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||| 222222 555555 000000 666666 || 111 || 999999 |||
||||| 22 55 |||| OO || OO 66 |||| 11111 || 99 || 99 |||
||| 222222 555555 00 || OO 666666 || 111 || 999999 |||
|||| 22 |||| 55 00 || OO 66 || 66 || 111 |||| 99 |||
||| 222222 555555 000000 666666 111111 999999 |||
|||||

```

||| **BLOCCO D** ||||| [1736 mA]

/Steady State Gate

```

DECAY <-- OUT(U)2 Rnd Step (TipTop Giallo)
          PITCH Mutant Clap (Doepfer Nero)
FREQ <-- PITCH Mutant BD9 (Doepfer Giallo)
          FREQ MF-107B [D] (TipTop Rosso)
EXCITE <-- OR Logic (TipTop Giallo)
TIMBRE <--
Q-FCTR <--
  IN <-- AUDIO MF-107B [D] (TipTop Giallo)
  ENV --> AMP DEC Mutant BD9 (TipTop Verde)
          ENV MF-105M (Doepfer Nero)
  OUT --> M-1 Vortices (Doepfer Blu)

```

/Mutant BD9

```

TRIG <-- OUT-1 uGrids (TipTop Giallo)
ACCENT <-- ACC-1 uGrids (Doepfer Grigio)
SUB LVL <-- OPEN Hat (TipTop Rosso)
          ACC-3 uGrids (Doepfer Grigio)
PITCH <-- FREQ MF-107B [D] (TipTop Rosso)
          DACAY Steady State Gate (Doepfer Giallo)
AMP DEC <-- ENV Steady State Gate (TipTop Verde)
          ENV MF-105M (Doepfer Nero)
  OUT --> 3 Unity [D] (TipTop Giallo)

```

/Mutant Clap

```

REV DEC <-- OUT(U)1 Rnd Step (TipTop Giallo)
  TRIG <-- RESET Muxlicer (TipTop Rosso)
          ACC-2 uGrids (Doepfer Grigio)
  PITCH <-- DECAY Steady State Gate (Doepfer Nero)
ACCENT <--
  OUT --> 2 Unity [D] (TipTop Giallo)
  NOISE --> B Fade (Koma Att.)
  FILTER -->

```

/Dial-Up

```

BANG! <-- OUT-2 uGrids (TipTop Giallo)

```

```
GLITCH <-- DECAY Hat (Doepfer Giallo)
          OUT(U)3 Rnd Step (TipTop Rosso)
OUT --> M-4 Vortices (Doepfer Blu)
```

/Fade

```
A <-- VCO MF-107A [D] (TipTop Rosso)
B <-- NOISE Mutant Clap (Koma Att.)
FADE <--
VOL <--
OUT --> AUDIO MF-105M (TipTop Verde)
```

/Lfo

```
RESET <-- EOC Muxlixer (TipTop Rosso)
RATE <--
WAVE <-- TIME Delay (Doepfer Giallo)
          OUT(B)2 Rnd Step (TipTop Rosso)
OUT 1 --> DAMP Comb (TipTop Verde)
OUT 2 --> FREQ Comb (TipTop Verde)
```

/Hat

```
CLOSED <-- OUT-3 uGrids (TipTop Giallo)
OPEN <-- SUB LVL Mutant BD9 (Doepfer Grigio)
          ACC-3 uGrids (Doepfer Grigio)
DECAY <-- OUT(U)3 Rnd Step (TipTop Rosso)
          GLITCH Dial-Up (Doepfer Giallo)
SIZZLE <-- OUT(B)1 Rnd Step (TipTop Rosso)
OUT --> M-3 Vortices (Doepfer Blu)
```

/Comb

```
IN <-- MONO-L Vortices (Doepfer Blu)
          X-FADE Vortices (TipTop Verde)
FREQ <-- 2 Lfo (TipTop Verde)
RES <-- OUT(U)1 Rnd Step (Doepfer Nero)
DAMP <-- 1 Lfo (TipTop Verde)
OUT --> IN-1 Spring Reverb (Doepfer Blu)
          IN-2 Spring Reverb (TipTop Verde)
          SC Mscl-B (Doepfer Giallo)
```

/Delay

```
IN <-- B Unity [D] (TipTop Rosso)
TIME <-- OUT(B)2 Rnd Step (TipTop Rosso)
          WAVE Lfo (Doepfer Giallo)
FDBK <-- OUT(B)3 Rnd Step (Doepfer Nero)
MIX <--
OUT --> L-2 Vortices (Doepfer Blu)
```

/Muxlicer

```
RUN-ADD <--
GATE-MOD <--
  RESET <-- TRIG Mutant Clap (TipTop Rosso)
             ACC-2 uGrids (Doepfer Grigio)
  CLOCK <-- OUT-2 uGrids (Doepfer Nero)
  CLOCK --> 5 Patch-bay [D] (Doepfer Nero)
1-GATES --> 2 Patch-bay [D] (Doepfer Nero)
2-GATES -->
3-GATES -->
4-GATES -->
5-GATES -->
6-GATES -->
7-GATES -->
8-GATES -->
ALL-IN <--
  COM --> IN Selw Limiter (Doepfer Giallo)
ALL-G. -->
  EOC --> RESET Lfo (Doepfer Rosso)
1-MUX <--
2-MUX <--
3-MUX <--
4-MUX <--
5-MUX <--
6-MUX <--
7-MUX <--
8-MUX <--
```

/Unity [D]

```
1 <--
2 <-- OUT Mutant Clap (TipTop Giallo)
3 <-- OUT Mutant BD9 (TipTop Giallo)
A --> M-2 Vortices (Doepfer Blu)
4 <-- MONO-R Vortices (Doepfer Blu)
5 <-- LEFT MF-105M (TipTop Verde)
6 <-- RIGHT MF-105M (TipTop Verde)
B --> IN Delay (TipTop Rosso)
```

/Rnd Step

```
TRIG-1 <-- ACC-1 uGrids (TipTop Verde)
SAMPLE-1 <--
OUT(U)1 --> REV DEC Mutant Clap (TipTop Giallo)
             RES Comb (Doepfer Nero)
OUT(B)1 --> SIZZLE Hat (TipTop Rosso)
             CV-1 uGrids (Doepfer Giallo)
TRIG-2 <-- ACC-2 uGrids (TipTop Verde)
```

```

        A-A Logic (Doepfer Giallo)
SAMPLE-2 <--
  OUT(U)2 --> DECAY Steady State Gate (TipTop Giallo)
              WAVE MF-107B [D] (Doepfer Giallo)
              PITCH Mutant Clap (Doepfer Nero)
  OUT(B)2 --> TIME Delay (TipTop Giallo)
              CHAOS uGrids (Doepfer Giallo)
              WAVE Lfo (Doepfer Giallo)
  TRIG-3 <-- ACC-3 uGrids (TipTop Verde)
              B-A Logic (Doepfer Giallo)
SAMPLE-3 <--
  OUT(U)3 --> DECAY Hat (TipTop Rosso)
              CV-3 uGrids (Doepfer Giallo)
              GLITCH Dial-Up (Doepfer Giallo)
  OUT(B)3 --> FM MF-107B [D] (TipTop Verde)
              FDBK Delay (Doepfer Nero)
              MIX Verb (Doepfer Blu)

```

/Logic

```

  A-A <-- TRIG-2 Rnd Step (Doepfer Giallo)
  B-A <-- TRIG-3 Rnd Step (Doepfer Giallo)
  AND -->
  A-O <--
  B-O <--
  OR --> EXCITE Steady State Gate (TipTop Giallo)

```

/uGrids

```

CLOCK <--
RESET <--
CHAOS <-- OUT(B)2 Rnd Step (Doepfer Giallo)
  Y <--
  X <-- GLITCH Dial-Up (Doepfer Nero)
  CV-1 <-- OUT(B)1 Rnd Step (Doepfer Giallo)
  OUT-1 --> TRIG Mutant BD9 (TipTop Giallo)
  ACC-1 --> TRIG-1 Rnd Step (TipTop Verde)
              ACC Mutant BD9 (Doepfer Grigio)
  CV-2 <--
  OUT-2 --> BANG! Dial-Up (TipTop Giallo)
              5 Patch-bay (Doepfer Nero)
  ACC-2 --> TRIG-2 Rnd Step (TipTop Verde)
              A-A Logic (Doepfer Giallo)
              TRIG Mutant Clap (TipTop Grigio)
  CV-3 <-- OUT(U)3 Rnd Step (Doepfer Giallo)
  OUT-3 --> CLOSED Hat (TipTop Giallo)
  ACC-3 --> TRIG-3 Rnd Step (TipTop Verde)
              B-A Logic (Doepfer Giallo)
              SUB LVL Mutant BD9 (Doepfer Grigio)
              CLOSED Hat (TipTop Rosso)

```

/Patch-bay [D] _____

```
1 <-->
2 <-- 1-GATES Muxslicer (Doepfer Nero)
3 --> RATE MF-105M (Doepfer Giallo)
4 --> STEP MF-105M (Doepfer Giallo)
5 <-- CLOCK Muxlicer (Doepfer Nero)
6 <-->
```

/MF-107A [D] _____

```
AUDIO <--
FREQ <--
WAVE <--
ENV <--
FM <--
MIX <--
ENV -->
VCO --> A Fade (TipTop Rosso)
AUDIO --> AUDIO MF-107B [D] (TipTop Rosso)
```

/MF-105M _____

```
AUDIO <-- OUT Fade (TipTop Verde)
LFO <--
RATE <-- 3 Patch-bay [D] (Doepfer Giallo)
STEP <-- 4 Patch-bay [D] (Doepfer Giallo)
ENV <-- AMP DEC Mutant BD9 (Doepfer Nero)
LEFT --> 5 Unity [D] (TipTop Verde)
      L-1 Vortices (Doepfer Blu)
RIGHT --> 6 Unity [D] ((TipTop Verde)
      R-1 Vortices (Doepfer Blu)
```

/MF-107B [D] _____

```
AUDIO <-- AUDIO MF-107A [D] (TipTop Rosso)
FREQ <-- PITCH Mutant BD9 (TipTop Rosso)
      OUT Slew Limiter (Doepfer Giallo)
WAVE <-- OUT(U)2 Rnd Step (Doepfer Giallo)
ENV <--
FM <-- OUT(B)3 Rnd Step (Doepfer Giallo)
      MIX Verb (Doepfer Blu)
MIX <--
ENV -->
VCO -->
AUDIO --> IN Steady State Gate (TipTop Giallo)
```

||| **O-BOARD** |||||||||||||||||||||||||||| [0 mA]

/Slew Limiter

```
IN <-- COM Muxlicer (Doepfer Giallo)
OUT --> FREQ MF-107B [D] (Doepfer Giallo)
        PITCH Mutant BD9 (TipTop Rosso)
        FREQ Steady State Gate (Doepfer Giallo)
```

||| **REGIA** ||||||||||||||||||||||||||||||||||| [352 mA]

/Vortices

```
M-1 <-- OUT Steady State Gate (Doepfer Blu)
PAN-1 <--
M-2 <-- A Unity [D] (Doepfer Blu)
X-FADE <--
M-3 <-- OUT Hat (Doepfer Blu)
PAN-4 <--
M-4 <-- OUT Dial-Up (Doepfer Blu)
L-1 <-- LEFT MF-105M (Doepfer Blu)
R-1 <-- RIGHT MF-105M (Doepfer Blu)
L-2 <-- MIX Spring Reverb (TipTop Rosso)
R-2 <--
L-3 <-- OUT Delay (Doepfer Blu)
R-3 <--
AUX-1 <--
AUX-L <-- TILT Eq (YS Nero + Doepfer Nero)
STEREO-L --> L Verb (TipTop Verde)
STEREO-R --> R Verb (TipTop Verde)
AUX-R <-- TILT Eq (YS Rosso + Doepfer Nero)
AUX-2 <--
MASTER-L --> L Mscl-B (TipTop Giallo)
        MASTER-R Vortices (Doepfer Giallo)
MONO-L --> X-FADE Vortices (TipTop Verde)
        IN Comb (Doepfer Blu)
X-FADE --> MONO-L Vortices (TipTop Verde)
MONO-R --> 4 Unity [D] (Doepfer Blu)
MASTER-R --> R Mscl-B (TipTop Giallo)
        MASTER-L Vortices (Doepfer Giallo)
```

/Verb

```
L <-- STEREO-L Vortices (TipTop Verde)
R <-- STEREO-R Vortices (TipTop Verde)
MIX <-- FM MF-107B [D] (Doepfer Blu)
L --> EQ Eq (YS Nero)
R --> EQ Eq (YS Rosso)
```

/Eq

```
EQ <-- L+R Verb (YS Nero/Rosso)
```

EQ --> L+R Mscl-A (YS Nero/Rosso)
TILT <-- L+R Mscl-B (YS Nero/Rosso)
TILT --> AUX [1+2] Vortices (YS Nero/Rosso + Doepfer Nero)

/Spring Reverb

IN-1 <-- IN-2 Spring Reverb (TipTop Verde)
OUT Comb (Doepfer Blu)
CV-1 <--
IN-2 <-- IN-2 Spring Reverb (TipTop Verde)
SC Mscl-B (Doepfer Giallo)
CV-2 <--
MIX --> L-2 Vortices (TipTop Rosso)
MIX-CV <--
WET -->

/Mscl-A

SC <--
L <-- EQ Eq (YS Nero)
R <-- EQ Eq (YS Rosso)
L --> L-JACK Restyler (Jack/JACK)
R --> R-JACK Restyler (Jack/JACK)

/Mscl-B

SC <-- IN-2 Spring Reverb (Doepfer Giallo)
L <-- MASTER-L (TipTop Giallo)
R <-- MASTER-R (TipTop Giallo)
L --> TILT Eq (YS Nero)
R --> TILT Eq (YS Rosso)

/V-MUTES

S-1 <--
S-2 <--
S-3 <--
M-1 <--
M-2 <--
M-3 <--
M-4 <--

||| **CAVI** ||

#14	TipTop	Verde	#15	Doepfer	Giallo	#1	Koma	Att.		
#11	"	"	Rosso	#9	"	"	Nero	#0	Befaco	Nero
#11	"	"	Giallo	#3	"	"	Grigio	#0	YM	Rosso
#0	"	"	Azzurro	#0	"	"	Rosso	#4	YS	Nero/Rosso
#0	"	"	Nero	#11	"	"	Blu	#2	Jack/JACK	
#0	"	"	Viola	#0	"	"	Verde	#0	Jack/RCA	

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