

# Worng Electronics – Vector Space

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- [Manual PDF](#)
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[WORNG Electronics Vector Space Manual \(PDF\)](#)

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## WORNG Electronics Vector Space

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Eurorack Cheat Sheet

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### Overview

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**Vector Space** is an analog CV/mixing processor that combines 3 input sources into 17 unique, interrelated outputs for complex modulation and voltage processing.

- **Maximum input/output voltage:**  $\pm 10V$
  - **Accepts and generates CV/audio signals**
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# Quick Reference

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## Inputs

Jack	Function	Voltage Range	Switch	Switch Function
i	Main CV/ Audio Input 1	$\pm 5V$ or 0–10V	++ / +-	Choose bipolar ( $\pm 5V$ ) or unipolar (0–10V) operation. Switch acts as an offset when toggled.
j	Main CV/ Audio Input 2	$\pm 5V$ or 0–10V	++ / +-	As above
k	Main CV/ Audio Input 3	$\pm 5V$ or 0–10V	++ / +-	As above

- **Switches** ("++/+-") above each input select unipolar or bipolar range for that channel.
  - **Offset:** Switching also offsets voltage regardless of unipolar/ bipolar for live use/performance.
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## Outputs

### Cube Outputs (8 total)

- **Location:** Corners of the "cube" graphical diagram
- **Signal:** In- and out-of-phase combinations of i, j, k
- **LEDs:** Green (positive), Red (negative)
- **Voltage Range:** Typically within  $\pm 10V$
- **Usage:** Quadrature LFO, panned audio, logic combinations

## Plane Outputs (6 total)

- **Location:** Centers of the cube's faces/intersections
- **Signal:** Mix of 2x rectified inputs + one in/out of phase input
- **LEDs:** Gold (positive), Red (negative)
- **Special:** Outputs are always skewed positive, can double modulation frequency if input oscillator is bipolar
- **Voltage Range:** 0–10V typical (rectification skews toward positive)

## Sphere Outputs (3 total)

- **Location:** Center column, with special LED indicators
  - **Outputs:**
  - **Sphere:** Sum of all rectified inputs (maximal "distance from center")
    - **LED:** Pink/purple nearby
    - **Voltage Range:** 0–10V typical
  - **NegSphere:** Inverted Sphere output (negative sum)
    - **Voltage Range:** 0 to –10V typical
  - **UnSphere:** "Distance to closest edge"; +5V when inputs are zero, drops as point moves outward
    - **LED:** White
    - **Voltage Range:** +5V (center), drops towards 0V (edges)
  - **Usage:** Randomization, audio, special morphs/envelopes
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## Controls

- **3 Input Switches (labelled ++/+/-):**
  - Set for unipolar (0–10V) or bipolar (–5V to +5V) range for each input jack (i, j, k).
  - Act as live offset for additional performance modulation.
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## Voltage Ranges

- **Input:**  $\pm 5\text{V}$  (bipolar) or 0–10V (unipolar) for all three input jacks

- **Output:** Up to  $\pm 10\text{V}$  (audio or CV) for all 17 outputs
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## Patch Tips

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- **Generative counterpoint:** Three sequencers/randoms into i/j/k, Plane outs  $\rightarrow$  quantizers  $\rightarrow$  VCOs.
  - **Ultimate LFO logic:** Three LFOs into inputs, use Plane/Cube/Sphere outs for complex modulations.
  - **Spatialization (Quad/Cubic):** Joystick to i/j, Cube outs to VCAs for quad panning; add k for cubic.
  - **Vector Synthesis:** Five VCO waveshapes  $\rightarrow$  VCAs  $\rightarrow$  mixer, VCAs modulated from Cube/UnSphere/joystick for timbre morphing.
  - **Timbral garden:** Three close-frequency VCOs into i/j/k, audition all outputs for rich combinations/panning.
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## Installation Notes

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- Fits any Eurorack case with +12V/-12V supply.
  - **Current draw:**  $\sim 150\text{ mA}$  per rail
  - **Ribbon cable:** Red stripe DOWN (marked "STRIPE")
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## Resources

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[Generated With Eurorack Processor](#)