desmodus versio

_travelers guide
_for traversing hyperspace

3	∞	7
tank modes	past noon on regen	knobs · 2 switches · fsu

[fsu] press [fsu] hold › then noon = 12 o'clock numbers = the numbered panel

stereo tail generator · limit, distort or shimmer · ships on every versio

← back to the versio starsystem

yellow = hold

01 what it is

dv_01

a tail generator	stereo reverb built for synthetic tails, not rooms · ships on every versio
in 1 in 2	stereo in · in 1 alone feeds both sides
out 1 out 2	stereo out
every knob	an offset added to its cv jack, 0 – 5 V · above 5 V does nothing more
swap in	free on any versio · how to swap · video

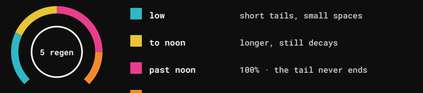
02 blend · regen

dv_02 · knobs 1 + 5 · fig.01

1 [blend]	dry left · both at noon · only the tail right
5 [regen]	feedback · up to noon = smaller spaces
past noon	100% feedback · the tail never ends
past 3:00	new sound ducks the endless tail, sidechain style

__fig.01 : regen

knob 5 · four zones



10 first flight

dv_10 · the manual's first patch

1. a short sound into in 1 · out 1 out 2 to your mixer
2. 1 [blend] 4 [index] 3 [tone] at noon
3. explore 5 [regen] 6 [size] 7 [dense]
4. try abc lim · dst · shm
5. add movement with index and 2 [speed]
6. hold [fsu] for the wall

03 tone · size · dense

dv_03 · knobs 3 · 6 · 7

3 [tone]	filter in the tank · left lowpass · noon off · right highpass
6 [size]	delay time of the reverb
7 [dense]	line spacing · left like a delay · right smeared into reverb

04 speed · index

dv_04 · knobs 2 + 4 · fig.02

2 [speed]	rate of the internal lfo
4 [index]	lfo depth on the delay lines · noon off
left of noon	random modulation
right of noon	sine modulation

__fig.02 : index

knob 4 · lfo depth + shape



__fig.04 : signal path

as the manual describes it



lfo: 2 speed · 4 index · xyz sets how the lines react when moved

05 switches

dv_05 · abc · xyz

abc left	[lim] clean · a limiter holds the feedback
abc mid	[dst] a little saturation in the tank
abc right	[shm] octave-up shimmer fed back in
xyz left	[bnd] blend · crossfades as size moves
xyz mid	[lrp] interpolate · slides, with pitch bends
xyz right	[jmp] jump · changes fast and audibly

07 fsu

dv_07

[fsu]	regen to max and the input muted while held
[fsu]	hold it for a wall of sound
fsu jack	a high gate does the same · above 2 V
boot	yellow · yellow · cyan · magenta = desmodus is loaded

08 five patches

dv_08 · from the manual · abc · xyz

first patch — any
a snare or click into in 1 · blend, index, tone at noon · then regen, size, dense and abc

self-oscillation — any
unpatch the input · regen past noon · shape it with the panel · regen back to stop

simple delay — any
blend, tone, index at noon · regen 10:00 · dense fully left

kick ducker — any
a kick in · regen fully right · blend noon · each hit ducks the tail

instant idm — · lrp / jmp
a modulation source into size

__fig.06 : what the LEDs say

at boot

boot		desmodus is loaded

__fig.03 : the panel

numbers match the legend



1	blend · dry ↔ tail
2	speed · lfo rate
3	tone · lp ← · → hp
4	index · random ← · → sine
5	regen · endless past noon
6	size · delay time
7	dense · delay → reverb
abc	tank · lim · dst · shm
xyz	lines · bnd · lrp · jmp
fsu	fsu · max regen, mute in
in	in 1 / 2 · in 1 feeds both if alone
out	out 1 / 2 · stereo out

09 specs

dv_09

cv in	0 – 5 V
fsu gate	above 2 V
audio in	clips near 16 V peak to peak
size	10 hp · 1.5 in deep
power	version a 70 mA +12 V · 70 mA –12 V · version b 125 mA · 10 mA · no 5 V