



## non-linear memory machine

Module Width (12hp)

Module Depth ( 25mm ) / ( 45mm incl. Power Cable)

Current Consumption (+12v 110mA, -12v 15mA)

## **The Non-Linear Memory**

**Machine** is an audio buffer device. Set to a short buffer length, the NLMM is capable of creating alien phaser sounds to reverb and delays. While in a longer buffer length, fripper-tonics / time lag accumulator style looping is available.

## **Time/Scrub**

Controls the delay time of the signal. The delay time can span from a few milliseconds to up to 15 seconds, depending on the buffer length.

Unlike analog delays like tape or BBD delays, when modulated the pitch of the signal does not drift. Instead, it compresses and expands time in interesting textures via a custom time-stretching algorithm.

When activating Freeze via the freeze switch, this knob functions as the play head's position within the buffer.

## **Smear**

Randomizes the Time/Scrub control, adding random jitters to the position of the playhead

and diffuses the signal in a way that can be utilized as a pseudo reverb effect. (experiment with the Time/Scrub knob and Feedback knob to create glitchy reverbs.)

## **Pitch**

Pitch shifts the signal  $\pm 1$  octave. This knob snaps to 5ths and an octave but you can dial it in between intervals. Nice crunchy aliasing when pitch shifting is applied.

## Dry/Wet

Crossfades between the dry signal and processed wet signal.

## Feedback

Feeds back the delayed signal into the input. Set it up to 4'o'clock when in Medium or Long mode to experiment with TLA or Frippertronic style looping.

## Freeze

The Freeze switch acts like an infinite sustain pedal, but you can also scrub through the buffer with the time/scrub knob when activated. Red means recording, and unlit means the buffer is frozen/not recording. Great for practicing scales or droning away.

## Buffer range

Switch between delay ranges according to the list below.

\SHORT – 20ms ~ 320ms

\\MEDIUM – 320ms ~ 1.6sec

\\LONG – 1.45sec ~ 15sec

## Technical Specifications

Audio input range : 10vpp

Cv input range : +-5v

Sampling rate 22050hz

Stereo input / output

32-bit processor, 24-bit custom dsp hardware.