squid salmple

_travelers guide
_for ordering otherworldly sushi

8 channels	11 s per channel	3 assignable cv

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

eight-channel audio + cv sampler · ~11 s per channel · usb banks · firmware 188 manual · blue buttons cycle pages, the knob sets them

01 what it is

sq_01

a sampler	8 channels of audio or cv · about 11 s each, 16-bit / 44.1 kHz, mono
play	a trigger into 1 – 8 plays that channel · [prog] click previews the one selected
channels 6 – 8	have a v/oct knob + jack for pitch · rough, crunchy tracking, 2 – 3 octaves
the way in	blue buttons pick a page · the program knob changes it

02 getting around

sq_02

[chan] or turn	select a channel · [chan] also returns to the channel screen
[prog] click	play the selected channel
blue buttons	press again and again to step through that group's pages
[chan] + turn	same page, another channel
[chan] + [func] + turn	set this page on all 8 channels at once

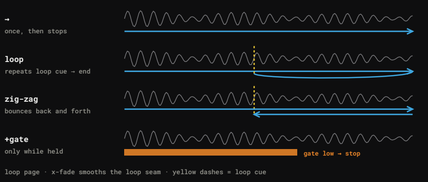
10 first flight

sq_10 · first sounds

1. usb stick in · press [usb]
2. turn to a bank · click · click [load]
3. mix to your mixer · click the knob to hear a channel
4. triggers into 1 – 8 to play them
5. press [quality] and turn: crunch the bits
6. then [cues] to trim where it starts

__fig.04 : loop modes

loop › mode



loop page · x-fade smooths the loop seam · yellow dashes = loop cue

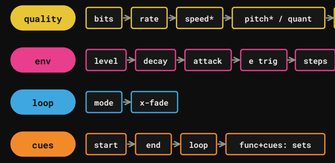
03 the pages

sq_03 · fig.01

[quality]	bits · rate · speed* · pitch* · quant (6–8) · filter · freq · res
[env]	level · decay · attack · e trig · steps
[loop]	mode (→ · loop · zig-zag · +gate) · x-fade
[reverse]	plays the sample backwards
[cues]	start · end · loop · [func] + turn zooms
* chans 1–5	speed + pitch only on 1 – 5 · 6 – 8 get quant instead
level	30 by default · 50 = unity · higher can clip the mix

__fig.01 : the page map

press again = next page



press moves one page right and wraps · turn the knob to set · * speed + pitch on channels 1 – 5

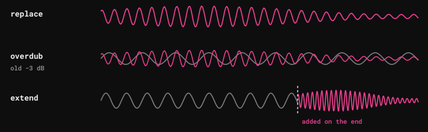
04 recording

sq_04 · sample in

signal + level	turn up until just before the red clip LED
[rec] [rec] [rec]	arm · start · stop · into the selected channel
on the arm screen	turn the knob: replace · overdub (–3 dB under) · extend
[func] + [rec]	monitor the input on 7+8 / mix
rec jack	trigger under 500 ms: records until silence · longer: records while high
trigger out	goes high while recording · fire a drum as you sample it
[chan] + [rec]	lock the record channel

__fig.05 : record modes

arm screen · turn



grey = what was there · pink = new · pick on the arm screen

__fig.02 : the rec jack

trigger vs gate



hits the 11 s limit? it wraps to the start · rec button stops either

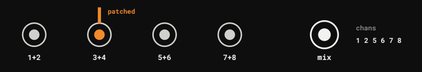
05 outputs · usb

sq_05

1+2 … 7+8	channel pairs · patching one takes those channels out of mix
[func] + [quality]	move a channel to its neighbour output (within 1–4 or 5–8)
[usb]	turn to a bank, click: load · save · load 1 · save 1 · rename
more usb	left of bank 1 = bank sets · [usb] twice = sample pool · [func] + click previews
files	16 or 24-bit 44.1 kHz wav · stereo becomes mono · over 11 s is cut

__fig.06 : pairs vs mix

outputs



a cable in a pair output pulls those two channels out of mix

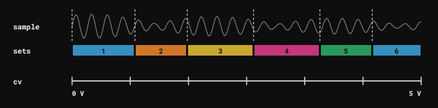
06 cv · cue sets

sq_06 · fig.02

assign	open a page, press the [assign] under cv 1 – cv 3 · 0 – 5 V
[func] + [assign]	scale and offset that cv
[reverse] + [assign]	assign cv to reverse
[func] + [cues]	cue sets: add · split · auto (transients) · random · step · rm all
cv on sets	0 – 5 V spread across however many sets exist

__fig.07 : cue sets

func + cues



func + cues: auto finds transients · cv spreads 0 – 5 V evenly over the sets

07 hidden combos

sq_07 · from the manual

[func] + [env]	mute · add [chan] to solo
[chan] + turn + [func]	swap two channels
[chan] + turn	on the channel screen: play another channel's sample data
[chan] + [env] + turn	choke · this channel stops another
[func] + click	fire trigger out without recording
[chan] + [func] + [usb]	chan jack job: next chan · choke all · punch cue · next bank …
[rec] + click	clear an extended recording

08 four patches

sq_08 · manual patch ideas

quick sampling — replace
trigger out → a drum or envelope · its audio → signal · func+rec to monitor · rec rec · chan to step on

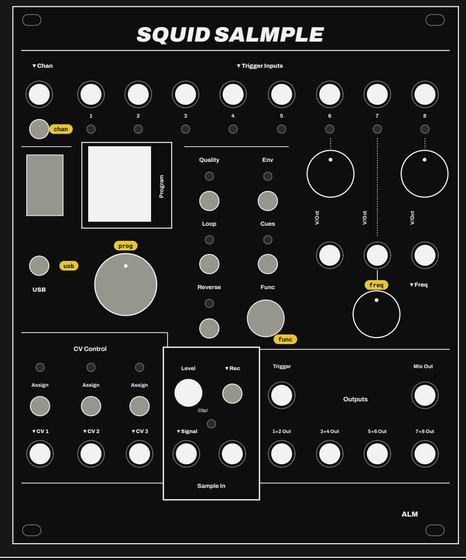
single-channel delay — chan 1 + 2
chan 2 plays chan 1's data (chan+turn) · lock rec to 1 (chan+rec) · one clock into both · clock rate = delay time

slice a break — cue sets
func+cues › auto or split · cue sets on step or random · trigger it

wavetable-ish oscillator — chan 6 – 8
loop on · zoom in, trim to one cycle at zero crossings · sequence its v/oct · quant for in-tune notes

__fig.03 : the panel

numbers match the legend



prog	program knob · turn = value · click = play
chan	chan · button + jack · next channel
1 – 8	trigger inputs · play each channel
blue	page buttons · quality · env · loop · cues · reverse
func	func · the shift for combos
usb	usb · banks · sets · pool
v/oct	6 · 7 · 8 · pitch knob + jack each · freq = all three
assign	cv 1 – 3 · 0 – 5 V to any page
rec	sample in · signal · level · rec
out	outputs · pairs · mix · trigger

09 specs

sq_09

memory	~11 s per channel · 16-bit 44.1 kHz mono
cv in	0 – 5 V (outside is ignored) · triggers respond in 1 – 2 ms
usb	fat32 · banks of 8 · 99 per set · 16 sets
size	21 hp · 38 mm deep
power	300 mA +12 V (max) · 35 mA –12 V