Launch Codes Expander

Read First!

Improper or unsafe installation can cause damage to property or people. Turn off your modular system before installing. Be sure to connect your Sub Ring to the correct pins on the distribution board, and to connect the power connector with the correct polarity. -12 is labeled on the PCB power connector. DO NOT connect power to the expansion input! If you are unsure of the correct installation of this device, do not attempt installation, seek the help of a qualified technician.

Connection to Launch Codes

The expander is connected to the Launch Codes via a 6-pin ribbon cable. Connect the cable to the "Expand" connector on the back of the Launch Codes, and to either one of the expansion connectors on the back of the expander (the other connector can be used to chain expanders if you are a switching fool!). Make sure that the cable is oriented with the stripe facing the same way on both sides.

What the hell did I buy?

This expander provides 8 handy in/out switches/mults in 4hp that are controlled by the outputs of the 5 Launch Codes channels. When each switch is not in use, its output provides a mult out of the designated Launch Codes channel. Use this expander with the Launch Codes channels in gate mode to gate audio, trigger/gate, or logic streams. It is especially fun to sequence clock or chaotic trigger streams and saves many external modules that would otherwise be required to do so! Experiment with external clock dividers or other sources to use as a sequenced AND logic with the Launch Codes channels, etc…

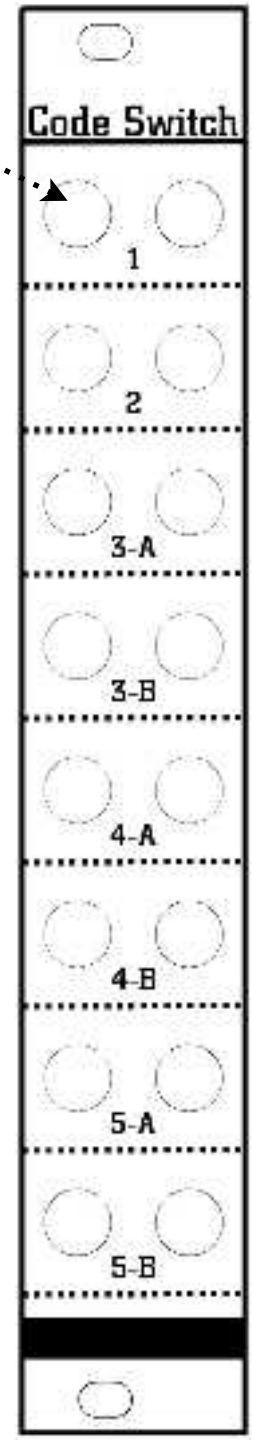
- 4hp
- 8 In/out switches controlled by the Launch Codes in gate mode.
- Each output acts as a mult for the LC channel when not in use.
- Enables complex sequencing of switching signals with minimal space and cabling.

8 Channel Expander: Each channel corresponds to the Launch Codes Channel # it is labeled as (1-5). Channels 3/4/5 get two independent channels each, controlled by the Launch Codes channel, labeled A/B.

Switches: When a signal (audio, gate, logic, CV) is plugged the an input of a switch channel, it is gated by its Launch Codes channel. Since triggers are so very fast, in most cases it is best to use the switches with the Launch Codes channel set to gate mode. (See the Launch Codes manual). These switches are useful for a variety of tasks that would take many more modules otherwise.

Experiment: Try rhythmically gating chaotic/fast trigger/gate streams from various sources (other sequencers, modulated LFOs, trigger streams from a Brain Seed in CV addressed mode, etc…). Plug the output of the switch into the input of an envelope, the clock input of a sequencer, the trigger input of a drum module, etc…

Experiment: Sequence turning clocking on and off for external devices that are using your modular as a clock source, such as drum machines, etc…



Mult mode: When nothing is plugged into a switch channel, it simply acts to mult out (provides a copy) of that Launch Codes channel. Useful for triggering/clocking/gating more destinations (such as advancing a sequencer each time a voice is triggered).

Experiment: Sequence switching the outputs of a module with multiple outs (oscillator, multimode filter, noise generator, etc…). Use the outputs of the switches with a mixer to combine the results.

Experiment: Try switching modulation for an oscillator (FM or LFO) on or off by routing it through a switch.

Experiment: Try gating audio through the switches. Harmonically rich voices are better suited for this, because the abruptness of the switching is not as noticeable.

Experiment: Mult a signal out that you want to send to an effect/filter/distortion and sequence switching the send on and off.

Experiment: Rhythmically switching CV or audio feedback loops on and off.

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