Yester Versio
Patchbook

Noise
Engineering
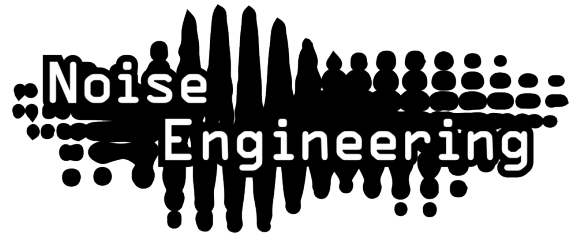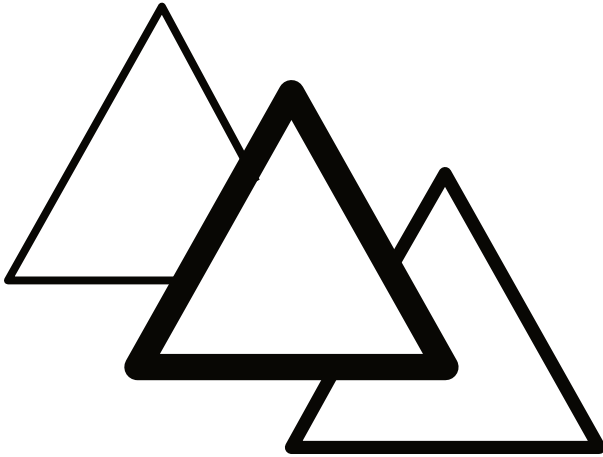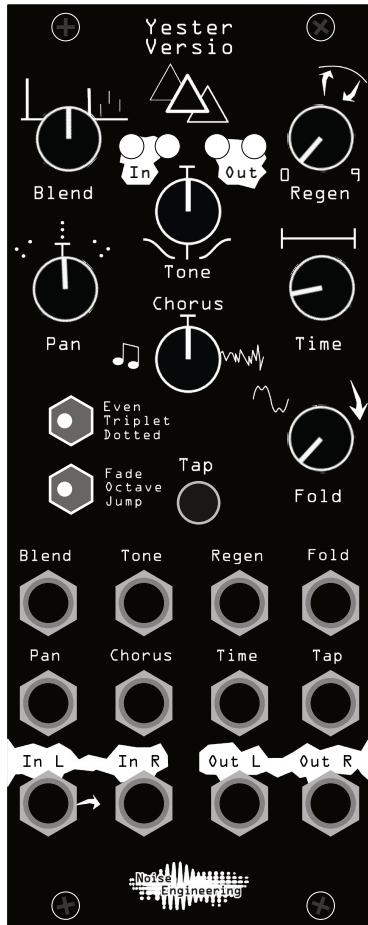
Basic Delay

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 Even and Fade.

These settings will create a simple echo that repeats three times. Turning Regen up will create more repeats, and changing Time will change the delay period.

Try patching a clock to the Tap input to sync the delay to the rest of your patch. Changing the Time parameter will adjust the clock multiplication/division, and changing the Even/Triplet/Dotted switch will adjust the clock sync type.
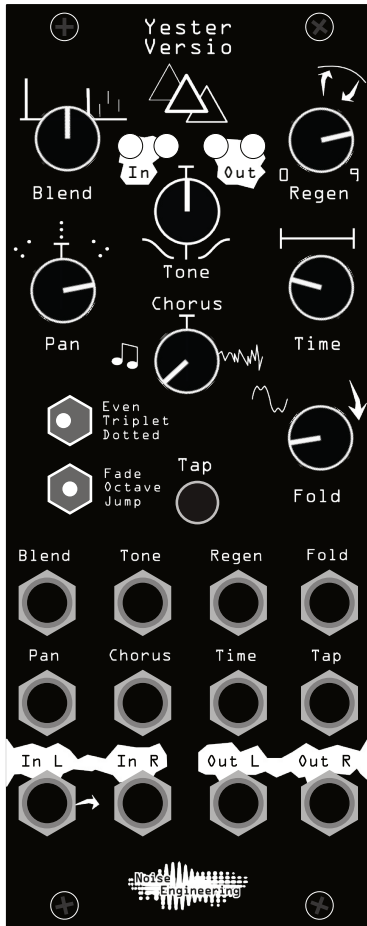
Tape echo

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 Even and Octave.

With the parameters set as shown, this patch creates slow, characterful echoes, reminiscent of classic tape delays. The lowpass filtering added by Tone removes some of the high end for a darker character, and the slight increase of the Fold parameter adds warm saturation to the echoes.

Increase the Chorus amount to add more warble, or set it to 12:00 to remove modulation for a cleaner echo.

Pitch Shifter

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 Even and Octave.

This patch uses the pitch shifting side of the Chorus parameter to transpose the delays up an octave each time they repeat.

Try changing the position of the Chorus parameter to create different pitch shifts.

Doom

Patch a sound source, preferably sustained and in the middle register, 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 Even and Jump.

By turning the Fold parameter all the way up, intense distortion and chaotic suboctaves (affectionately known as DOOM in Noise Engineering nomenclature) are added to the feedback path, creating an intense atmosphere perfect for the more industrial patch.
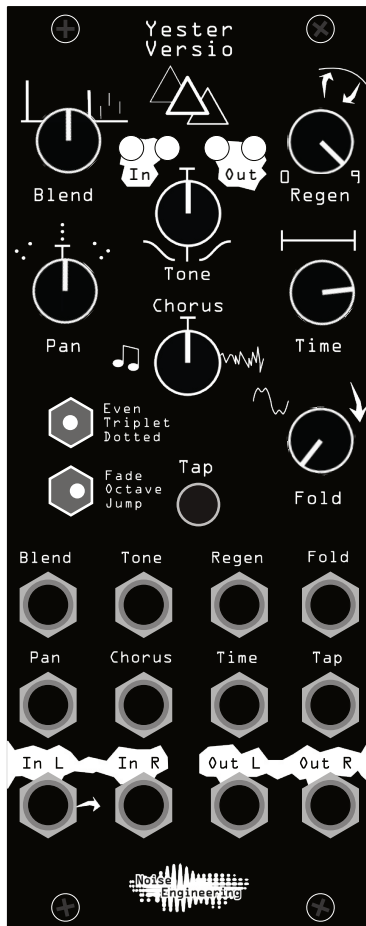
Record Scratch

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 Triplet and Jump.

Play a few notes into the delay, and then quickly adjust the Time parameter back and forth. The Jump mode adjusts the delay timing as quickly as possible, creating some fun and glitchy artifacts somewhat reminiscent of record scratching.

For instant IDM fun, turn Time to minimum and patch a step sequencer or LFO to the Time CV input.

All Character

Patch a sound source, preferably sparse and at a slow tempo, 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 Triplet and Jump.

Yester was designed to be easily tamable, but we added in some options for more wild timbres, too. This patch removes low end end with the Tone filter, and adds saturation and extreme wavefolding with Fold.