

Bastl Instruments – Dark Matter

- [Manual PDF](#)

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

Panel Reference

Inputs

- **Input:** Main audio signal input (**±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 (**±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).

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.

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.

Specs

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

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