

Bastl Instruments — Dark Matter

- [Manual PDF](#)
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Certainly! Here is a concise cheat sheet for the **Bastl Instruments Dark Matter Feedback Observatory** Eurorack module based on your screenshots.

[View the official Dark Matter Manual \(PDF\)](#)

Dark Matter: Cheat Sheet

Overview

- **Type:** Feedback/Distortion/EQ with dynamic shaping
 - **Role:** Feedback processing, unique textures, aggressive FX, creative distortion
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Panel Reference

Inputs

- **Input:** Main audio signal input ($\pm 5V$ typical).
- **Drive CV:** CV control for drive/gain (**0–5V**).
- **Dynamics CV:** CV for envelope's effect on drive/gain (**0–5V**).
- **Tone CV:** CV control for EQ ($\pm 5V$).
- **FBK CV:** CV control for feedback loop's VCA (**0–5V**).
- **X-Fade CV:** CV for crossfade between dry & feedback (**0–5V**).
- **EXT FBK IN:** External feedback loop input (audio).

Outputs

- **X-Fade Out**: Main output, post crossfade section (audio).
 - **Dynamics Out**: Envelope follower output (**0–5V**).
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Knobs, Sliders, Switches

DRIVE - Knob: Sets gain/saturation of input VCA. - **Switch ("Drive/Drive+")**: Hyperdrive mode for hard clipping & distortion.

DYNAMICS - Knob: Envelope intensity amount (how much envelope affects Drive). - **Dynamics Out Jack**: Envelope follower out (**0–5V**).

TONE - BASS and **TREB** Sliders: 2-band EQ shaping. - **Boost**: Pushes bass/treble for extra impact. - **Tone CV Input**: Modulates both bands simultaneously (**±5V**).

FBK - FBK Fader: Sets VCA amount in feedback path. - **FBK CV**: Controls feedback VCA (**0–5V**). - **EXT FBK IN Jack**: For routing external FX/device into the feedback loop. - **Polarity Switch**: Inverts phase of feedback loop.

X-FADE - X-Fade Fader: Crossfades between dry (drive) and feedback. - **X-Fade CV Input**: Controls position of X-fade (**0–5V**).

Other Controls

- **Boost (Dynamics)**: Extra punch to envelope effect.
 - **Signal/Drive LED**: Shows gain and drive state.
 - **Dynamics LED**: Shows envelope activity.
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Quick Start

1. Patch audio to **Input**, **X-Fade Out** to your mixer.
2. Set **Drive** for desired saturation; use **Hyper** for harder distortion.
3. EQ with **Bass/Treb** sliders.

- 4. Set **FBK** slider for feedback intensity; try **Polarity** switch for phase effects.
- 5. Play with **X-Fade** to balance clean vs. effect signal.
- 6. Modulate **CV inputs** for dynamic, rhythmic, or evolving results.

Reference Table: Jacks & Controls

Label	Function / CV Range	Type	Notes
INPUT	Audio in	Input	Main signal, $\pm 5V$
DRIVE CV	0–5V	Input (CV)	VCA drive/gain
DYNAMICS CV	0–5V	Input (CV)	Envelope VCA amount
TONE CV	$\pm 5V$	Input (CV)	EQ bands
FBK CV	0–5V	Input (CV)	Feedback VCA
X-FADE CV	0–5V	Input (CV)	Dry/feedback mixer
EXT FBK IN	Audio in	Input	Insert FX or devices into FEEDBACK loop
X-FADE OUT	Audio out	Output	Mixed output
DYNAMICS OUT	0–5V Envelope	Output (CV)	Envelope follower

Tips

- Use **EXT FBK IN** to route reverb/delay for true "echoes."
 - **FBK Polarity** for different phase coloration in feedback path.
 - **Dynamics Out** can trigger or modulate other modules in sync with audio.
 - Try aggressive **Drive** settings with **Tone** boost for crunchy leads or drums.
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Specs

- **Power:** +12V: 75mA, -12V: 60mA
 - **HP:** 13
 - See manual for advanced patch suggestions!
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