

# 2hp – Slice

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- [Manual PDF](#)

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[2hp Slice Manual PDF](#)

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## 2hp Slice (Beat Repeat/Glitch Engine) – Quick Reference Cheat Sheet

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### Jack Reference

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Jack	Function	Voltage Range
Audio Input	Signal in for beat repeat/glitch	10Vpp
Audio Output	Effectuated audio out	10Vpp
Clock Input	External clock sets beat grid (from 10 BPM up)	Audio rate possible
Trig/Gate Input	Activates effect (latch or momentary selectable)	Threshold: 0.4V
Size CV Input	CV control of repeat size (division/multiplier)	-5V to +5V

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# Control Reference

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Control	Function
<b>Trig Button</b>	Manually activate beat repeat. Hold at boot to change mode (latch/momentary)
<b>Trig LED</b>	Shows gate mode, clock rate, buffer state: <ul style="list-style-type: none"><li>• Green = Clock rate</li><li>• Dim White = Latch</li><li>• Dim Purple = Momentary</li></ul>
<b>Size Knob</b>	Sets repeat size; range: 2 Bars, 1 Bar, 1/2, 1/4, 1/4 trip., 1/8, 1/8 trip., 1/16, 1/16 trip., 1/32, 1/64, 1/128, 1/256
<b>Triplet Toggle</b>	UP = Triplets included; DOWN = Remove triplet divisions/multiplications

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## Gate Behavior Modes

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- **Latching (Default):** Effect stays on with gate HIGH, off with gate LOW.
- **Momentary:** Effect active only when gate is HIGH.
- **Change Mode:** Hold TRIG BUTTON while powering up to toggle between modes.

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## Installation Summary

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1. **Find 2HP space** in your rack.
2. **Connect power:** Align red stripe on cable with white line on PCB.
3. **Use either 5-pin row** on the connector (only 1 row on module).
4. **Mount module** with 2.5mm screws and supplied slide nuts.

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## Specs

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- **Width:** 2HP
- **Depth:** 45mm
- **Power:** +12V 85mA / -12V 7mA / +5V 0mA

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## Tips & Pairings

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- **Rnd:** Great for random/clock CV modulation.
- **Play:** Use for synced sample slicing.
- **Drum Machine:** Adds fills, triplets, and glitch to drum patterns.
- **Loop:** Loop and further manipulate glitch textures.

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