Pittsburgh Modular — Gamesystem

- Manual PDF

Pittsburgh Modular Game System — Cheat Sheet

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(Direct link to manufacturer PDF, use for full details and graphics.)

Quickstart Overview

Game System offers 6 sequencer "games" (5 CV/Gate sequencing, 1 Euclidean rhythm generator), joystick/button control, all fully CV/gate controllable.

Panel Controls / Inputs / Outputs

Buttons

Button	Function
GAME	Cycle "games"; hold 2s to enter settings menu
MODE	Game-dependent mode (see below)
RESET	Resets open game

Button	Function
CLOCK	Tap tempo (internal clock), or clock divider (external clock)

Joystick

Movement	Function (Game Dependent)
All Directions	Steps cursor, selects steps/params, per game
Press	Select/confirm/toggle step on/off; set last step (hold 2s)

Inputs (CV/Gate)

Input	Emulates	Action/Threshold
BUTTON	Joystick Button	>threshold gate/CV = press
MODE	Mode Button	same
RESET	Reset Button	same
CLOCK	External Clock	Used in ExtClk mod
LEFT	Joystick Left	same
RIGHT	Joystick Right	same
UP	Joystick Up	same
DOWN	Joystick Down	same

- **Trigger threshold not specified; expect typical eurorack gate logic (anything >+2V likely works).**

Outputs

Output	Jack Type	Voltage Range	Game Usage (See Game Summaries)
OUTPUT 1	CV or Gate	0–5V CV; Gate	Game-specific: CV (1V/Oct), gate, clock
OUTPUT 2	CV or Gate	0–5V CV; Gate	Game-specific: CV (1V/Oct), gate, clock
OUTPUT 3	Gate only	~5V (typ.)	Game-specific: gate only
OUTPUT 4	Gate only	~5V (typ.)	Game-specific: gate only

- **CV Outputs calibrated 1V/Octave, 0–5V (for melody CV, random CV, etc.)**
- **See individual game for which jack does what.**

Game Summaries

Game	Description	Key Controls	Outputs
1: Meteor Shower	Arcade-style, dodge meteors; random voltage & gates from explosions	Joystick: Move; JBtn: # of meteors (hold); Mode: Autopilot	O1: Random CV (1V/oct, 0–5V) (on ship/ meteor); O2: Gate (on ship/ meteor); O3: Gate (meteor/ ground); O4: Step clock

Game	Description	Key Controls	Outputs
2: Music Sequencer	Classic 1–32 step CV/gate; per-step voltages	JS: Left/right: step, up/down: CV, JBtn: Toggle step (hold: set last), Mode: Dir	O1+O2: CV (1V/oct, 0–5V); O3: Gate on active step; O4: Step clock
3: Drum Sequencer	Four 16-step gate sequencers (percussion)	JS: Move cursor; JBtn: Toggle step (hold: set last); Mode: Flip seqs	O1: Top green seq gate; O2: Top red seq gate; O3: Btm green; O4: Btm red
4: Time Traveller	4 outruns "grid", 2D clock divider (div 1–8, offset)	JS: Move select out; JBtn: Change selected out; Mode: Free roam (random movement)	O1–O4: Gate when given out overlays green clock div
5: Probability Machine	2D probability field for complex/chaotic CV/gate	JS: Red arrow pos; JBtn: Complexity (1–4); Mode: Computer control	O1: Rand CV w/ O3 gate; O2: Rand CV w/ O4 gate (1V/oct, 0–5V); O3: Gate; O4: Gate
6: Euclidean Rhythms	Euclidean gate generator (geo patterns)	JS: L/R: seq len, U/D: # of beats, JBtn: Invert pattern; Mode: Dir	O1: Random CV (active step, 1V/oct, 0–5V); O2: Gate on active step; O3: Gate on inactive; O4: Step clock

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Settings Menu

Press and hold **GAME** button (2s), use joystick to cycle, GAME to exit. - **1. Clock Source:** Internal (tap tempo via CLOCK) / External (use CLOCK jack; CLOCK btn is divider) - **2. Display Brightness** - **3. Gate Length:** 40/80/160/240ms - **4. Factory Reset:** JS UP ×3, explosion confirms - **5. Static Voltages:** Select + calibrate CV outputs (adjust trim for 1V/oct 0–5V)

Voltage/CV Details

- All CV outputs: **0–5V, 1V/Octave calibration** where applicable.
- Gates: **~0–5V typical**.
- CV/Gate input triggers: **Any voltage above trigger threshold (spec not given; typically >+2V in Eurorack).**

Links

Game System Manual PDF
Generated With Eurorack Processor