

# Noise Engineering – Integra Funkitus

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- [Manual PDF](#)

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## [Integra Funkitus Manual \(PDF\)](#)

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# Integra Funkitus – Cheat Sheet

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**Type:** Rhythm Modifier

**Format:** 8HP Eurorack

**Depth:** 0.8"

**Power:** +12 V: 50 mA, -12 V: 11 mA (2x5 header)

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## Panel Controls and Jacks

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### Inputs

Jack/ Control	Function	Voltage Range
<b>Part Input 1– 4</b>	Gate input channels. Each receives a separate rhythm.	Gates > 2 V
<b>Mod 1–4 Jack</b>	CV input for corresponding Mod Knob (1–4). Modulates the modification of that channel.	Typical Euro CV; knob acts as attenuator

## Outputs

Jack/Control	Function	Voltage Output
<b>Part Output 1–4</b>	Gate output channels (modified/combo rhythms).	6 V gate signals

## Controls

Control	Description
<b>Mode Switch</b>	3-way toggle: selects "Trigger" (T), "Gate" (G), or "Logic" (L) mode of operation
<b>Mod Knob 1–4</b>	Sets probability/combo for corresponding channel (and acts as attenuator for CV input when patched)
	<ul style="list-style-type: none"><li><b>Trigger Mode (T):</b> Probability that a rising edge on Input passes to Output (falling edge always passes)</li></ul>
	<ul style="list-style-type: none"><li><b>Gate Mode (G):</b> Probability that both rising and falling edges of Input pass to Output</li></ul>
	<ul style="list-style-type: none"><li><b>Logic Mode (L):</b> Which inputs are logically combined for the Output; fully CCW = direct pass, fully CW = mute</li></ul>
<b>Burn Button</b>	Instant "fill" — forcibly combines all inputs to all outputs, overriding mode and knob settings

## Usage Quick Reference

1. **Patch up to four gate signals** into Part Input 1–4 (e.g., clock, rhythm generators like Numeric Repetitor).
2. **Connect Part Outputs 1–4** to drum/percussion modules or other gate destinations.

3. **Set the Mode Switch:**
4. **Trigger (T):** Out = random-per-event gate passes (rising), knob sets probability.
5. **Gate (G):** Out = random-per-edge gate passes (rising + falling), knob sets probability (pulses get longer).
6. **Logic (L):** Out = logical combination of other ins, knob selects combo or mute.
7. **Mod Knobs 1–4:** Select probability/combo for each channel.  
Or patch CV into Mod 1–4 Jacks for voltage control (knobs become attenuators).
8. **Tap Burn** for instant all-in variation (“fill” effect).

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## Voltage Summary

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- **Inputs (Gate):** >2 V triggers event.
- **Outputs (Gate):** 6 V gates.
- **Mod CV:** Euro CV standard (typically -5 V to +5 V or 0–10 V; manual doesn't specify but compatible with typical modular voltage ranges).

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## Tips

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- Want simple muting? Turn Logic Mode knob fully clockwise.
- Use CV for evolving, auto-probability changes.
- Combine different modes for evolving, fill-variation percussion lines.
- **Burn** to instantly combine everything for fills/breaks.

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For more details, see the full [Integra Funkitus Manual](#)

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