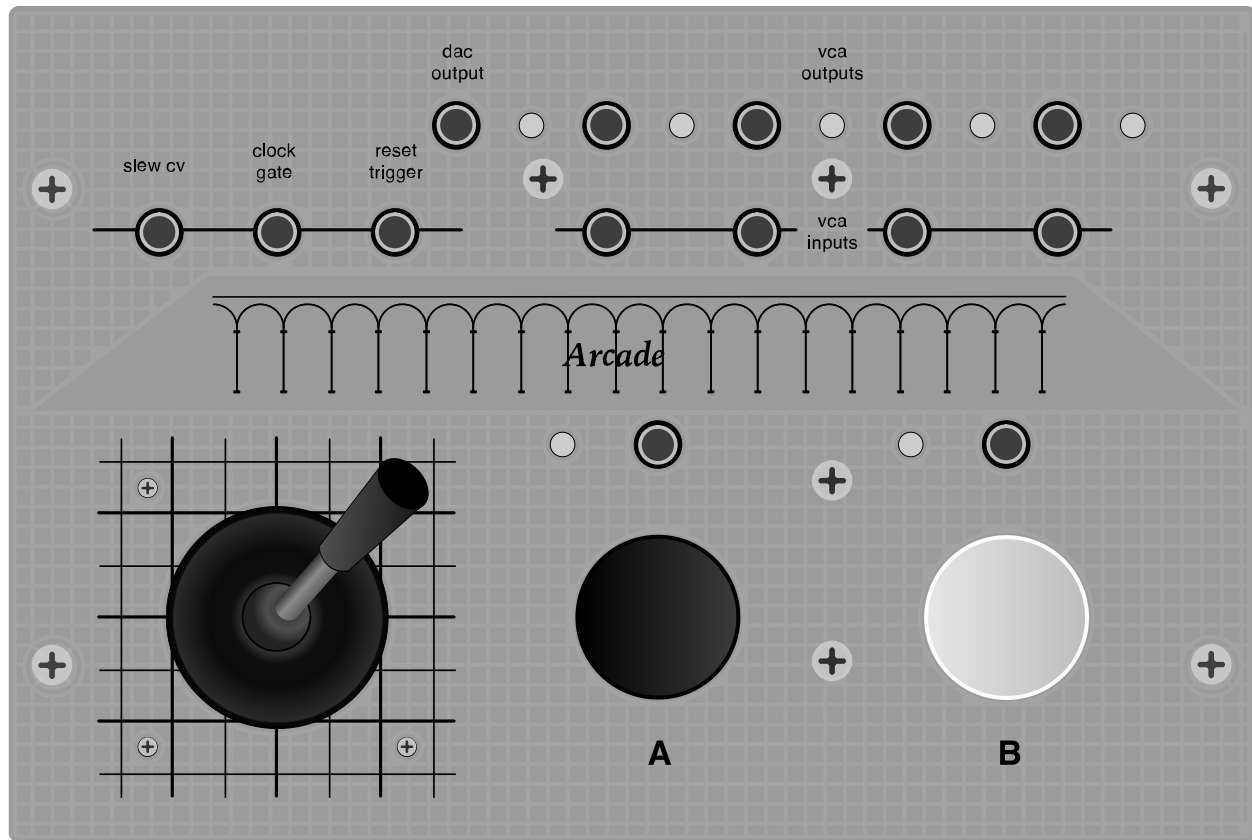




Float Glass Arcade lorre-mill.com/float_glass_arcade

The Arcade extension to the Float Glass Phaser is good for adding gestural control and feedback into patches, within the Float Glass as a stand alone device and beyond to other systems using banana jacks. Three inputs have been added to the Float Glass circuit allow for more control over the slew circuit and modulation oscillator. Four VCA circuits with banana jack and 1/8" Inputs/Outputs are controlled by 16 different joystick modes. The 16 different modes are set using the mode dip switch on the back of the unit.

Joystick - X and Y Joystick which drives the four VCA circuits via one of sixteen programs selected by the mode switch on the rear of the device.

Buttons A & B - These buttons give 5v gate signals at the banana jacks above them.

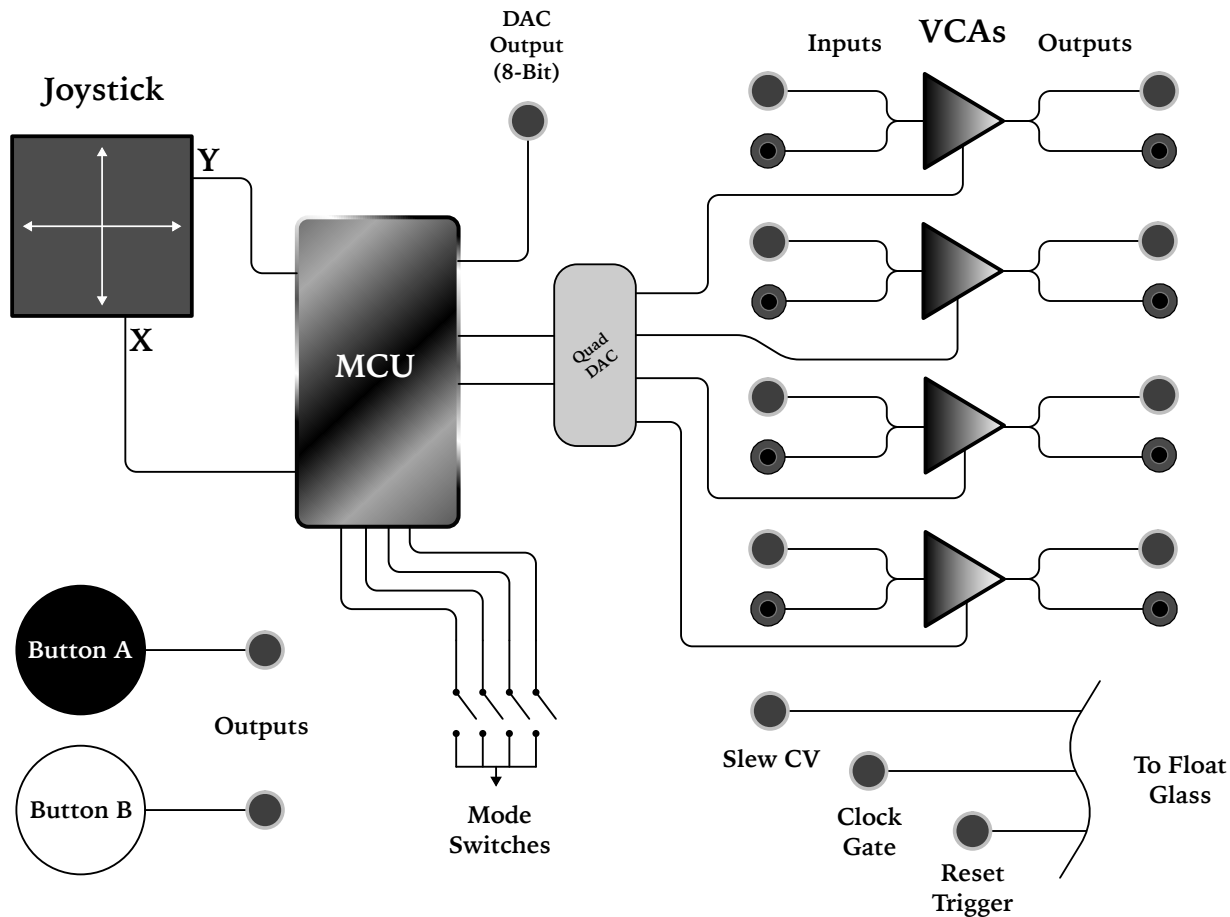
VCAs - Each VCA has a banana input/output on the face of the panel and 1/8" stereo jack for each pair of VCAs on the rear. The first and second VCA on the left are the first stereo 1/8" line I/O on the left of the rear.

Extended Float Glass Inputs - Slew cv controls the slew circuit on the Float Glass. Clock Gate runs the clock when a high gate signal is patched. Reset trigger resets the modulation oscillator.

Dac Output - This Dac output is an AC coupled wave associated with the currently selected mode.

Mode DIP Switch - Selects a mode, switch settings described on next page.





Modes

The different modes on this device were made with creative feedback patching in mind as well as some modes that work well for spatialization. For feedback patching it can be useful to get to know the kinds of patterns or shapes of a mode and then patch accordingly. Scanner modes and Quadrant mode, while also useful for feedback, may be especially well suited to spatialization or mixing.

Mode	Descriptions	Switch Position
LinAB InvCD	Joystick axis inputs used to directly control VCAs	○ ○ ○ ○
HipAB LopCD	X and Y axes high pass filtered on VCAs A&B and Low pass filtered on C&D	● ○ ○ ○
HipAB LopCD Fast	As previous with faster cutoff times	○ ● ○ ○
Quadrant	Each VCA is opened more when the joystick is in that Quadrant	● ● ○ ○
ScanX VolY	X axis controls a scanner and Y axis controls the volume of the scanner	○ ○ ● ○
ScanX WrapY	Scanner where Y axis control is allowed to wrap giving a sawtooth function across Y axis	● ○ ● ○
ScanX VolFoldY	Scanner where Y axis controls the volume of the scanner passed through a folder	○ ● ● ○
ScanX DoubleWrapY	As previous wrap, only Y axis wraps twice as much	● ● ● ○
LinAB LFOsCD	X and Y axes control A&B VCAs LFOs control C&D VCAs	○ ○ ○ ●
Smooth Stepped	Two LFOs which sample & hold eachother	● ○ ○ ●
Dueling LFOs	Two LFOs which control eachothers rate	○ ● ○ ●
Dueling LFOs 2	Two LFOs which control eachothers rate but a little different	● ● ○ ●
WavePool0	Resonant filters Low pass and Band pass on A&B, C&D respectively	○ ○ ● ●
WavePool1	As previous with different settings	● ○ ● ●
WavePool2	As previous with different settings	○ ● ● ●
WavePool3	As previous with different settings ;)	● ● ● ●

ON
(Down) ● OFF ○