plexiphon

_travelers guide
_for weaving the plexus

16 hp	0 modes to pick	∞+ decay at max

› then noon = 12 o'clock tags = the panel drawing

stereo modeless spatial texturizer · reverb to multi-tap echo and everything between · by tom erbe

01 what it is

px_01

a texturizer	stereo, morphs smoothly from reverb to multi-tap echo · best results are neither
modeless	no algorithms to pick · every knob works across its whole range, all the time
everything talks	"delay time" comes from plexus, size and couple together · explore rather than aim

02 in · out · level

px_02

stereo	patch only `L[M]` and it feeds both · take only `L[M]` out for a mono mix
`level`	input gain · unity about 2:30 · start at noon – 1:00, more for quiet signals or clipping
`mix`	dry ↔ wet · has its own cv jack
the window	the light grid shows the current size, in mimeophon-style colours

__fig.10 : patching

L(M) normals

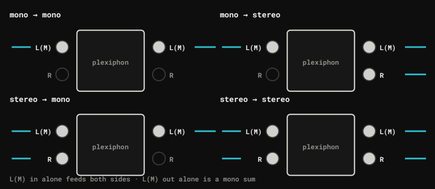


__fig.04 : level

input gain



09 first flight

px_09 · first space

1. audio into `L[M]` · both outs to your mixer
2. `level` around 1:00 · `mix` at noon
3. `plexus` low, `size` middle = a room
4. raise `decay` · move `color`
5. `plexus` up slowly to hear it turn into echoes
6. press `[ skew ]` and turn plexus, size or color

03 the plexus

px_03 · fig.01

`plexus`	down = more paths, more tangled = reverb · up = fewer paths = multi-tap echo
`size`	with plexus low it acts like room size · with plexus high, like the repeat rate
`couple`	how much L and R mix inside · full ccw = two separate mono plexiphons

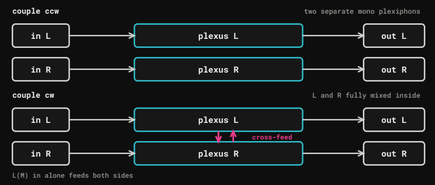
__fig.01 : plexus x size

one continuous space



__fig.06 : couple

stereo inside the plexus



04 tone · time

px_04

`diffuse`	filtering + early reflections · softens or sharpens the plexus
`decay`	feedback inside the network · max = more than infinite
`color`	darkens ccw of 1:00 · brightens cw of 1:00 · changes over time with decay

__fig.05 : diffuse

soften ↔ sharpen

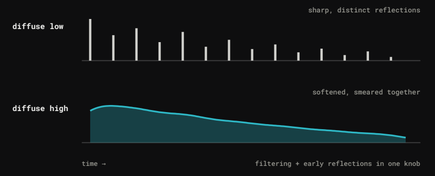
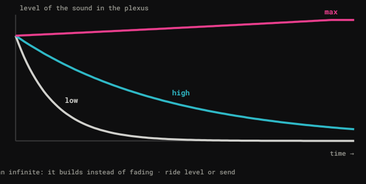


__fig.08 : decay

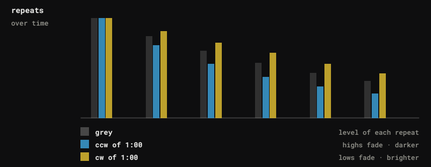
feedback in the network



max = more than infinite: it builds instead of fading · ride level or send

__fig.07 : color

1:00 = neutral



05 send

px_05 · gate in · fig.02

high	input goes into the plexus · unpatched = always high
low	input is kept out · what is already inside keeps ringing
note	it does not change `mix` · the dry signal still passes

__fig.02 : send

gate in



high = feed it · low = it keeps ringing, nothing new enters

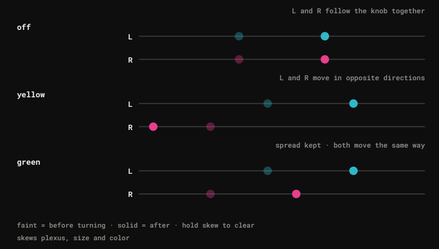
06 skew

px_06 · button

press · yellow	plexus, size and color move L and R in opposite directions · wider, stranger
press · green	keeps the spread, now both sides move the same way
hold	clears the skew (light off)

__fig.09 : skew

button · plexus, size, color



faint = before turning · solid = after · hold skew to clear
skews plexus, size and color

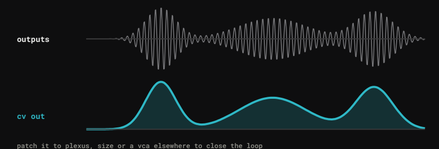
07 cv

px_07

`cv out`	an envelope follower: a voltage that follows the output level
attenuverters	`plexus` `decay` `color` `size` · noon = off
direct	`couple` `diffuse` `mix` cv jacks

__fig.11 : cv out

envelope follower



patch it to plexus, size or a vca elsewhere to close the loop

10 tips

px_10

tempo feel — send gate
gate the send from a clock division for rhythmic bursts into the plexus

mono tricks — skew · couple
still useful from the `L[M]` out alone, or for parallel processing

feedback in — cv out
patch the follower to plexus, size or a vca elsewhere

__fig.03 : the panel

numbers match the legend



`io`	**in** · **out** · stereo · L[M] for mono
`lvl`	**level** · input gain · unity ~2:30
`mix`	**mix** · dry ↔ wet + cv
`size`	**size** · room size ↔ repeat rate
`plx`	**plexus** · **couple** · paths · L/R coupling
`dcy`	**decay** · **diffuse** · feedback · softness
`col`	**color** · dark ← 1:00 → bright
`skw`	**skew** · **send** · **cv out** · stereo spread …

08 specs

px_08

size	16 hp
power	240 mA +12 V · 5 mA –12 V
code	tom erbe (soundhack) for make noise