THANK YOU FOR PURCHASING THE ERICA SYNTHS MATRIX MIXER!

To Eurorack users may know, it can be challenging to change a patch radically during a performance, therefore diverse performances require large systems or they end up being extremely experimental. But what if you could repatch your system with the push of a single button? The Erica Synths Matrix Mixer is a 16 input, 16 output desktop patch matrix – it can handle and mix with high precision, complex output mixtures, and random patterns. It can be interconnected using special patch cables with your Eurorack system, and – it’s not limited to Eurorack! You can use the Matrix Mixer with semi-modular synthesizers, as well as throughvalve circuits with the TMM Synth and Rubeous Sound Card. Thanks to simple patch changes, variable patterns of MIDI program change messages, the Matrix Mixer will be particularly useful in performances that combine Eurorack and other performance instruments, such as drums, guitar, wind instruments, etc. Make your modular performance stand out and enjoy the Matrix Mixer!

SAFETY INSTRUCTIONS

Please follow the instructions for the use of the Erica Synths Matrix Mixer below, because only this will guarantee the proper operation of the module and ensure the warranty from Erica Synths.

- Use the Matrix Mixer exclusively with the power supply unit (PSU) supplied with the system. Operating with other PSU units may cause permanent damage to the device.
- Water is lethal for most electric devices unless they have been rendered waterproof. The Matrix Mixer IS NOT intended for use in a humid or wet environment. No liquids or other conducting substances should be allowed into the module. If this happens, the module should be disconnected from mains power immediately, allowed to dry, and examined by a qualified technician.
- Do not expose the instrument to temperatures above +50° C or below -20° C. If you have transported the instrument in extremely low temperatures, leave it at room temperature for an hour before plugging it in.
- Transport the instrument carefully. Never let it drop or fall over. The Warranty does not apply to instruments with visual damage.
- The Matrix Mixer must be shipped in the original packaging only. Any instrument shipped to us for return, exchange and/ or warranty repair must be in its original packaging. Otherwise, the return will be rejected and returned to you. Ensure that you keep the original packaging and technical documentation.

DISPOSAL

This device complies with EU guidelines and is manufactured and packaged without the use of lead, mercury, cadmium or chrome. Nevertheless, this device is special waste and disposal in household waste is not recommended.

Items for return, exchange and/or warranty repair should be sent us according to the guidelines on SUPPORT section on www.ericasynths.lv. You will find the Erica Synths terms of warranty at www.ericasynths.lv.
Power the Matrix Mixer exclusively with the external PSU, supplied with the instrument. Using other power supply units may permanently damage the instrument.

Use standard 3.5mm Eurorack patch cables to connect modules or instruments to the Matrix. The matrix is unidirectional, meaning, the signal will pass from the Inputs on the left to the Outputs on top. You can send a signal from one Input to several Outputs simultaneously and likewise – you can mix several Inputs to one Output.

On the back of the Matrix Mixer, you’ll find two 6.3mm input and two 6.3mm output sockets. These duplicate Input 1, Input 2, Output A and Output B respectively. The 3.5mm sockets are prioritised. If something is patched in a 3.5mm socket, the 6.3mm one is automatically disconnected.

The PATCH MATRIX has 256 possible patch points, each with three levels of attenuation, and it has a memory of 254 patches.

**Configuration Settings.**

Push and hold the SHIFT button and push both PATTERN buttons simultaneously to access the configuration settings. There are four configuration options, each represented on the top four rows. Use the encoders to navigate a blinking patch point through the settings and push the left encoder to confirm a selection.

- **The first row** represents a MIDI channel for patch changes. The leftmost point (column A on the matrix) represents MIDI channel 1, column B – channel 2, etc.
- **The second row** sets randomization “density” – how many connections appear simultaneously when the Random mode is selected. A patch point in column A represents 5% density (~5% of all patch points are activated in the random patch), and each next column adds another 5% density. Column P represents 80% density. We think more density in a random patch doesn’t make sense.
- **You might want to randomize a specific area of the matrix (X columns by Y rows), while another part of the matrix remains untouched**. Therefore, a user-defined randomization area is implemented. The top left corner (patch point A1) is the reference point and the third row in the configuration settings sets the number of columns for the randomization area.
- **The fourth row** sets the number of rows in the randomization area.

**Connection Preview/Live Performance** (the equivalent of making experimental sounds on the EMS Synthi by sticking a pin into the matrix and removing it) – navigate to the desired connection point, push and hold SHIFT and push one of the encoders while the encoder is pressed, the connection is active.

**Random Patches.**

Push and hold the SHIFT button and push the right PATTERN button – the Matrix Mixer will generate a random patch based on current patch density and randomization area settings.

**Saving Patches.**

Once you are happy with the patch, push the SAVE button, and access the “saved patches” view. Use the UP and DOWN encoders to navigate to the patch you wish to save, and push the SAVE button to save the selected patch. The patch automatically saves the last patch every 30” and after power cycling it will remember the last active patch.

**Recalling Patches.**

Push the RECALL button to access the “saved patches” view. Use the encoders to navigate to one of the saved patches and push the RECALL button to recall it.

**Deleting Patches.**

Push the SAVE button. Use the encoders to navigate to the patch you wish to delete. Push and hold the RECALL button for more than 5” and the LED with the patch name will turn off.

**Instant Patch Change.**

You can navigate through saved patches sequentially by pushing PATTERN buttons. This is particularly useful during performances, when you need to change patches instantly.

**Patch Change Via MIDI.**

To change a patch via MIDI you need to send Program Change messages. Bank 1 Program 1 to 128 will change the patches 1 to 128 and Bank 2 Program 1 to 128 will change the patches from 128 to 254. For example, if you want to access patch number 300 you need to send a “Bank 2, Program 44” MIDI message.

**Patch Build.**

To build a patch, navigate the matrix via the X and Y encoders and select a patch point. The left encoder allows you to make attenuated connections. Push the encoder to make a connection. The first push makes a connection with gain value of -1 (the second, -0.7, the third – 0.3, and the fourth turns the connection off and so on. The right encoder makes a connection with gain value of +1 and pushing it a second time turns the connection off – basically, it works as a shortcut.