# Erica Synths — LXR Eurorack

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[Erica Synths LXR Eurorack Owners Manual PDF](#)

# Using the Erica Synths x Sonic Potions LXR Eurorack for Hyper-Complex Percussion

The **LXR Eurorack module** is designed as a deep, multi-voice digital drum/percussion synthesizer—perfect for dense, intricate, and experimental rhythm music. Here's how you can push it to the limit for polyrhythms, complex time signatures, and unique percussion textures:

## 1. Internal Architecture Advantage

- **6 Digital Drum Voices**: Each independently configurable, covering kicks, snares, claps, cymbals, and hi-hats, optimized for different synthesis models.
- **Dedicated Envelopes, Mod Matrix, LFOs, Multimode Filters, and FX Routing** for every voice.

## 2. Patch Strategy for Hyper-Complex, Polyrhythmic Sequences

### A) Trigger Programming & External Sequencing

- **7 Trigger Inputs**: Drive dense, polymetric patterns from a complex external sequencer (like Euclidean, polyrhythmic, or random trigger generators, e.g., Malekko Varigate, Winter Modular Eloquencer, or a programmable grid like Monome).
- **Accents per Voice**: Use the six accent inputs to add ghost notes, velocity variation, and make rhythms "breathe" with micro-rhythmic details.
- **CV modulation inputs** (5): With modular sequencer CV or random sources, assign sequence length, pattern mutating voltages, and time signature cycling—leverage the mod matrix (see below).

### B) Internal Mod Matrix: Route Anything to Anything

- **3-slot mod matrix per voice**: Assign all CV, accent, or LFO sources to *any parameter* (pitch, decay, filter cutoff, morph, FM amount, etc).
- **Example**: Route an LFO or CV to modulate decay on one voice but pitch on another, syncing or un-syncing those modulation rates to create polymeter/polyrhythm overtones.
- For polyrhythmic effects:
- Send clocks of differing divisions to the LXR's triggers/accent inputs.
- Modulate envelope attack/decay on voices triggered at different rates for evolving, non-overlapping percussive textures.

### C) LFOs as Phase-Shifted, Offset Sequencers

- Each LFO can run unsynced to "main" clock, retriggered from specific voices, yielding shifting timebases.
- Set up LFOs with different phase relationships, waveforms (including random/triangle/saw), and assign to modulate

envelope times or filter cutoff for temporal evolution that "fights" standard meter.

## D) Voice Parameters & Sound Design for Percussive Diversity

- **Transient Generator**: Add *snappy*, *offset*, or *sampled* transients to each drum voice for more forward-pushing, unique attacks per hit.
- **FM Modes (Cymbal/Clap Voice)**: Use 3-op FM for clangorous, noisy, or pseudo-melodic percussion—modulate oscillator frequencies and FM amount for ever-changing, metallic rhythms.
- **Filter Routing**: Each voice runs through a multi-mode state variable filter (SVF) with types for bandpass, notch, unit gain BP, etc. Use this for drum sculpting (e.g., "screaming" acid hats, peak/resonant snares).

## E) Complex Pattern Morphing

- **Morph Function**: Fade between any two kits in real-time; store kit variations with micro edits and morph between them to create evolving, shifting rhythm beds without ever playing the "same" pattern twice.

## F) Effects as Polyrhythmic/Complexity Enhancers

- **FX Bus Routing**: Route any combination of voices (or all) through FX like drive (distortion), ring modulation (*crazy metallic clangs*), delay (with modulation and ping-pong for flanging/stereo scatter).
- **Parameter Lock FX**: Modulate FX mix or parameters with LFOs/ CVs for timed, shifting FX "strata" over your patterns—e.g., delay feedback mapped to LFO for generative echo bursts.

## 3. Voice Uniqueness, Punch, and Percussion

- **Attack Transients**: Manipulate or inject new samples for distinct clicks at every hit.
- **Accent Modulation**: Beyond volume, assign accent to *modulate any other parameter* for extra expressivity: make accented hits sharper, more filtered, or punchier.
- **Distortion/Sample Rate Reduction**: Add digital grit by per-voice or post-FX saturation and bit mangling. Use CV or LFOs to sweep bit/sample rate in patterns, causing distinct lo-fi percussive artifacts.
- **Envelope Shaping**: Go exponential/log for extreme shape—punchy transients, super tight hats, etc.

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## 4. Live Performance Hacks

- **Performance Mode**: Manual triggering plus instant morph & global sample rate reduction for on-the-fly fill/flam/hyperhuman drummer feel.
- **Quick Menu Access**: Assign parameters you want to ride (decay, filter, morph) to the 4 display knobs for fast live mutation.

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## 5. Combining with External Modules

Plug in further generative/clutch modules (random voltages, sequential switches, unusual dividers) into accents/CVs—LXR's matrix and smart parameterization makes it responsive to complex modular logic!

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## 6. Patch Example: Polyrhythmic Drum Engine

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 1. Four triggers from a polyrhythmic sequencer (e.g. 3, 4, 5, 7 ste
 2. Send different Euclidean triggers to accents.
 3. Mult random-clocked stepped voltage into CV1 → assign to snare F
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4. LFOs set to phase-shifted random/S&H; assign to hi-hat and clap
5. Send kick/hat/FX voices to separate outputs for further processi
6. Use morph to interpolate two kits ("main" and "fill," or "straig
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## 7. Manual Reference

For deep-diving every feature: Erica Synths LXR Eurorack Owners Manual
PDF

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