

# Recovery Effects — Bad Comrade

---

- [Manual PDF](#)
- 

[Download the Bad Comrade V3 Manual PDF](#)

---

## Creative Patch Ideas for Bad Comrade V3 in a Eurorack System

---

The **Bad Comrade V3** by Recovery Effects is a versatile and characterful 4hp module offering glitch, delay, and distortion effects with CV control over mix and delay time. Its unique features open up a world of creative sound design when combined with other Eurorack modules. Below are inspiring ways to patch and integrate it into your modular setup:

---

### 1. Glitch-Driven Rhythmic Textures

---

Pair the Bad Comrade with a rhythmic trigger or clock sequencer (e.g., Pamela's NEW Workout, Tempi). Use the trigger output to hit the FREEZE button via a gate-to-switch adapter or manual momentary switch module (e.g., Intellijel Tetrapad in "FSR" mode).

- **Result:** Synchronize glitch and slice effects with your drum patterns for stuttering, percussive textures.
-

## 2. Audio Rate CV Attack

---

Feed a fast LFO, audio rate oscillator, or random voltage (e.g., Make Noise Maths, Mutable Instruments Tides, or Noise Engineering Sinc Iter) into the CV input for DELAY TIME.

- **Result:** Warped, modulated delays and FM-like timbral shifts, great for experimental electronics and soundscapes.
- 

## 3. CV Mix Morphing

---

Route an envelope or LFO (e.g., Intellijel Quadra, ALM Pam's) into the MIX CV input. Modulate the wet/dry balance dynamically as your patch evolves.

- **Result:** Animated blends between dry and processed signal yield evolving movement and tension in generative patches.
- 

## 4. Destructive Vocals or Drum Buss

---

Place the Bad Comrade V3 immediately after a drum mix (via mixer module like Befaco STMix) or vocal input (after external preamp-input module).

- **Tip:** Use the GLITCH knob for gritty, rhythmic “cuts” or intentionally harsh artifacts.
  - **Result:** Heavily processed, industrial-grade drum loops or vocal mangling.
-

## 5. Mangled Feedback Loop

---

Patch the output of Bad Comrade back into itself via a mixer with the possibility of introducing EQ/filter, VCA, or other effects in the loop (e.g., Doepfer A-138 mixer, Mutable Instruments Ripples, WMD Geiger Counter).

- **Result:** Self-oscillating, evolving drones and noise, perfect for aggressive ambient or noise sets.
- 

## 6. Spectral Smearing with Filters

---

Process the Bad Comrade output with a stereo or multimode filter (e.g., QPAS, Polaris). Sweep the filter's cutoff via CV while glitch/delay artifacts churn.

- **Result:** Sculpt chaotic, spectral timbres with motion—useful for live performance morphing.
- 

## 7. Gate-Controlled Texture on Live Instruments

---

Send guitars, synths, or field recordings into the Bad Comrade, and use an external gate or footswitch module to trigger the FREEZE on the fly (DIY footswitch or Erica Synths Pico Trigger).

- **Result:** Real-time mangled looping or rhythmic freeze effects in a live set.
- 

## 8. Strange Clocked Delay/Distortion

---

Clock or sequence the TIME parameter with rhythmic CV pulses to forcibly retrigger smashed delay buffer times. Combine with running arpeggios or

generative melodies (Ornament & Crime "Sequins" app, Arturia Keystep CV out).

- **Result:** Sputtering pitch artifacts, clocked textures, unpredictable breakup for IDM/glitch and sound art.
- 

## 9. Granular Sampler-Like Effects

---

Use the FREEZE in conjunction with the delay TIME to “sample” and repeat micro-slices of incoming audio. Manually or via CV automate the freeze for tape stop/repeat effects.

- **Result:** Instant granular-micro-loop sculpting.
- 

## Recommended Module Types for Synergy

---

- **Sequencers/Triggers:** for rhythmic glitching & freezing (e.g., Make Noise Tempi)
  - **LFOs/Random:** for unpredictable, animated CV to delay or mix
  - **Envelope Generators:** for musically shaped morphing textures
  - **VCAs:** for level modulation before/during/after Bad Comrade
  - **Mixers:** for feedback loops, parallel effects routing
  - **External Input/Utility:** to process microphones, guitars, or other line-level signals
  - **Filters/Phasers:** for extra timbral transformation after glitch/delay
- 

Embrace the chaos! The Bad Comrade V3 offers endless inspiration for sonic manipulation—combine with other creative modules in your rack for wild, one-of-a-kind results.

---

Generated With [Eurorack Processor](#)