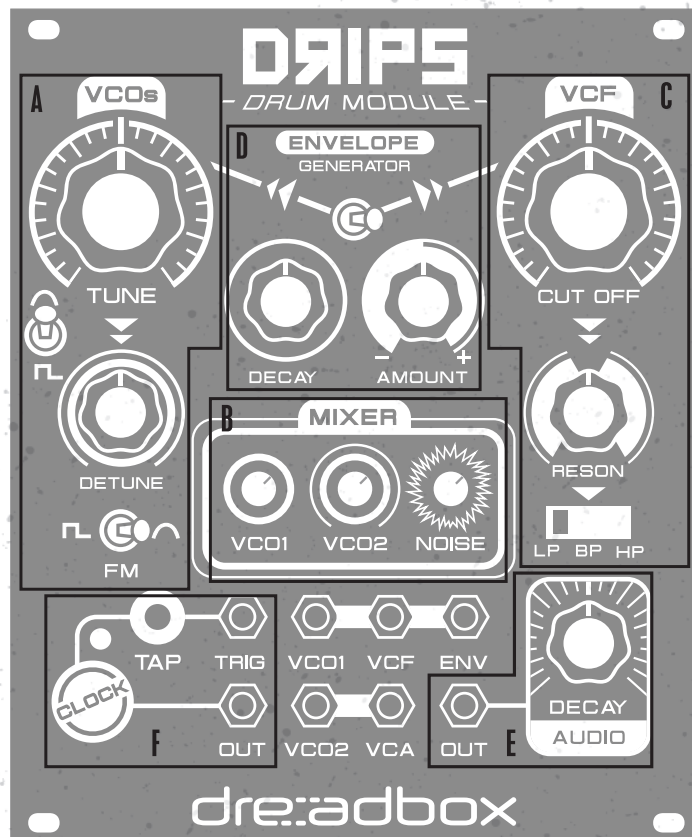




A - VOICING

- **TUNE:** Sets the frequency of both oscillators
- **DETUNE:** Sets the frequency of the 2nd oscillator
- **WAVE SWITCH :** Choose the wave of the 1st oscillator
- **FM SWITCH:** Modulates VCO1 by VCO2

B - MIXER

- **VCO1:** Sets the level of VCO1
- **VCO2:** Sets the level of VCO2
- **NOISE:** Sets the level of the noise

C - VCF

- **CUT OFF:** Sets the frequency cut of the filter
- **RESON:** Set the feedback of the filter (for self-oscillation set at max)
- **LP/BP/HP:** Choose between 3 types of filter
Low Pass / Band Pass / High Pass

D - ENVELOPE GENERATOR

- **SWITCH:** Sets the destination of the envelope
- **DECAY:** Sets the decay rate of the envelope
- **AMOUNT :** Sets the amount of envelope going to each destination

E - AUDIO DECAY

- **DECAY:** Sets the decay rate of the VCA
- **OUT:** Signal output

F - CLOCK

- **TAP:** Sets the rate of the clock
(min rate 4sec / max rate, as fast as you can tap!)
- **TRIG:** Sends an external clock to trigger both of the envelopes
- **OUT:** Receives the current clock that triggers the envelopes

Drips is eurorack (3U) module.

Drips is a complete analog synthesizer designed for drum sounds

PATCHES

- **VCO1:** Control the VCO1 frequency by an external source
- **VCO2:** Control the VCO2 frequency by an external source
- **VCF:** Control the filter's frequency by an external source
- **VCA:** Send an external source to control the VCA gain
(TIP: negative voltages may be very useful here)
- **ENV:** Send the envelope from area D to control other devices

★ Specifications ★

TRIG Input: requires 0-5V pulse to be triggered

CLOCK OUT: sends 0-5V pulse

VCO1 Input: accepts +/- 12V

VCO2 Input: accepts +/- 12V

VCF Input: accepts +/- 12V

VCA Input: accepts +/- 12V

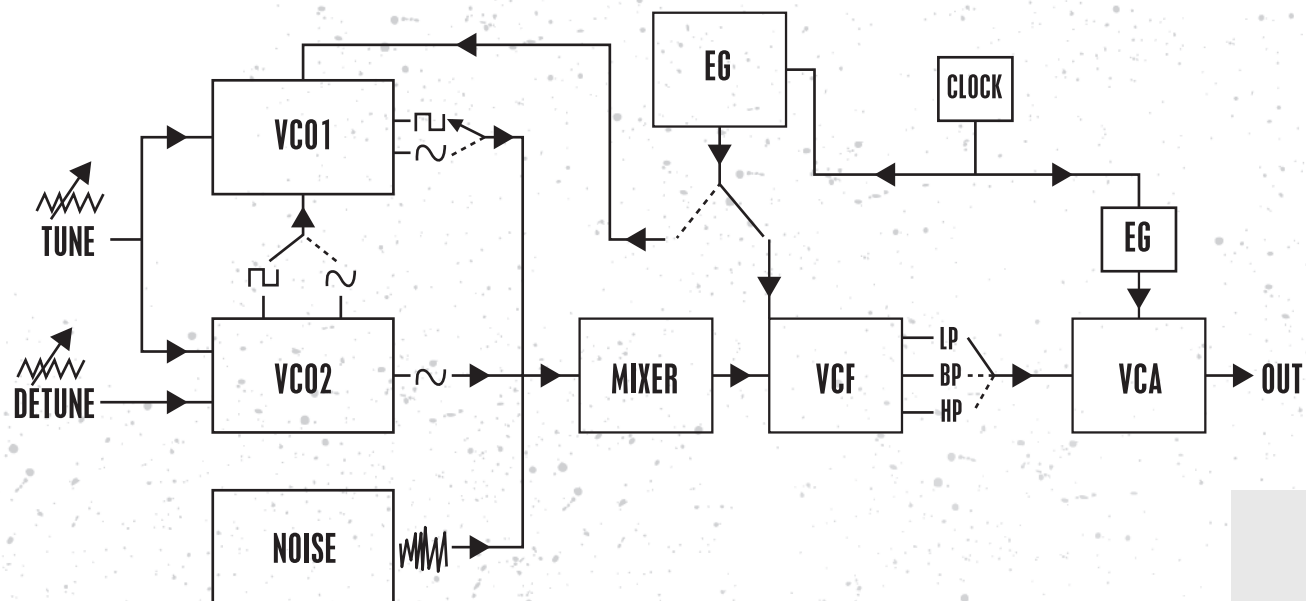
ENV Output: sends 0-5V envelope

AUDIO Output: sends up to 5Vpp

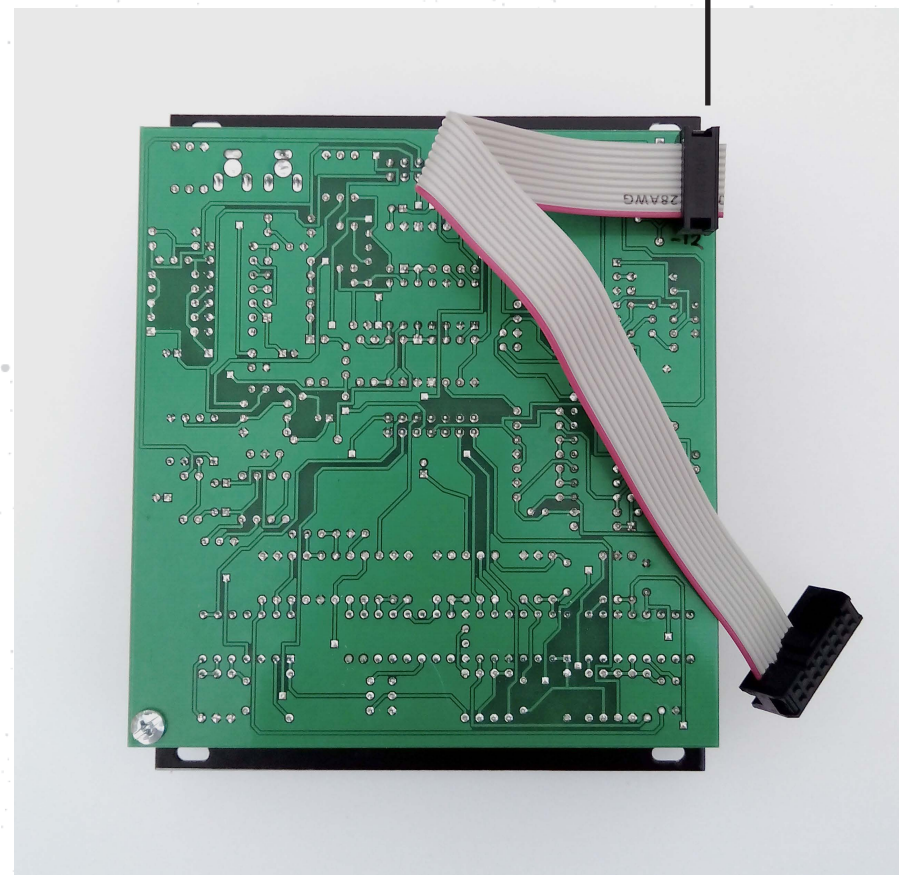
21 HP

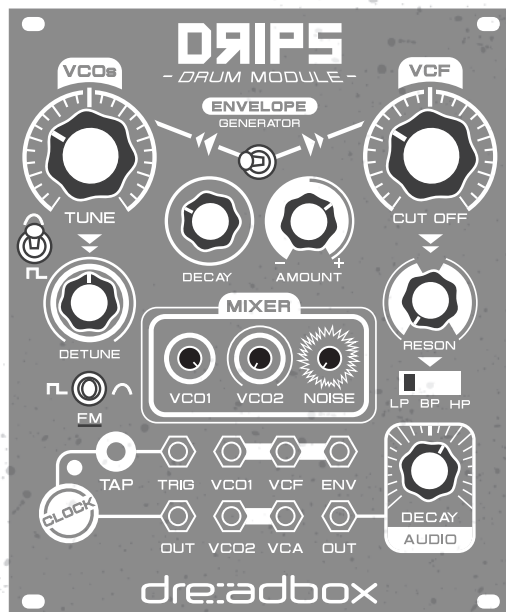
100%
HANDMADE
devices

dreadbox

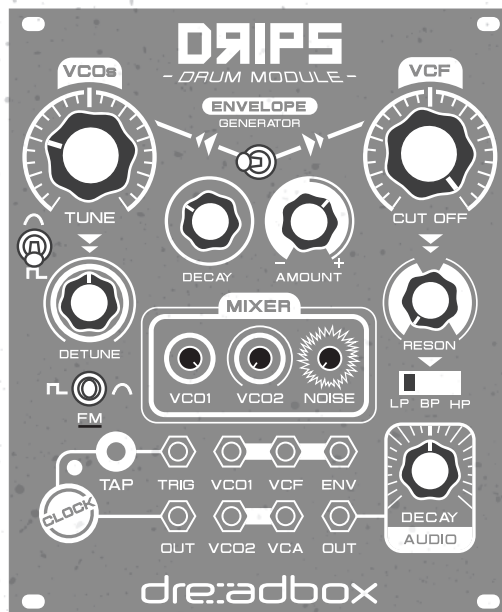


Make sure you always plug
the ribbon as shown.
The red stripe indicates -12V

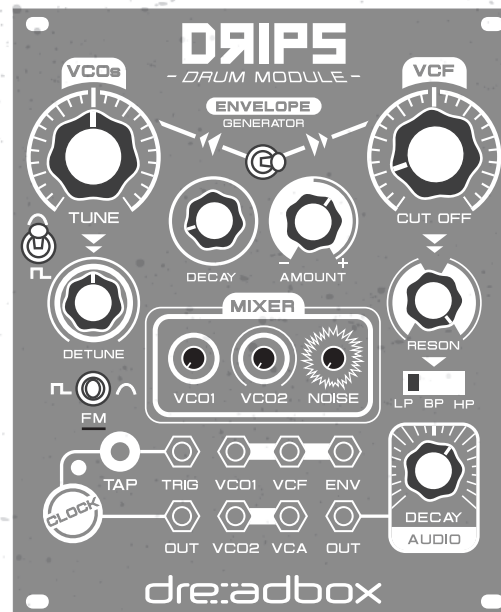




KICK 1

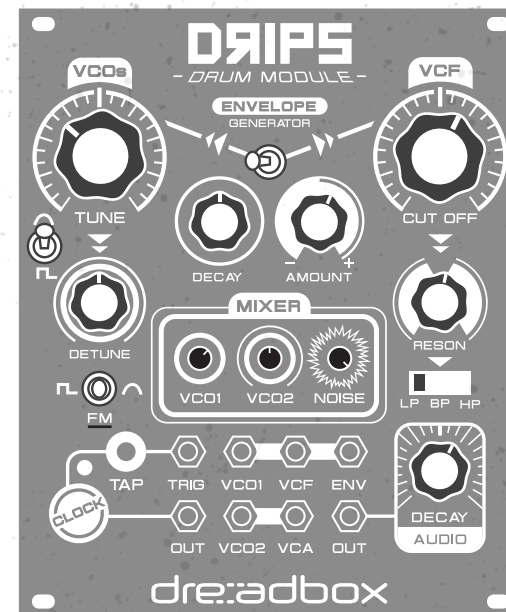


KICK 2

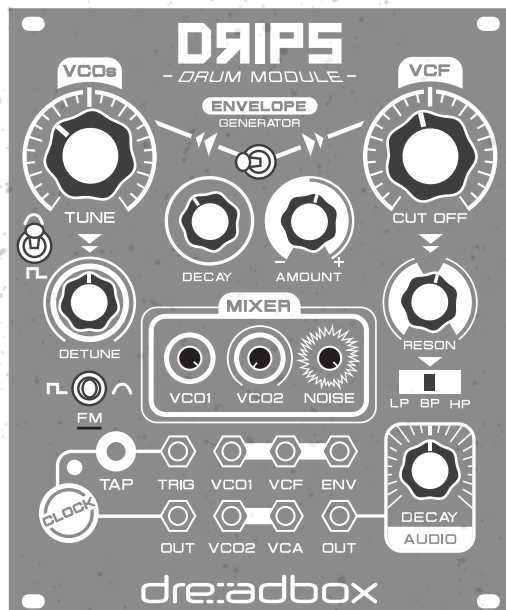


KICK 3

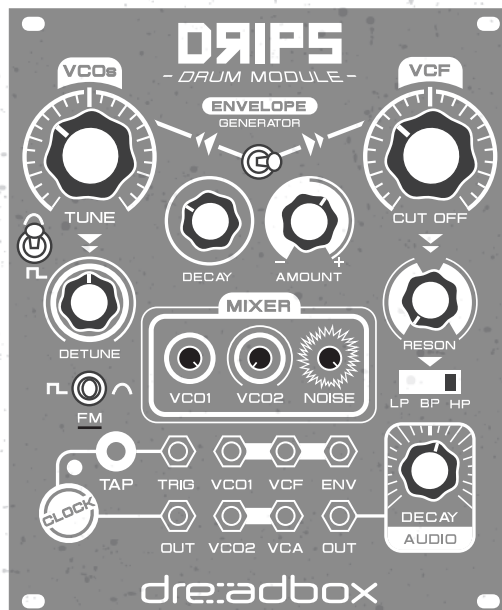
You can use different filter types



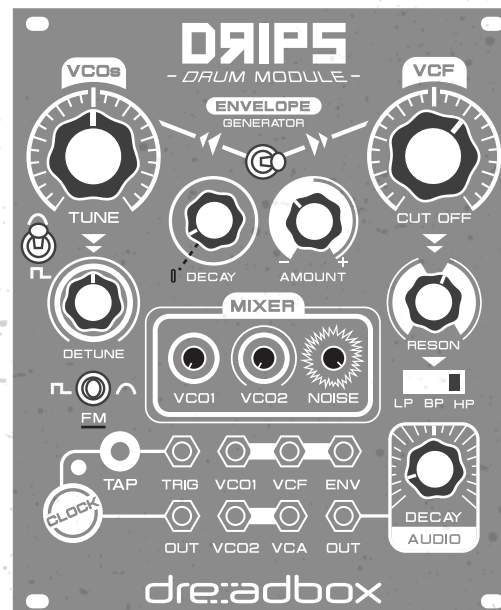
SNARE 1



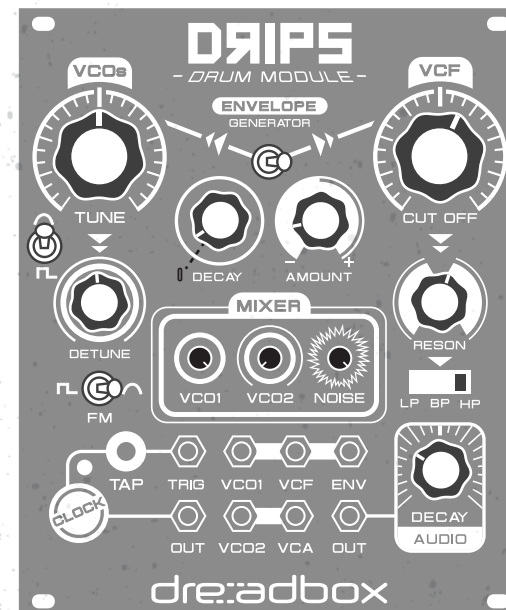
SNARE 2



SNARE 3

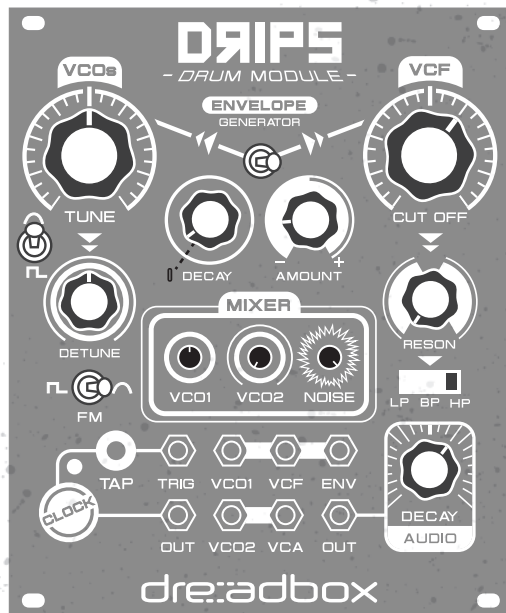


HI-HAT 1

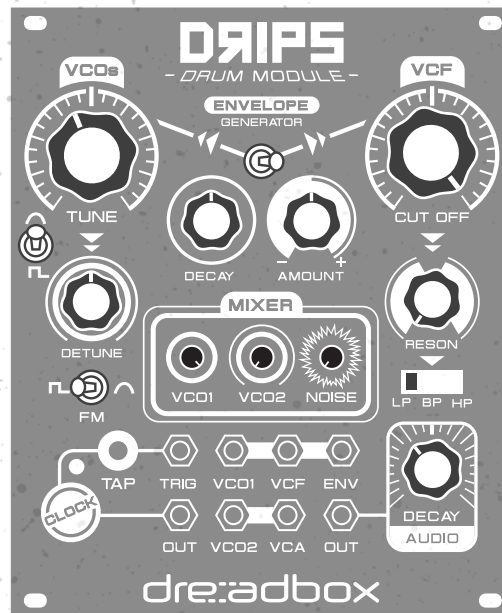


HI-HAT 2

PRESETS

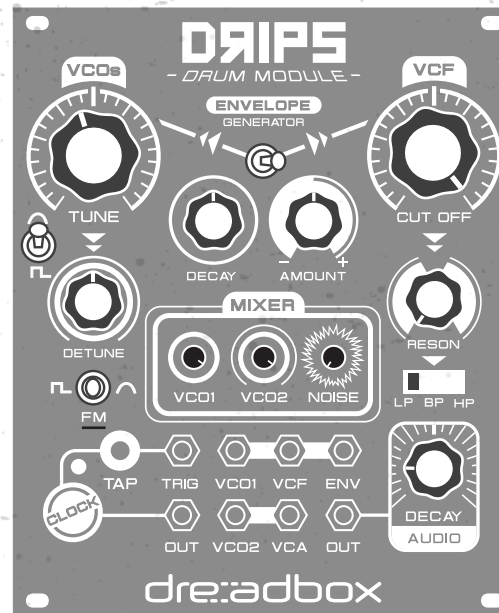


HI-HAT 3



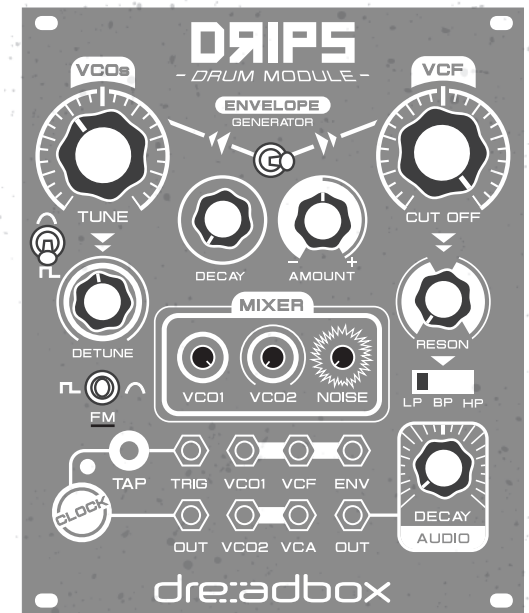
BELL 1

You can change the tune

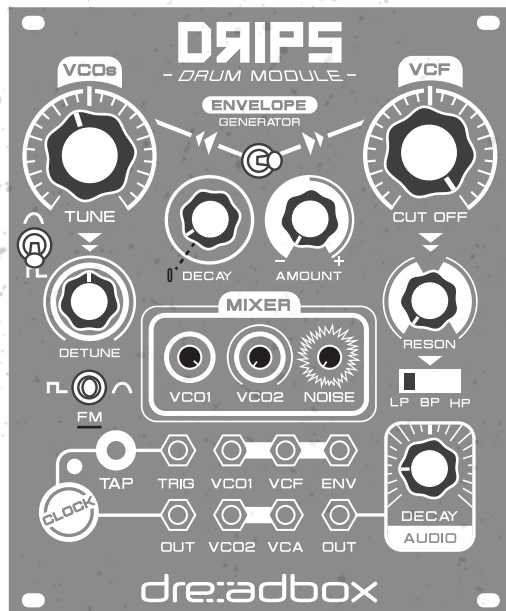


BELL 2

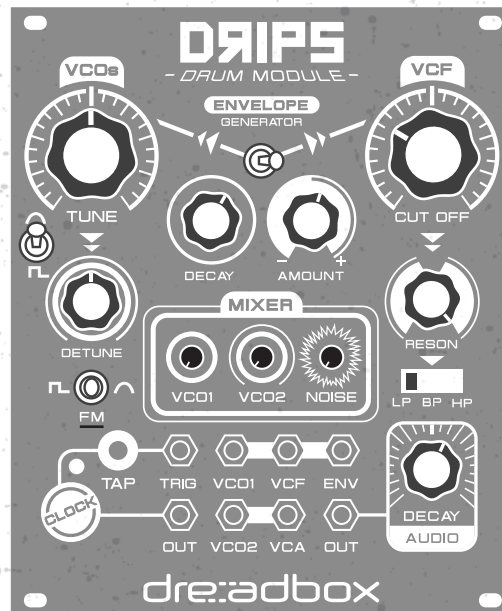
You can change the tune



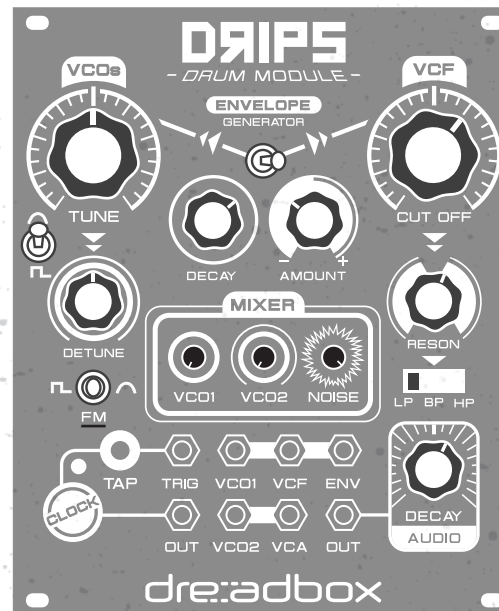
CLICK



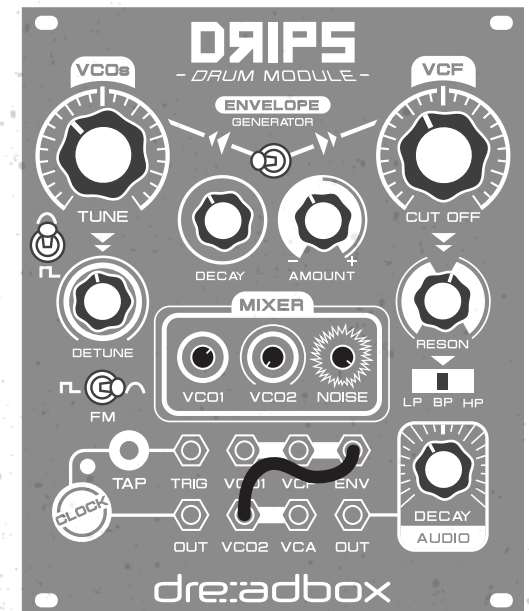
METRONOME



TOM

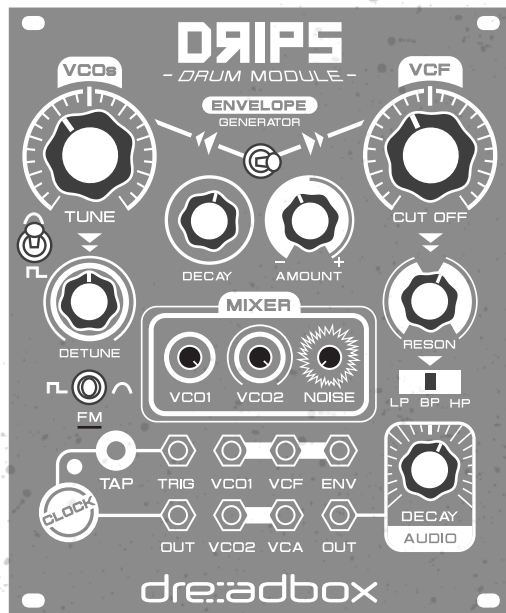


WHOOSH

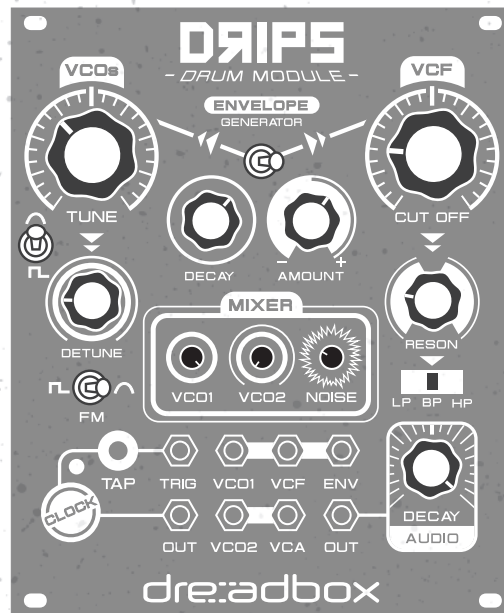


CLAP

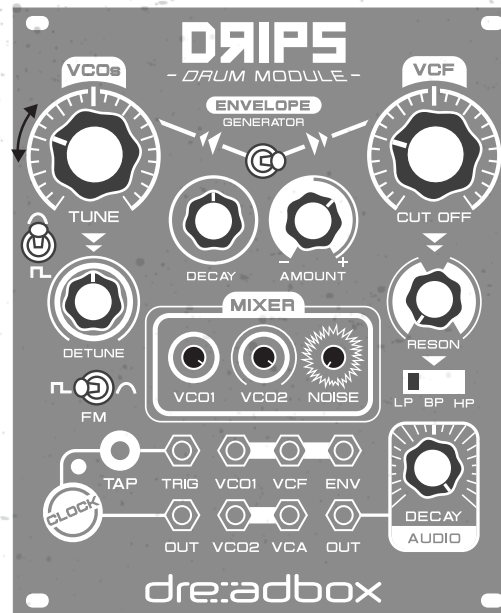
PRESETS



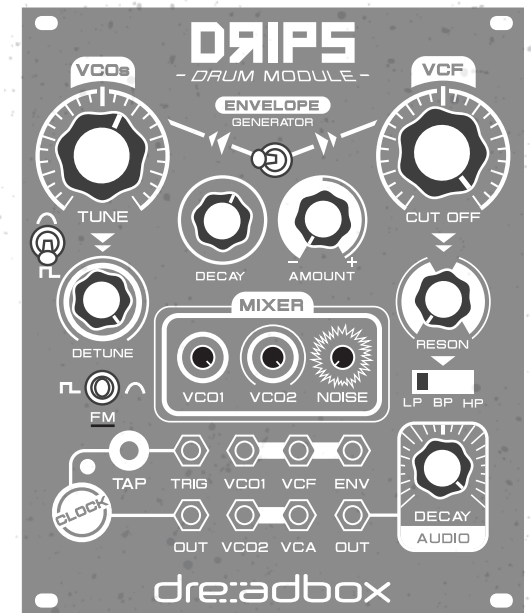
SPACE



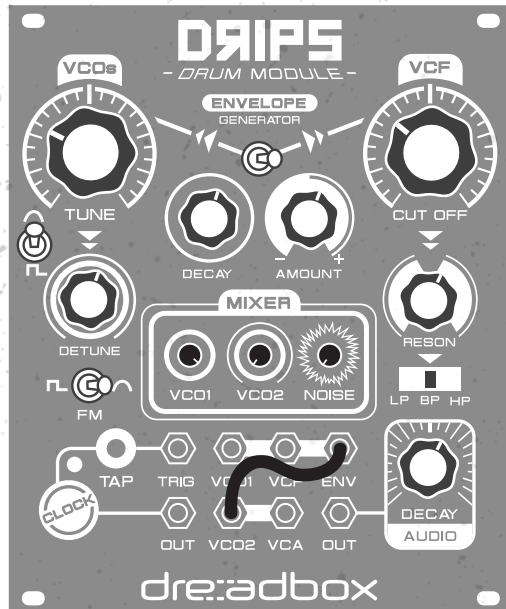
SOUND 1



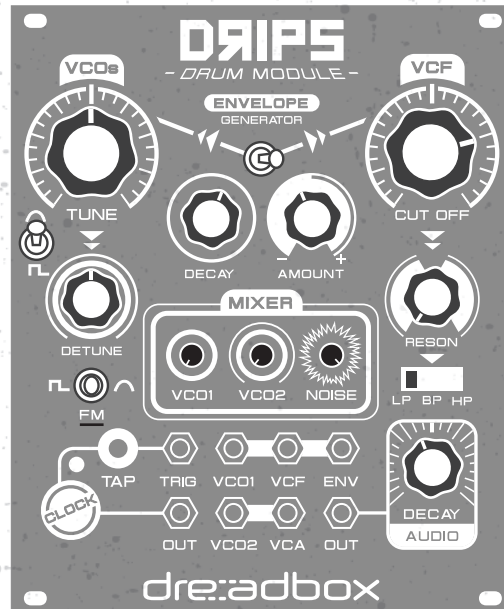
SOUND 2



SOUND 3



SOUND 4



CAMBASA



PRESETS

