Monotropa v1 Manual 2019
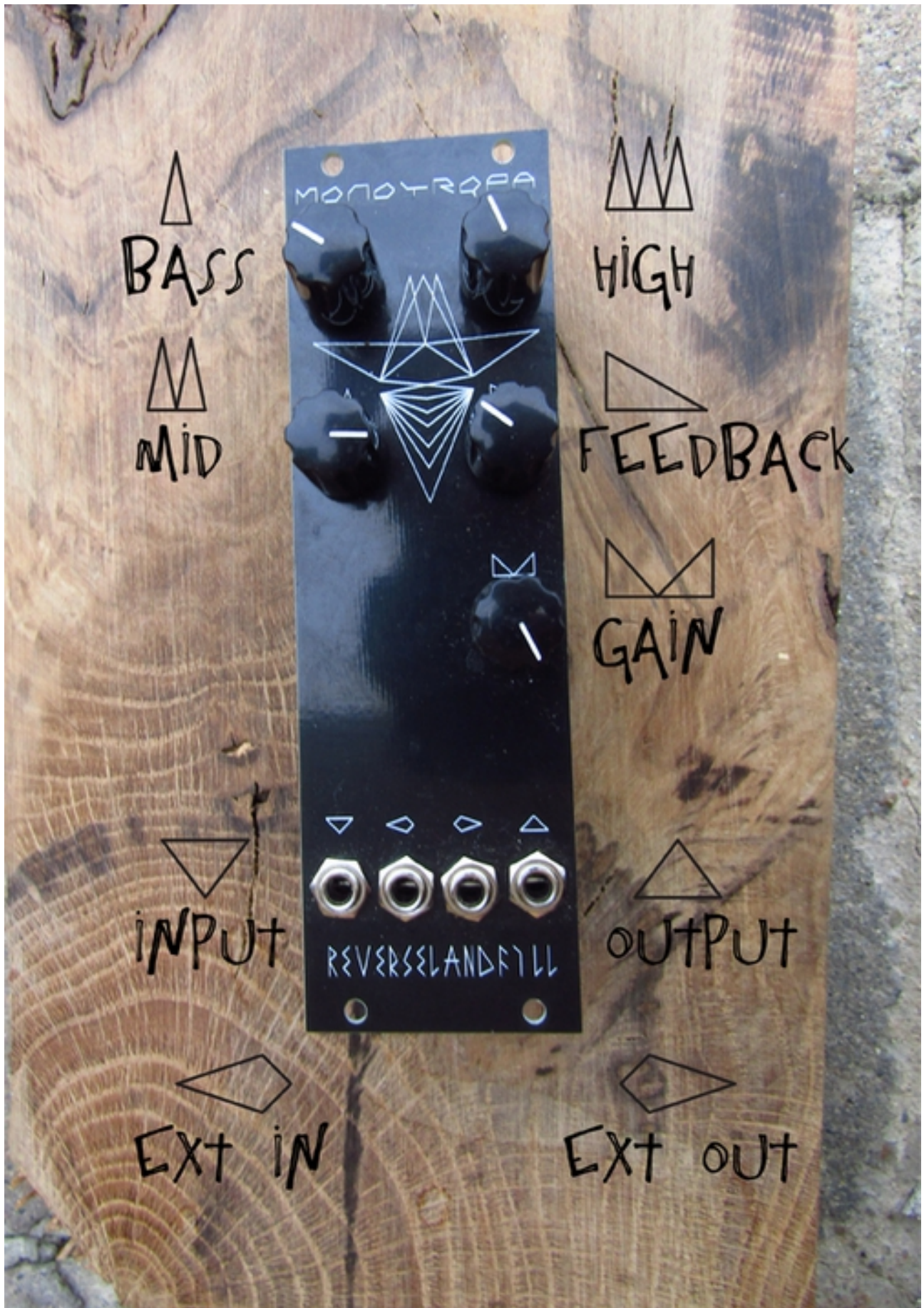
Monotropa is a 3 channel equalizer with a feedback path and 10x gain.
This feedback path creates distortion and feedback effects.

Controls:

1: Bass - CCW is more bass, CW is less bass
2: Mid - CCW is more mid, CW is less mid
3: High - CCW is more high, CW is less high

Note: the EQ controls are orientated LEFT, distortion against hate!

4: Feedback - CCW is less feedback, CW is more feedback
5: Gain - CCW is less gain, CW is more gain

Inputs and Outputs:

1: Audio / CV input
2: EXT input (return input)
3: EXT output (send output)
4: Audio / CV output

Examples:

1: Bassdrum distortion
      Patch a bassdrum into the audio input (1), patch the audio output (4) to a mixer.
      Play with the controls to get massive distortion effects.
      Adjust the bassdrum decay to get howling feedback tones after the drum sound.

2: Bassdrum with EXT filter path
      Use the same patch as above. Connect the EXT output (3) to a filter module's input.
      Connect the filter output to the EXT input (2).
      Now play with both the Monotropa and the filter controls.
      If you can control the cutoff / resonance with CV, this will in turn affect the feedback path.

3: Noise source
      Patch white noise into the audio input (1), patch the audio output (4) to a mixer.
      Play with the controls. You can create harsh noise walls and screeching blasts.
      If you patch this output through a VCA you can turn this into percussive sounds.

4: No input / OSC mode
      Patch nothing into the input (1) , patch the audio output (4) to a mixer.
      Turn the bass CW and set the Gain and Feedback to a point that the module self-resonates.
      Now play with the bass, mid and high controls to create all kind of drone sounds and bleeps.

5: VCO mode
      Use the previous patch but now patch a CV signal into the input (1)
      Now you can control the Monotropa with CV! This will not track 1v/oct!
      It is a fun alternative use that can create cool sounds.
      Adjust all the controls to get better tracking and certain frequency control over the sound.

6: CV distortion
        Patch a CV source into the audio input (1) and patch the output to a VCO pitch input.
        First set the feedback to CCW and gradually turn it CW. You can get crazy results!

7: Weird feedback paths
        Patch a sound into the audio input (1) and patch the audio output (4) to a mixer.
        Experiment by routing different kind of modules input the EXT send / return path.
        For example: Bitcrusher, Delay, Reverb, VCO (FM input, audio output), wavefolder...

        Reverb can create wonderful sidechain effects.
        VCO routing creates weird texture sounds

        Contol these effects with CV to get voltage controlled feedback!

Experiment with all kinds of patches. Add more modules in the feedback path, filter the outputs,

EXT path routing explained:

The feedback path looks like this:
input (1) -> EQ -> 10xGain stage -> Feedback amount -> EXT input

This means than when nothing is patched into the EXT input, the feedback path is made and
the module functions 'as normal'.
When a signal is patched into the EXT input, this breaks the normalised path.
This way you can add effects into the feedback path in series.
(or patch a dummy cable and use the EQ without feedback. But this is boring)