



The DirtyGlitch is a high experimental VCO harnessing grain table synthesis driven through dual glitch engines to produce sounds. The first 90 patches attempt to be more musical like a contemporary VCO .. make sure the delay (CLK RATE knob on these patches) is in the centre position to access all of the available tones. The Following 910 patches are just outright bizarre, containing various clock, internal step-sequence and LFO / knob based modulations and weirdness as per the patch list.

Aside from use as a VCO, Dirty Glitch can be used as a highly interesting modulation source or can produce some really kick-ass unusual percussion sounds in conjunction with a VCA.

Specifications:

- 8bit Grain table sound module
- 31khz / 10.5khz internal sample rate
- PWM Audio @ 76.5khz
- FREQ/MOD1/MOD2: -5 .. +5v safe but effective range 0..5v
- Clock input: 0-5v only
- On board 5v regulator, only +12/-12v rails required
- Current Draw Approx 58ma on +12v rail
- 14HP Dual Layer Acrylic Panel @ 3mm total thickness

The DEBUG knob is used to select the active patch. Patches are selected but turning the DEBUG knob right or left. There are 1000 patches in total. Pressing the DEBUG knob down will jump 10 patches at a time, and holding the DEBUG knob down will jump 100 patches at a time.

The 3 digit display indicates the currently selected patch.

The PHAT switch enables a sub oscillator to make the produced sound fuller.

The MOD 1 and MOD2 knobs are used to control different parameters within each patch.

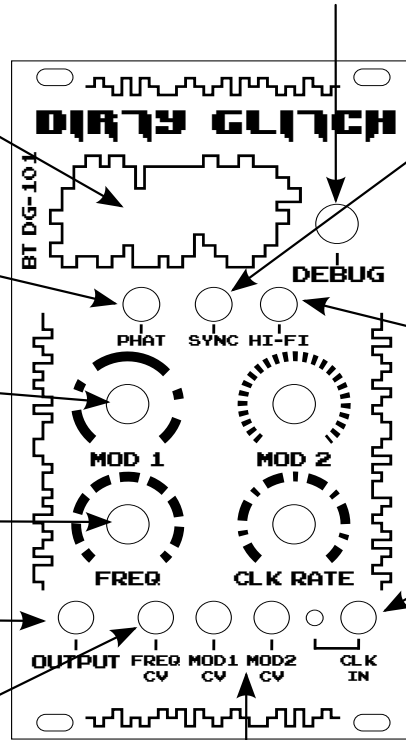
The FREQ controls the frequency (or pitch) of the output. Tracking is linear.

OUTPUT is 10vpp audio signal output

The FREQ CV allows external control of the frequency.

The MOD1 and MOD2 CV input allows external control of the patch modulation.

NOTE: Protection diodes allow safe connection of -5v .. +5v signals to the FREQ CV, MOD1 CV and MOD2 CV inputs but the effective range of the CV's is between 0v to 5v.



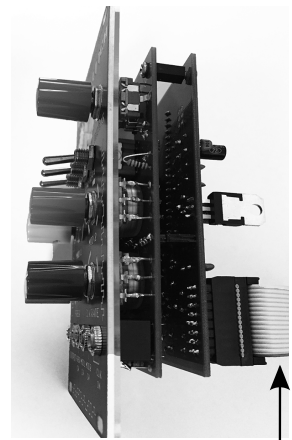
The SYNC switch is used to hard sync the internal modulation with the input clock.

NOTE: The clock input is not used on patches 000 through 090. On these patches the CLK RATE knob functions as another modulation knob

The HI-FI switch is used to change the sample rate between 31khz and 10.5khz. Pitch mapping is also affected.

Dirty Glitch has its own internal clock generator. The CLK RATE knob is used to control the rate of the internal clock. The internal clock can be overridden with an external 0-5v signal clock via the CLK IN socket.

NOTE: Clock input should NOT exceed 5v



NOTE: Patches that have a delay mix have 0 delay when MOD knob is in the center position. This is important in order to unlock all the tones possible within the Dirty Glitch module .. however if you are after more experimental alien landscapes and weird ambience then just ignore this and have fun!

IMPORTANT: Power connection is red stripe downwards (facing the bottom of the unit) as shown in the picture above. Power diodes on the unit protect against reverse polarity connection.