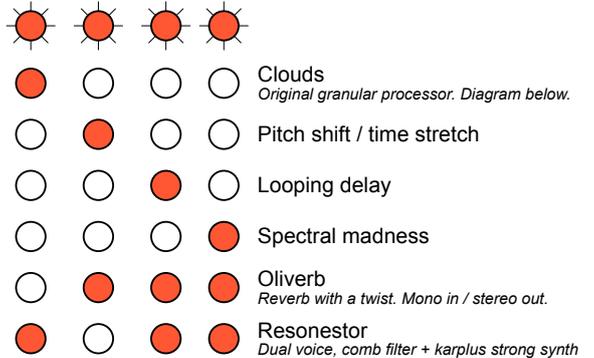


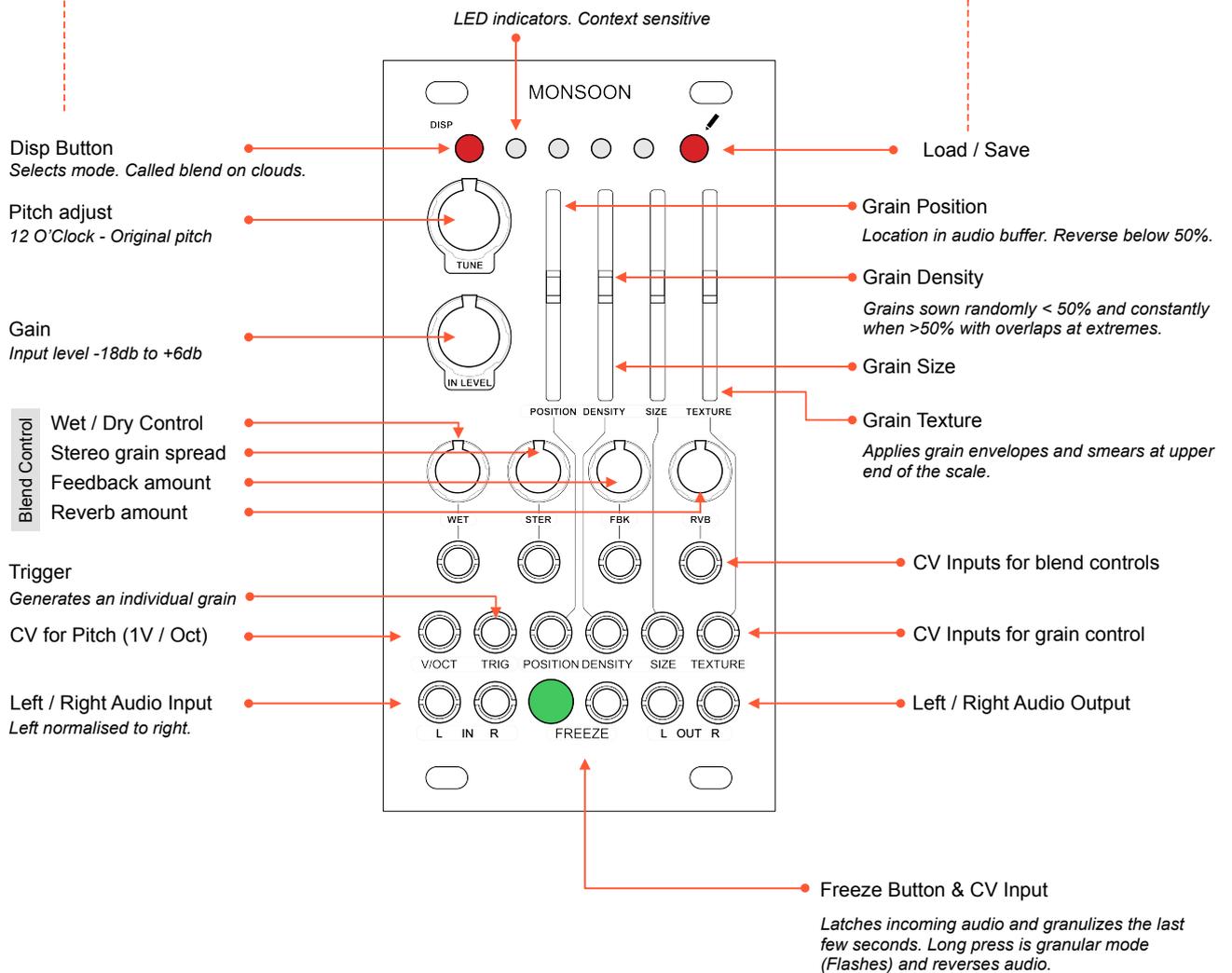
Monsoon is real time granular processor based built as an open source variant of mutable instruments clouds module (no longer available). The most common firmware found in monsoon is parasite which is the one described here. Monsoon will create textures and soundscapes from incoming audio through granularisation and audio processing.

Mode Selection

- Press both buttons to change modes. LEDs flash orange.
- Press disp button to cycle forward (load / save to select backward) through modes



Press both buttons to change modes. LEDs indicate the mode selected.



Clouds

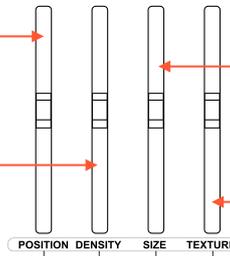


Grain Position

Location in audio buffer. Reverse below 50%.

Grain Density

Grains sown randomly < 50% and constantly when >50% with overlaps at extremes.



Size
Grain Size

Grain Texture

Morphs through square (boxcar), triangle, and Hann window envelopes. Past 2 o'clock, activates a diffuser which smears transients

Freeze



Press to freeze audio capture input. Hold to reverse audio.

Pitch Shifter / Time Stretch

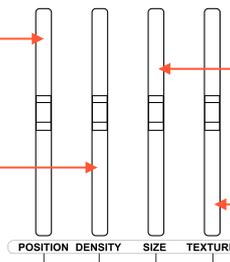


Grain Position

Location in audio buffer. Reverse below 50%. When a trig is present this is a clock divider / multiplier.

Diffusion

Granular diffusion



Size
Grain Size

Filter

Lo Pass below 50% - Band Pass greater than 50%

Freeze



Loop

Looping Delay

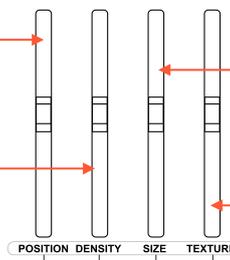


Start

Time / Loop Start. When a trig is present this is a clock divider / multiplier.

Diffusion

Grain diffusion



Length
Loop Length

Filter

Lo Pass below 50% - Band Pass greater than 50%

Freeze



Press to freeze audio capture input. Hold to reverse audio.



Spectral Madness

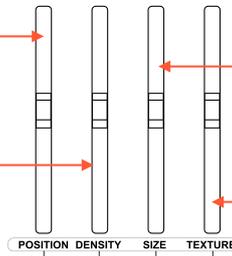


Buffer Select

Freeze Off: Selects buffer (7 Max) where audio is routed.
Freeze On: Selects one of the 7 buffers for synthesis.

Resynthesis

Partial freeze, phase modulation, spectral reverb and stuff



Frequency Mapping

Spectral shifting and spectral reverse across range

Texture

Quantizes spectral components below 50%. Above 50% increases noise as it balances partial strength

Freeze



Buffer selection.

Oliverb

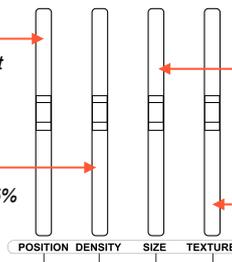


Pre-delay

Initial audio time before reverb kicks in. If a Trig input is present this controls clock divider / multiplier

Decay

Reverb feedback creating decay. Self osc > 75%

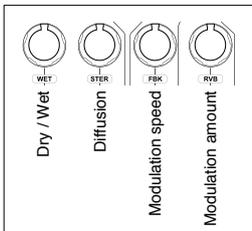


Size

Emulation of room size

Damping

Low pass and high pass damping



Freeze



Almost Infinite reverb decay, mutes input

Pitch = Pitch shift -1 to +1 Octave.

Resonator

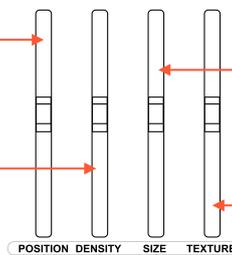


Timbre

Duration of noise.

Decay

Decay of reverb sound

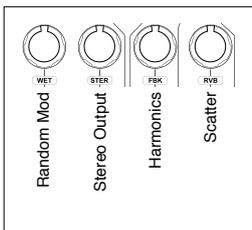


Chord

XYZ

Filter

Lo Pass below 50% - Band Pass greater than 50%



Freeze



Switch voices. Trig switches active voice.

Pitch = Pitch shift -1 to +1 Octave.



Saving Presets.

To save up to 4 of the audio buffers along with quality data, audio data and processing mode.

1. Press and hold the 'Load/Save' button for 1 second.
2. Press the 'Disp' button to cycle through the available slots to save to. The slot is indicated by a flashing red LED.
3. Press the 'Load/Save' button again to save.

Loading Presets.

To load from one of the 4 audio buffers along with quality data, audio data and processing mode.

1. Press the 'Load/Save' button.
2. Press the 'Disp' button to cycle through the available slots to load from. The slot is indicated by a flashing green LED.
3. Press the 'Load/Save' button again to load.

Update Firmware.

Remove all connections and ensure firmware is available on a PC / Mac before starting and power module off

1. Connect the audio out from the PC/Mac to the 'IN L' of the module.
2. Press and hold the 'Freeze' button while powering up the module. Freeze button will flash.
3. Ensure no other audio can be played (i.e. notifications off)
4. Play the firmware file from the PC/Mac. LED bargraph shows signal level. 2-3 LEDs is OK level.
5. If they flash red signal level is too low. Press Freeze to restart if needed
6. The module will automatically restart when complete.

Calibration.

Should only be carried out in exceptional circumstances if the module loses calibration

1. Disconnect all connections
2. Connect an accurate voltage source or an accurately calibrated audio keyboard (CV Note) to V/Oct input.
3. Hold the 'Load/Save' button and press the 'Disp' button. LED 1 and 2 flash orange.
4. Play C2 Note on the keyboard or from the voltage source input 1V.
5. Press the 'Load/Save' button. All 4 LEDs flash orange.
6. Play C4 Note on the keyboard or from the voltage source input 3V.
7. Press the 'Load/Save' button.
8. Calibration should now be complete.

