

ANTI KULTURE

CLK RST CV1 CV2

PLAY / STOP
COPY / PASTE
UNDO
LAST / CHAIN
LOCK SEQ
RECALL

MELODY
GROOVE

NOTE & OCTAVE
-2 -1 0 +1 +2

GATE
1V / OCT
ACC
RST

ANTI KULTURE PRECISION SEQUENCER

PRECISION DISRUPTER OPERATIONAL MANIFESTO

INTRODUCTION

Thank you for getting your hands on the **Precision Disrupter**, a module inspired by the rebel inside all of us. At **Anti-Kulture** we focus on the artist that has had enough with the dreary conventional structure that society has placed upon us and instead, we zero in on creating useful tools that will empower you to break the mold. This goes out to all the misfits, deviants, and nonconformists who are ready to bring forward a new era of expression. We stand with you.

Precision Disrupter at its core:

The **Precision Disrupter** is a generative sequencer that uses the parameters you define to spawn infectious sequences in real-time. Once a sequence of your liking has been generated, you can adjust and disrupt it with precision. This isn't another random CV generator that does what it wants. You decide the target... the Precision Disrupter comes up with a blueprint... and then you fine-tune it for the revolution. Long live the underground!

How it works:

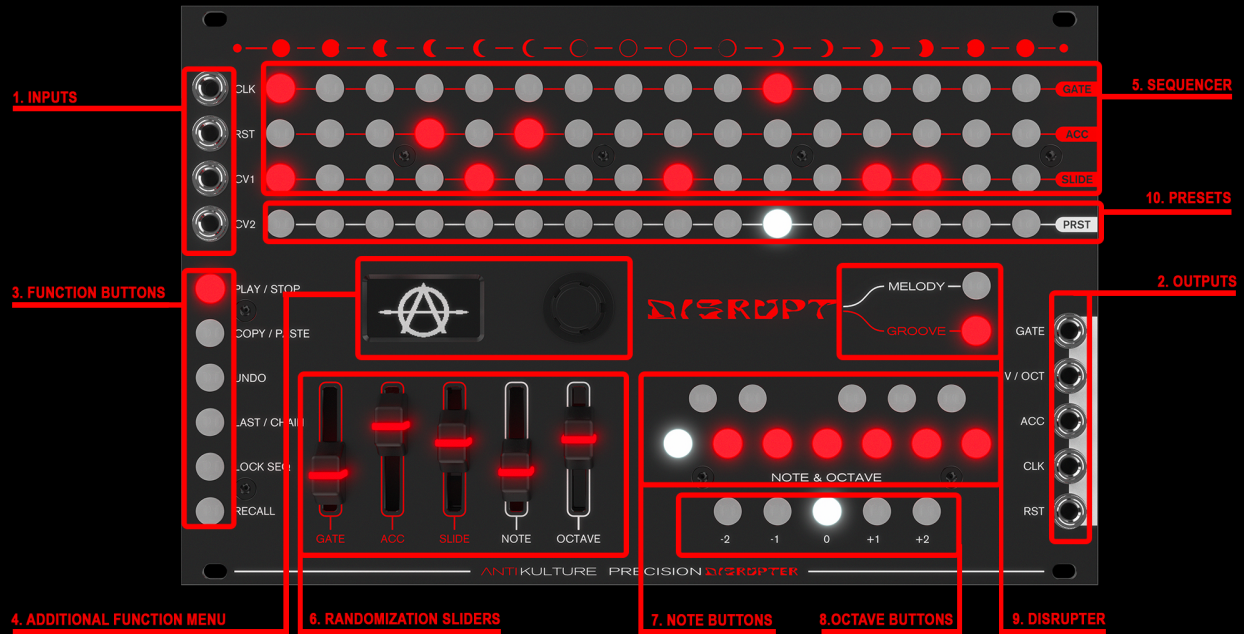
The **Precision Disrupter** continuously plays back the sequence held in the top **Sequencer** section. This consists of **Gate, Note, Octave, Accent, Slide, Playback Direction & Swing** over 16 steps.

The moment you alter the **Randomization Sliders, Note & Octave Buttons** or **Disrupt** buttons, the **Precision Disrupter** takes control and generates a new sequence using parameters that you have pre-determined, in real-time.

You may then cycle through new melodic or rhythmic variations while keeping the same chosen parameters by pressing one of the **Disrupt** buttons. Of course, you may define new parameters at any time to evolve your sequence to your liking.

Once a sequence is generated to your liking, you may alter with precision any of the individual **Gate, Note, Octave, Accent, or Slide** information on a per-step basis by using the provided **Sequencer, Note, and Octave** buttons.

Want to learn how? Keep on reading.



1. INPUTS

CLK (CLOCK) IN: Synchronize tempo from external clock sources. (4ppq).

The incoming clock can be divided or multiplied in the additional functionality menu.

RESET IN: Reset to the beginning of the sequencer playback via incoming trigger or gate signal.

CV1 & CV2 IN: Use an external CV source to control the Randomization Sliders & Disrupt Buttons.

2. OUTPUTS

GATE OUT: Gate/Trigger Output for triggering external envelopes and trigger destination. Lowest 0v - Highest 5v.

The gate length can be adjusted in the main menu.

CV (CONTROL VOLTAGE) OUT: Control Voltage Output for controlling external CV destinations. 1V/Oct CV Output - 0/10V range.

ACCENT OUT: Accent Output for controlling external accent destinations.

CLOCK OUT: Synchronize tempo to external clock destinations.

RESET OUT: Output reset gate/trigger to external destinations.

FUNCTIONS:

3. FUNCTION BUTTONS

PLAY/STOP: Play & Stop sequence playback.

COPY/PASTE: Copy & Paste presets.

Copying and Pasting Presets: A preset consists of Gate, Note, Accent, Slide, Clock Division/Multiplication, Swing Amount, Playback Direction, Gate Length, and final step information for all the steps in the **Sequencer**.

1. Press and hold the **Copy/Paste** button in the **Function Buttons** section.
2. Press the **Preset** button in the **Presets** section for the desired sequence you wish to copy. Notice that the **Copy/Paste** button is now lit, confirming that the sequence information is currently saved to the internal memory. You may let go of the **Copy/Paste** button at this time.
3. Press the desired **Preset** button that you wish to copy the sequence information to. Notice the **Copy/Paste** button is no longer lit, confirming the sequence information had been pasted to the new **Preset** successfully.

UNDO DISRUPT: Undo the last disrupt action. The undo function works to:

1. Undo the most recent **Disrupter** action. Pressing the **Undo** button will revert the **SEQUENCER** to the state prior to pressing either the **MELODY** or **GROOVE DISRUPT BUTTONS**.

NOTE:

The **Undo** button will only undo the last action taken.

LAST/CHAIN: Define the last step of a sequence or Activate a Preset Chain and define the preset order of the preset chain.

Defining the last step of a sequence: Defining the last step in a sequence will cause the sequencer to reset from the beginning when reaching this step.

1. Press and hold the **Last** button in the **Function Buttons** section. Notice that the **Last** button is now lit, confirming that the last step is ready to be selected.
2. Press the **Gate** button in the **Sequencer** section for the last desired step in the sequence. Notice that the **Last** button is no longer lit, confirming that the last step has been successfully defined.

Activating the preset chain and defining the order of the preset chain:

Activating the preset chain will allow the chaining of multiple presets in the desired order.

1. Press and hold the **Last** button in the **Function Buttons** section. Notice that the **Last** button is now lit, confirming that the last **Preset** chain is ready to be activated and the chain order selected.
2. Press the desired **Preset** buttons in the consecutive order that you wish to chain to activate and define the preset chain. You may now let go of the **Last** button. Notice the presets will now automatically chain together in the order you have defined. Notice that the **Last** button remains lit while **Preset Chain** mode is active.

NOTE:

Editing of the **Gate, Note, Accent & Slide** buttons or the **Randomization Sliders, Note & Octave Buttons**, and **Disrupter** buttons while in Preset chain mode, will edit only the current sequence displayed in the **Sequencer** Section.

Also...

Pressing one of the **Preset** buttons in the **Sequencer** Section while in Preset chain mode will deactivate preset chain mode and only playback the selected preset. If you wish to re-activate preset mode, you must re-activate and define a new preset chain from scratch.

LOCK SEQUENCE: Locking the sequence will disable the real-time effect that the randomization sliders, note buttons, octave buttons and the disrupter buttons have on a live sequence. This is mainly a performance feature that protects you from accidentally changing the desired sequence while jamming out.

Locking the sequence:

1. Press the **Lock Seq** button in the **Function Buttons** section. Notice the **Lock Seq** button is now lit, confirming the sequence is locked. Trying to edit any slider, note or octave parameters while the **Lock Seq** function is active will be disabled.³

Unlocking the sequence:

2. When the sequence lock feature is enabled, simply press the **Lock Seq** button in the **Function Buttons** section once again. Notice the **Lock Seq** button is no longer lit, confirming the sequence is now unlocked.

NOTE:

This feature only disables the real-time, self-generating randomization features of the module. You may still edit per step information by turning **Gates, Accents & Slides** on or off in the **Sequencer** section or change **Note** and **Octave** information for any step by holding a **Gate** button in the **Sequencer** section and then selecting the desired **Note** and/or **Octave** button from the **Note & Octave Buttons** sections below.

RECALL: Recalling a sequence will restore a previously saved preset after its been altered via the **Randomization Sliders** or **Note & Octave buttons**.

3. ADDITIONAL FUNCTION MENU

The **Additional Function** menu grants access to additional functionalities that are not available via the **Function Buttons**. The menu consists of the functions listed below.

To access any of the additional functions:

1. Turn the encoder until you've reached the desired function that you wish to edit followed by pressing the encoder. Notice that the small square representing the specific function on the bottom of the screen is now flashing, confirming the parameter for that function is ready to be edited.
2. Turn the encoder to set the desired parameter value.
3. Press the encoder again to lock in the chosen parameter value. Notice the small square on the bottom of the screen is no longer flashing, confirming the parameter for that function has been saved.

CLOCK SOURCE - INTERNAL or EXTERNAL CLOCK: Slave the sequencer's playback tempo to a external clock source.

INTERNAL BPM: Choose the desired beats per minute when using the internal clock.

CLOCK DIVISION/MULTIPLICATION: Turning the encoder counter-clockwise will divide the playback speed of the sequence while turning the encoder clockwise will multiply the playback speed of the sequence.

NOTE: This will work for both external and internal clocks.

PLAYBACK DIRECTION: Choose the directional playback modes of the sequencer.

Available Directions:

Forward: The sequencer advances from left to right.

Reverse: The sequencer advances from right to left.

Ping-Pong: The sequencer advances from left to right and then reverses back.

Reverse: The sequencer advances in a random order.

SHIFT: Turning the encoder left or right will shift all **GATE**, **ACCENT** and **SLIDE** information that is currently populated in the **SEQUENCER** section.

SWING AMOUNT: Choose the amount of rhythmical swing applied to the current sequence from 10-90%.

NOTE: 50% indicates that the sequence is centered and no **SWING** is applied.

50% to 90% will **SWING** the gates forward.

50% to 10% will **SWING** the gates backwards.

GATE LENGTH: Choose the overall gate length of the steps in the sequence.

SCALE: Automatically populate musical **SCALES** to the **NOTES** section.

Choosing a SCALE:

1. Turn the encoder to the desired scale and then press the encoder to confirm and populate the **NOTES** section with the chosen **SCALE**.

CV DESTINATIONS 1 & 2: Use external CV voltage to control the **GATE**, **ACCENT**, **SLIDE**, **NOTE**, or **OCTAVE RANDOMIZATION SLIDERS**, as well as, the **MELODY** and **GROOVE DISRUPT** buttons.

To enable external CV destinations:

1. Turn the encoder to the destination you desire to enable the external control.

CV AMOUNT: Attenuate the incoming CV amount from 0-100%

CV POLARITY: Define the **POLARITY** that the external CV signal will affect the chosen destination.

CV OUT TRIM: Adjust the CV output trim to modify the CV output voltage.

5. SEQUENCER

The **Sequencer** section displays the **Gate**, **Accent**, and **Slide** information for every step that is currently being played in a sequence. You may turn on/off any of the three parameters, for any step, at any time during the playback. For **Note** and **Octave** information please continue reading.

Gate: The **Gate** signal (0V for off, +5V for on) is generally used to trigger an envelope generator. The duration of the held gate can be adjusted in the **Additional Functions** menu.

Accent: The **Accent** signal (0V for off, +5V for on) is generally used as a modulation source for a VCA but can also be used to modulate any source with a voltage input like a filter cutoff frequency.

Slide: The **Slide** feature allows for slewing the transition from one note to another. When enabled, the voltage will automatically slide from the current note voltage to the following notes voltage.

Note and **Octave** information is stored within any step that has an active **Gate** and can be changed in real-time.

Changing the Note information for a step:

Press and hold the desired **Gate** button for the step that you wish to change the note information for.

Press the desired note from the mini keyboard in the **Notes Buttons** section that you wish to assign to the current step.

Changing the Octave information for a step:

1. Press and hold the desired **Gate** button for the step that you wish to change the octave information for.

2. Press the desired **Octave** to choose the octave you wish to assign to the current step.

NOTE: Changing any parameters on the **Randomization Sliders**, or the **Note & Octave** buttons, without holding down a gate, or pressing the **Disrupter** buttons, will automatically change the information stored in the **Sequencer** section. If you don't wish for this to happen you may **Lock** the sequence. More on locking the sequence in the **Function Buttons** section.

6. RANDOMIZATION SLIDERS

The **Randomization Sliders** section contains the **Gate, Accent, Slide, Note,** and **Octave Sliders** which determine the amount added to a sequence for those individual parameters.

Moving the sliders will automatically influence the sequence in real-time allowing you to change the sequence as you go. Each of the sliders ranges from 0% in the bottom-most position to 100% in the top-most position. We invite you to play around with sliders till you find a combination of **Gates, Accents, Slides, Notes,** and **Octaves** that you desire.

NOTE:

Locking the sequence using the **Lock** button in the **Functions Menu** will disable the real-time control of the **RANDOMIZATION SLIDERS** and **NOTES & OCTAVE** sections and is indicated when the **Lock** button is illuminated. This is meant as a performance safety feature that protects from accidentally changing a sequence while playing.

Gate Randomization Slider: This slider will determine the number of **Gates** populated in the current sequence, from 0 to 16. The **Gates** are randomly distributed through the sequence based on the slider setting of 0% to 100%.

Accent Randomization Slider: This slider will determine the number of **Accents** populated in the current sequence, from 0 to 16. The **Accents** are randomly distributed through the sequence based on the slider setting of 0% to 100%.

Slide Randomization Slider: This slider will determine the number of **Slides** populated in the current sequence, from 0 to 16. The **Slides** are randomly distributed through the sequence based on the slider setting of 0% to 100%.

Octave Randomization Slider: This slider will determine the amount of **Octave** diversity populated in the current sequence.

IMPORTANT:

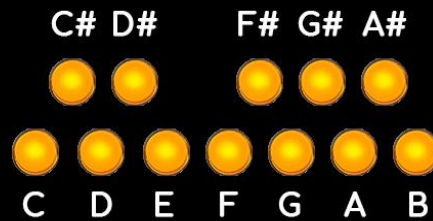
The desired **Octave** that you wish to be included when using the **Octave** slider must first be defined using the **Octave Buttons** in the **Octave Buttons** section. When set to the lowest position, only the root octave will be populated in the sequencer. Raise the Notes Slider to include the additional selected notes from the Notes Buttons section. Increasing the slider will increase octave variation.

Note Randomization Slider: This slider will determine the amount of **Note** diversity populated in the current sequence.

IMPORTANT:

The desired **Notes** that you wish to be included when using the **Note** slider must first be defined using the **Note Buttons** in the **Notes Buttons** section. When set to the lowest position, only the root note will be populated in the sequencer. Raise the Notes Slider to include the additional selected notes from the Notes Buttons section. Increasing the slider will increase note variation.

7. NOTE BUTTONS



The **Note Buttons** are multi-purpose buttons that define the melodic content of the sequence.

Adding or removing Notes will automatically influence the sequence in real-time allowing you to change the sequence as you go. We invite you to play around with these buttons until you find the melodic content that you desire.

IMPORTANT: The amount of **Note** variation distributed across the sequence is dependent on the **Note Randomization Slider**. More on **Note Randomization** in the **Randomization Sliders** section of this manual.

The Note Buttons have two main functions:

Note Randomization Function:

This allows you to define which **Notes** will be included in the sequence when altering the **Note Randomization Slider** and when pressing the **Melody Disrupt** button in the **Disrupt** section.

A **Root Note** will always be defined as the main note of the sequence. This is the main note that will be used when the **Note Randomization Slider** is set to 0%.

Defining the Root Note:

Press and hold one of the **Notes** in the **Notes Button** section. Notice that the button is now lit white, indicating the **Root Note** has been set. If none of the notes are yet defined, the first note activated will automatically be defined as the **Root Note**.

Defining all other Notes:

Press the desired **Notes** in the **Notes Button** section that you wish to include in the sequence. Notice that the selected buttons are now lit orange, indicating the **Notes** have been defined.

Per-Step Note Editing Function:

This allows you to edit the **Note** information on a per-step basis.

Changing the Note information for a step:

1. Press and hold the desired **Gate** button in the **Sequencer** section for the step that you wish to change the **Note** information for.
2. Press the desired **Note** from the **Notes Buttons** section that you wish to assign to the current step.

IMPORTANT:

Altering the **Note Button** or **Note Randomization Slider** sections **without** holding a **Gate** button will override the **Note** information stored in the **Sequencer**. To stop this from happening you must **Lock** the sequence. More on **Locking the Sequence** in the **Function Buttons** sections of this manual.

8. OCTAVE BUTTONS

The **Octave Buttons** are multi-purpose buttons that define the octave content of the sequence.

Adding or removing Octaves will automatically influence the sequence in real-time allowing you to change the sequence as you go. We invite you to play around with these buttons until you find the octave content that you desire.

IMPORTANT: The amount of **Octave** variation distributed across the sequence is dependent on the **Octave Randomization Slider**. More on **Octave Randomization** in the **Randomization Sliders** section of this manual.

The Octave Buttons have two main functions:

Octave Randomization Function:

This allows you to define which **Octaves** will be included in the sequence when altering the **Octave Randomization Slider** and when pressing the **Melody Disrupt** button in the **Disrupt** section.

A **Root Octave** will always be defined as the base or **Octave** of the sequence. This is the main octave that will be used when the **Octave Randomization Slider** is set to 0%.

Defining Octaves:

Press the desired **Octaves** in the **Octaves Button** section that you wish to include in the sequence. Notice that the selected buttons are now lit orange, indicating the **Octaves** have been defined.

Per-Step Octave Editing Function:

This allows you to edit the **Octave** information on a per-step basis.

Changing the Octave information for a step:

3. Press and hold the desired **Gate** button in the **Sequencer** section for the step that you wish to change the **Octave** information for.
4. Press the desired **Octave** from the **Octave Buttons** section that you wish to assign to the current step.

IMPORTANT:

Altering the **Octave Buttons** or **Octave Randomization Slider** sections **without** holding a **Gate** button will override the **Octave** information stored in the **Sequencer**. To stop this from happening you must **Lock** the sequence. More on **Locking the Sequence** in the **Function Buttons** sections of this manual.

9. DISRUPTER

The **Disrupter** section allows you to randomly rearrange the melodic and rhythmic content of your sequence while maintaining all current **Note** and **Octave** parameters as currently defined by the **Randomization Sliders** and **Note & Octave Buttons**.

Disrupting the Melody or Rhythm will automatically influence the sequence in real-time allowing you to change the sequence as you go. We invite you to press the **Disrupt** buttons until you find the sequence of your liking. **Remember**, you can always adjust the melodic or rhythmic content on a per-step basis after disruption has occurred.

Melodic Disrupt Button:

Pressing this will rearrange the **Note and Octave** values stored in any currently active **Gate**.

Rhythmic Disrupt Button:

Pressing this will rearrange the **Gate, Accent & Slide** values stored in the **Sequencer** while maintaining the parameters as currently defined by the **Gate, Accent & Slide Randomization Sliders**.

10. PRESETS

The **Presets** buttons are where sequences can be stored, recalled, and chained in a **Preset Chain** to create longer sequences. More on **Preset Chains** in the **Function Buttons** section of this module.

Presets consist of **Gate, Note, Accent, Slide, Clock Division/Multiplication, Swing Amount, Playback Direction, Gate Length**, and **Final Step** information for a 16 step sequence.

You may save up to 16 **Presets** for playback at any time.

Saving a Preset:

1. Press and hold any of the 16 available **Preset** buttons to save the currently playing sequence in the desired slot. Notice the screen will indicate the saving of the **Preset**, confirming the **Preset** has been saved.

Recalling a Preset:

1. Press and hold the **Recall** button.

2. Press the current **Preset** button to recall the previously saved **Preset**. **NOTE:** You may only use the **Recall** function on the currently playing **Preset**.

IMPORTANT:

Making changes to a Preset will NOT automatically save. If you alter any of the parameters of a preset you must save the **Preset** again to save the desired changes.

Sequences won't be saved when powering off the module unless presets are manually saved.

