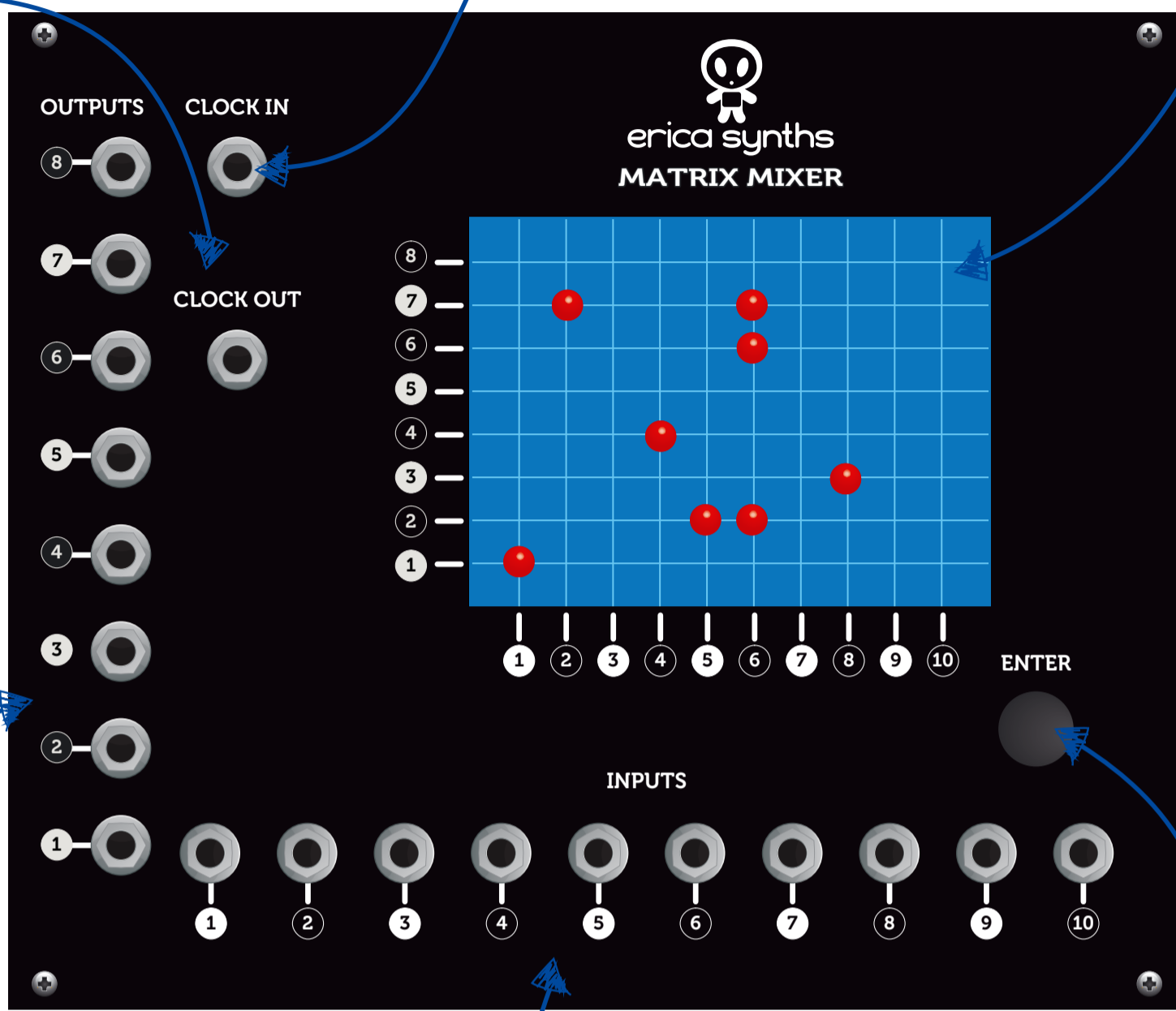


WHEN EXTERNAL CLOCK IS USED, CLOCK OUT COPIES IT AND WORKS AS CLOCK THROUGH. WHEN NO EXTERNAL CLOCK IS APPLIED, YOU GET HERE PRECISE INTERNAL CLOCK SIGNAL 20-320 BPM

PLUG HERE EXTERNAL CLOCK TO SYNC PERFORMANCES WITH YOUR MODULAR SYSTEM CLOCK

3,2INCH RESISTIVE TOUCHSCREEN INDICATES PATCHES. IT'S BIG ENOUGH SO YOU DON'T NEED STYLUS, BUT IF YOU FEEL, YOUR FINGERS ARE TOO MASSIVE, WE ENCOURAGE YOU GET ONE.



MIXED AUDIO SIGNALS AND/OR CVS ARE ROUTED TO 8 OUTPUTS

USE 10 BUFFERED INPUTS TO ROUTE AUDIO OR CV SIGNALS TO ANY OF 8 OUTPUTS OR SPLIT THEM TO SEVERAL OUTPUTS SIMULTANEOUSLY

ENTER BUTTON ALLOWS YOU TO ACCESS MENU, LOAD PATCHES AND START PERFORMANCES

THANK YOU FOR PURCHASING ERICA SYNTHS MATRIX MIXER!

Inspired by EMS Synthi, Erica Synths MATRIX MIXER is unique, easy to use module that allows you to route any (or several simultaneously) of 10 inputs to any (or several simultaneously) of 8 outputs. Input signals (audio and/or control voltage) are not only connected mechanically; they are mixed together on a buffered input mixer. Likewise, if you wish to route one input to several outputs (use the Matrix Mixer as a splitter), outputs will be buffered also. 250 patches can be saved in the internal memory and recalled instantly. The module has unique Performance mode, when you can chain multiple patches in a long performance so that patches change automatically, clocked by external or internal clock. If you do not need all functionality above, you can simply use the Matrix Mixer as the precise clock generator, where clock can be set from 20 to 320BPM.

See the illustrated user manual for more information!

TECHNICAL SPECS

- Inputs: 10
- Outputs: 8
- Signal mode: both audio and CV
- Input signal level: up to 20 V_{ptp}
- Mixer gain: 1
- Resistive touchscreen: 3,2"
- Internal clock: 20-320 BPM
- Panel width: 49,5HP
- Module Depth: 40mm
- Power supply: bipolar +-12V , eurorack standard
- Power consumption: 150mA@+12V, 45mA@-12V

SAFETY INSTRUCTIONS

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



WATER IS LETHAL FOR MOST OF THE ELECTRIC DEVICES, UNLESS THEY ARE MADE WATERPROOF. THIS ERICA SYNTHS MODULE IS NOT INTENDED FOR USE IN A HUMID OR WET ENVIRONMENT. NO LIQUIDS OR OTHER CONDUCTING SUBSTANCES MUST GET INTO THE MODULE. SHOULD THIS HAPPEN, THE MODULE SHOULD BE DISCONNECTED FROM MAINS POWER IMMEDIATELY, DRIED, EXAMINED AND CLEANED BY A QUALIFIED TECHNICIAN.



DO NOT EXPOSE THE MODULE TO TEMPERATURES ABOVE +50° C OR BELOW -20° C. IF YOU HAVE TRANSPORTED MODULE IN EXTREME LOW TEMPERATURES, LEAVE IT IN ROOM TEMPERATURE FOR AN HOUR BEFORE PLUGGING IT IN.



TRANSPORT THE INSTRUMENT CAREFULLY, NEVER LET IT DROP OR FALL OVER. WARRANTY DOES NOT APPLY TO MODULES WITH VISUAL DAMAGES.



THE MODULE HAS TO BE SHIPPED IN THE ORIGINAL PACKAGING ONLY. ANY MODULE SHIPPED TO US FOR RETURN, EXCHANGE AND/OR WARRANTY REPAIR HAS TO BE IN ITS ORIGINAL PACKAGING. ALL OTHER DELIVERIES WILL BE REJECTED AND RETURNED TO YOU. MAKE SURE YOU KEEP THE ORIGINAL PACKAGING AND TECHNICAL DOCUMENTATION.

WARRANTY

You will find Erica Synths terms of warranty at www.ericasynths.lv. Items for return, exchange and/or warranty repair have to be sent to:

Erica Synths. Andrejostas Str. 4a , room T8-C, Riga, Latvia. LV-1045

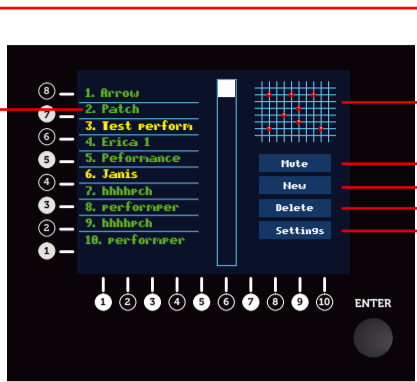
In case of any questions, feel free to contact us through www.ericasynths.lv or via e-mail info@ericasynths.lv.

DISPOSAL

This device complies to the EU guidelines and is manufactured RoHS conforming without use of led, mercury, cadmium and chrome. Nevertheless, this device is special waste and disposal in household waste is not recommended.

User manual by Girts Ozolins@Erica Synths. Design by Edgars Rasins. Copying, distribution or any commercial use in any way is prohibited and needs the written permission by Erica Synths. Specifications are subject to change without notice.

THE MAIN MENU SCREEN

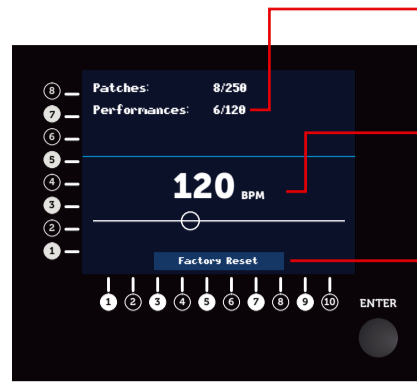


List of saved Patches (in green) and Performances (in yellow). Patch is static connection of Inputs and Outputs. Matrix Mixer can save and recall 250 Patches.

Performance is dynamic – you can chain existing patches or design new patches that will change automatically synchronized by internal or external clock. Internal clock settings are stored with the Performance. Matrix Mixer can save 128 INFINITELY long Performances.

- Patch preview window
- Mute button
- Touch New to start the new Patch or Performance.
- Select Patch or Performance, you want to delete and hit Delete
- Access system settings

SETTINGS SCREEN



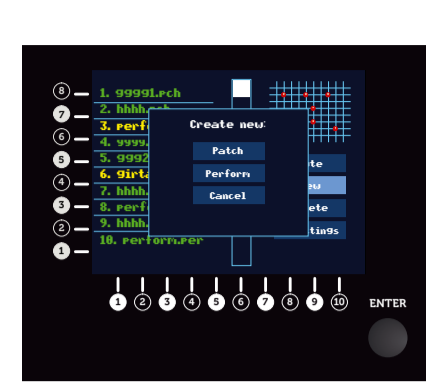
Memory usage and other information with the firmware upgrade

Internal Clock indicator. Use the slider to set the clock approximately, and then hit the line left or right from the slider for fine setting – each hit will increase or decrease clock for 1BPM. The default setting of the Clock is 120BPM.

Clock out is 0 - +5V pulse.

If something completely wrong happens...

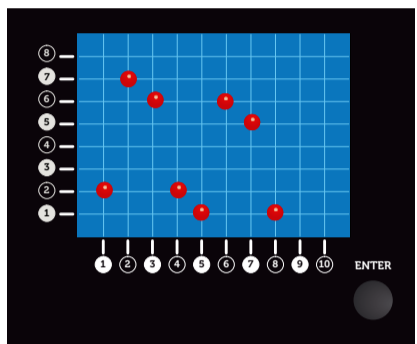
NEW PATCH/PERFORMANCE SCREEN



Hit New in the main window to start a new Patch or Performance

Select, what you want to create. If you cancel the action, you will return to the main screen.

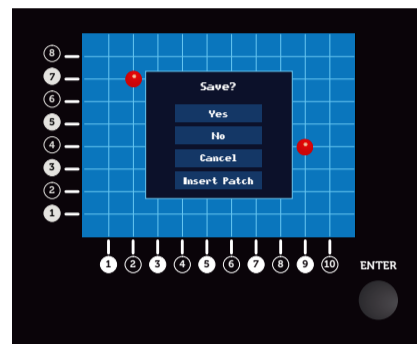
NEW PATCH SCREEN



Hit any crossing of the net to route the input to the output or several outputs. You can use Matrix Mixer as mixer and/or splitter

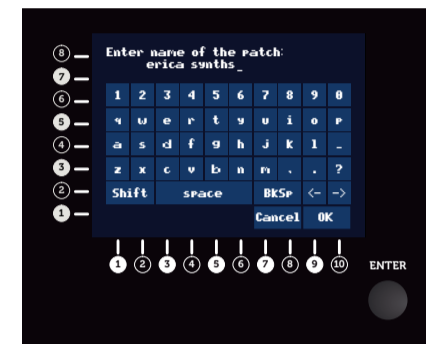
Once you are happy with the patch, press and hold Enter button. The save screen will appear.

SAVE PATCH/PERFORMANCE SCREEN



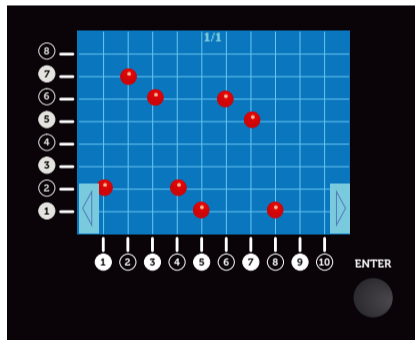
Make your choice!

NAME PATCH/PERFORMANCE SCREEN



Invent the name and hit OK. The latest Patch is saved at the end of the list.

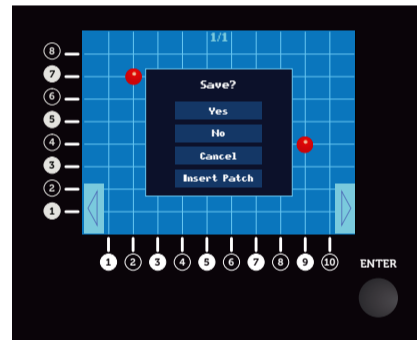
DESIGNING A PERFORMANCE. STEP 1



If you start the new performance, you have similar window, as in case with the new patch, but since the Performance can consist of several patches, you see the step number and bright blue arrows on the bottom of the screen.

Now you can design the first patch of the Performance.

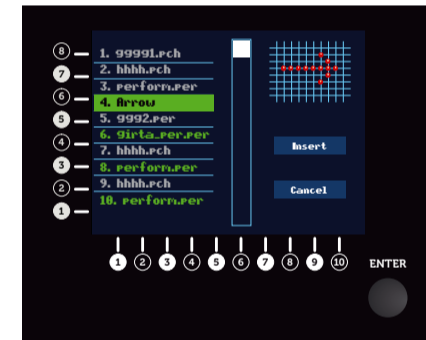
DESIGNING A PERFORMANCE. STEP 2



OR you may want to insert already saved patch in the any step of the Performance. To do so, PRESS AND HOLD Enter button for few seconds. Options screen will appear.

Hit Insert Patch

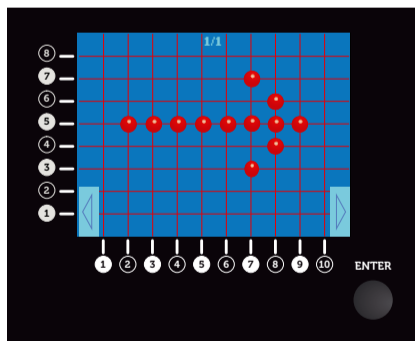
DESIGNING A PERFORMANCE. STEP 3



Scroll through the menu and select the Patch you wish to insert in the Performance. Saved Performances are inactive.

Hit Insert.

DESIGNING A PERFORMANCE. STEP 4

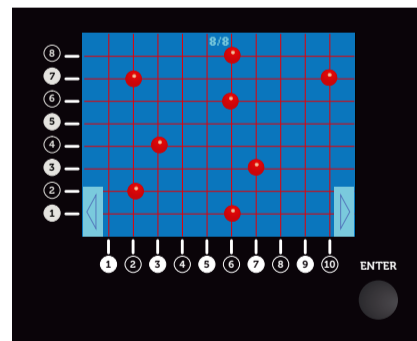


Once you are happy with the first step of the Performance, press Enter button promptly and the first step will start to record.

Recording is indicated by red matrix net.

Recording is synchronized to the internal or external clock. Recording is done in real time. The recording time of each step is INFINITE! To stop recording of the first step, press the Enter button promptly again.

DESIGNING A PERFORMANCE. STEP 5



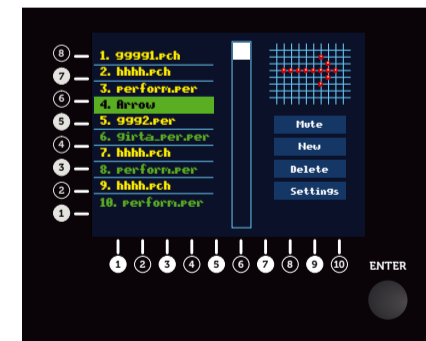
Now you can design the next step of the performance in the same fashion as above. Number of infinitely long steps in the Performance is limited to 64.

When you are recording the last step of the performance, press and hold Enter button for few seconds, and Save screen, same as in Patch mode, will appear.

Save the Performance and name it.

Congratulations! You have designed the Performance!

PLAYING PACHES.



Select the Patch, you want to recall. Patches are saved in green, Performances in yellow. Use slider next to the menu to access Patches in your long list.

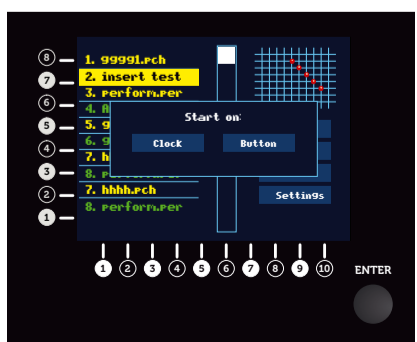
When selection is made, press Enter button.

Patch will activate instantly.

To exit the patch, PRESS AND HOLD Enter button. You will return to the main menu, but the Patch continues playing until you select another Patch or Performance.

You can Mute the patch by hitting Mute. The Mute will turn red and the patch will be muted. You can unmute it by hitting Mute again or by starting other Patch or Performance.

PLAYING PERFORMANCES. STEP 1



Select the Performance, you want to recall. Performances are saved in yellow. When selection is made, press Enter button.

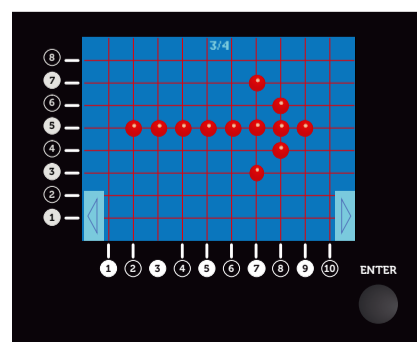
Start on Clock/Button screen will appear.

If you hit Button, the Performance will start to play as soon you press Enter button. This feature can be used both with internal an external clock.

If you hit Clock, the performance will start as soon the first external clock signal comes in.

As Performance plays, matrix net turns red.

PLAYING PERFORMANCES. STEP 2



You may wish to EDIT the Performance during the playback. To do so, press Enter BUTTON PROMPTLY. The matrix net will turn blue, and you can insert new points in the matrix.

Once you are happy about the result, press Enter promptly again.

The Performance is looped – when it reaches the end, it starts playing from the step1 again until external clock is supplied.

You can stop the performance by PUSHING AND HOLDING Enter button.

If you have made changes in the Performance, you will be asked to save those.

ENJOY ERICA SYNTHS MATRIX MIXER AND SHARE YOUR PATCH IDEAS!

CHECK THE DEMOS OF THE MATRIX MIXER AND OTHER ERICA SYNTHS MODULES ON WWW.ERICASYNTHS.LV