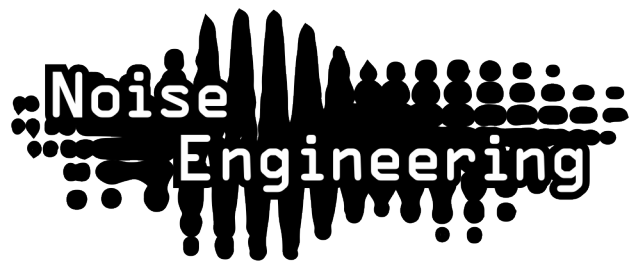
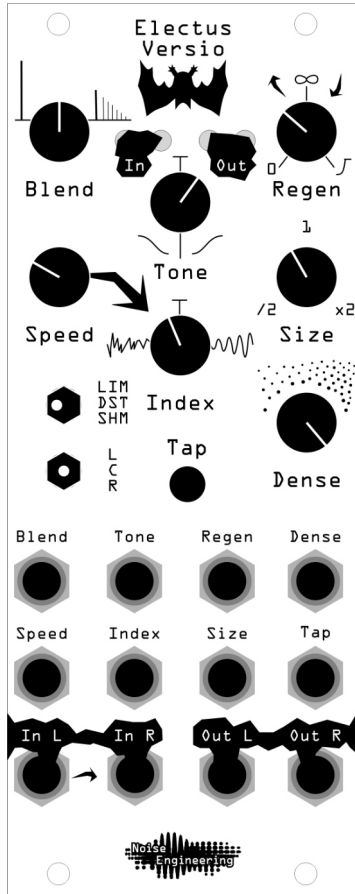


Electus Versio Patchbook





Room

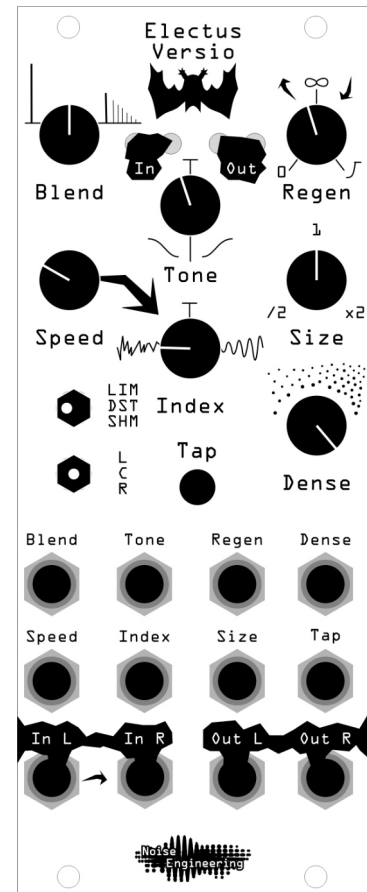
Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set Knobs as shown, and flip the switches to LIM and C.

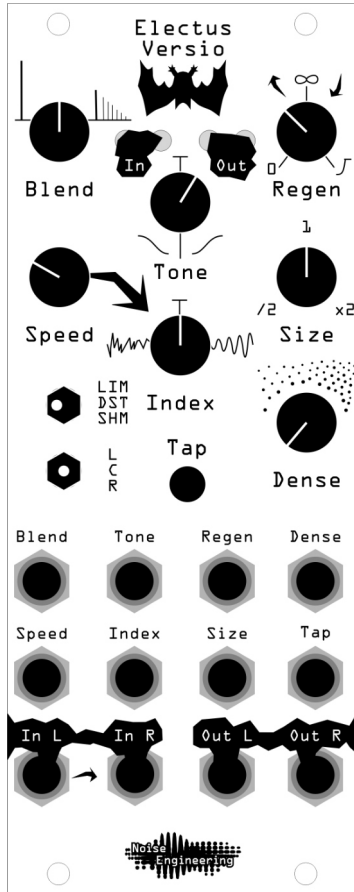
Explore different Size and Tone settings to change the shape of your room.

Big Hall

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set Knobs as shown, and flip the switches to LIM and C.

Much of the tone of this atmosphere comes from the Size, Tone and Index interactions. Explore different Speed and Regen values, and listen to the way different L/C/R settings can subtly shift your sounds.





Light Bright Delay

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set Knobs as shown, and flip the switches to LIM and C. Optionally, patch a clock to Tap, or tap one in with the button.

This patch, along with all other delay-type patches, can be used with or without an external clock. Try tapping one in with the Tap button or patching a clock signal to the Tap jack. Use the Size knob to change the clock division/multiplication.

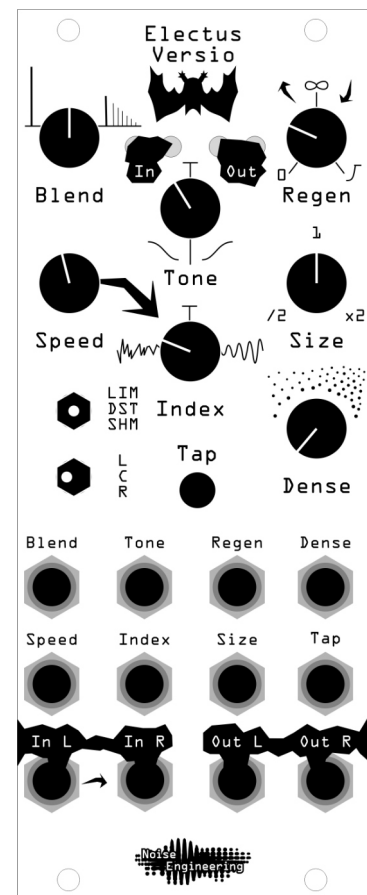
Or, clear the clock by unpatching your clock and holding Tap for a few seconds. The Electus will then run off its own clock, controlled by Size.

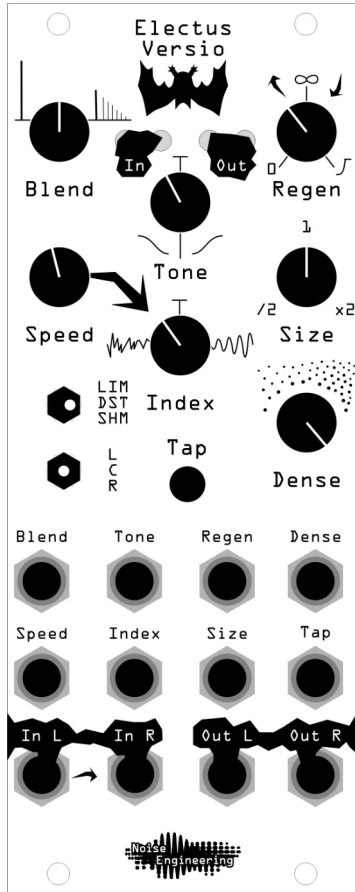
Tape Warble Delay

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set Knobs as shown, and flip the switches to DST and L. Optionally, patch a clock to Tap, or tap one in with the button.

This delay emulates a tape delay by using the DST setting to saturate the echoes, and the Index and Speed controls to modulate the internal delay lines, creating a warble effect. The Tone knob further filters the delay, shaving off the high end of the signal and creating a darker tone.

Try turning Regen up to really saturate your delay.





Shimmery

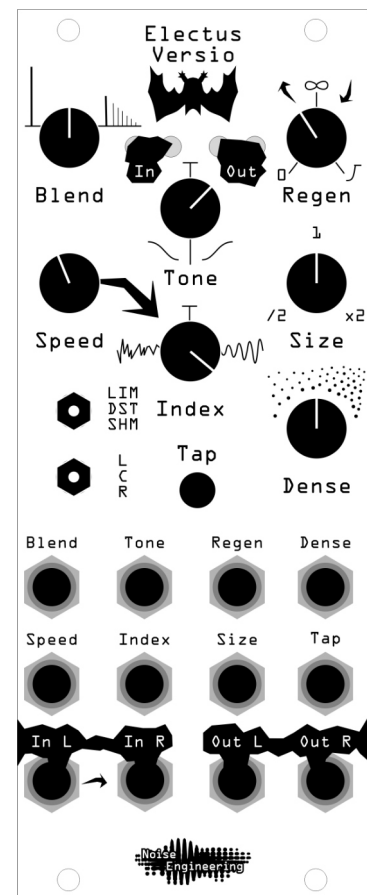
Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set Knobs as shown, and flip the switches to SHM and C.

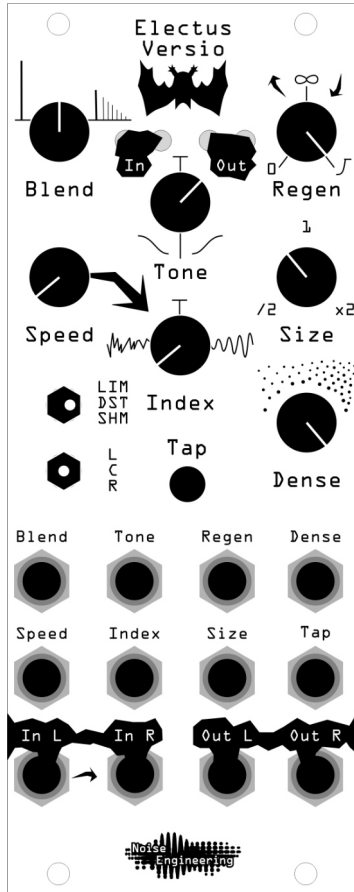
This atmosphere utilizes the Electus's pitch-shifting shimmer setting. The Tone control can be useful for shaping the high-end content generated by pitch shifting, and slight modulation introduced by low Index values creates a pitch warbling effect and further difuses the reverb.

Drunken Atmosphere

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set Knobs as shown, and flip the switches to DST and C.

This atmosphere uses high modulation amounts to create a chaotic texture that really holds its own in a mix.





Kick Ducker

Patch a percussive, deep sound (like a kick drum) to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set Knobs as shown, and flip the switches to DST and C.

This patch uses Electus's internal ducking effect to create a pumping atmosphere around the input sound. Turning Regen past 3:00 activates the ducking effect.

Evolving Decay

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set Knobs as shown, and flip the switches to LIM and C. Optionally, patch a clock to Tap, or tap one in with the button.

This effect is best demonstrated on top of a repeating sequence. Patch it in, and listen as the texture of the atmosphere evolves. It will continue to evolve as time goes on – come back after 10 minutes and hear how the sound differs from the initial atmosphere.

