



ALAK is a 4-track polygonal pattern sequencer in the Eurorack format

Each track has it's own output and can have one of 16 different shapes as a pattern. Shapes can be rotated, allowing for interesting rhythmic changes on the fly.

While ALAK is easy to use and remains "musical" most of the time, dangerous and uncharted territories are at the user's fingertips.

HOW TO USE ALAK

ALAK has a really simple interface so that one can focus more on making music than twisting knobs and pushing buttons (which is fun nonetheless)

Change a shape:

to change the shape used by a track, simply press the corresponding switch on the front panel. The LEDs ring will display which shape is currently selected. There's a total of 16 shapes to choose from (including a dot :))

Rotate a shape:

each track has its own dedicated potentiometer that will rotate the shape, to do so, simply turn one of them and watch how the shape rotates on the LEDs ring

Mute/unmute a track:

each track can be muted, this is achieved by shortly pressing and holding the corresponding button on the front panel (~1 second).

Muting a track can be done either when a track is selected or not. It is also possible to mute more tracks at once.

To unmute a track, press the button of the track that needs unmuted (if not already selected), this will select the track and the LEDs ring will show the current state of the track (no LEDs will be lit as the track is muted), pressing again the switch will unmute the track and the selected shape will be displayed on the LEDs ring again.

Change resolution (division):

it is possible to change ALAK's resolution (global). This is done by resetting the module using the switch in the middle of the LEDs ring, and pressing and holding one of the four switches. The selected resolution will be shown by one of the LEDs on the front panel (respectively next to one of the four potentiometers).

After the resolution has been selected, release the button. ALAK will start up normally. Depending on the chosen resolution, the incoming signal on TRIG IN will be divided by: 8-4-2-1

Saving settings:

Selected shapes and the global resolution can be stored internally and recalled. Holding switch 4 for longer than 2 seconds will store those; press and hold switch 1 for longer than 2 seconds to reload.

On the front panel:

TRIG IN: sending a signal to this input will advance ALAK's playhead. This input accepts gate/trigger signals.

COPY: this is a copy of the TRIG IN input

RESET: sending a signal to this input will reset the playhead. A gate/trigger signal can be used

OUT1,2,3,4: these are ALAK's outputs

Specifications:

12HP – 25mm width

+12V: 100mA max

Inputs impedance: 100k Ohm