and match attenuation/gain channels and CV generation channels. For example, use 2 channels as VCAs, and 2 channels as CV sources. Mix and control 2 VCOs.

