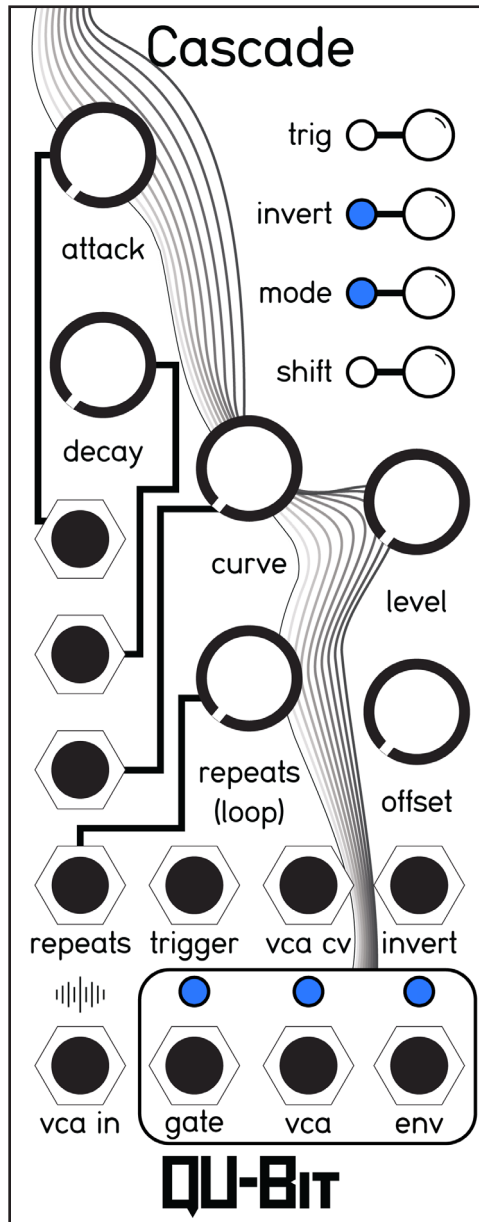




# GETTING STARTED WITH CASCADE



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	<ul style="list-style-type: none"> <li> <b>Ratcheting AD</b> <span style="float: right;"><u>4</u></span></li> <li> <b>AD</b> <span style="float: right;"><u>5</u></span></li> <li> <b>ASR</b> <span style="float: right;"><u>6</u></span></li> <li> <b>ADSR</b> <span style="float: right;"><u>7</u></span></li> <li> <b>Envelope Follower</b> <span style="float: right;"><u>8</u></span></li> <li> <b>Compressor</b> <span style="float: right;"><u>9</u></span></li> </ul>
	<ul style="list-style-type: none"> <li> <b>Edit Functions</b> <span style="float: right;"><u>10</u></span></li> <li> <b>Gravity</b></li> <li> <b>Gate Behavior</b></li> <li> <b>Sound Sources</b></li> </ul>

# DESCRIPTION

**C**ascade is a ratcheting envelope generator, VCA, and sound source all within a compact form factor. The unique interactions of its feature set open up new worlds of rhythmic patching and modulation. Easily create ratcheting sequences, bouncy-ball modulation, and pumping compression, all within a single module.

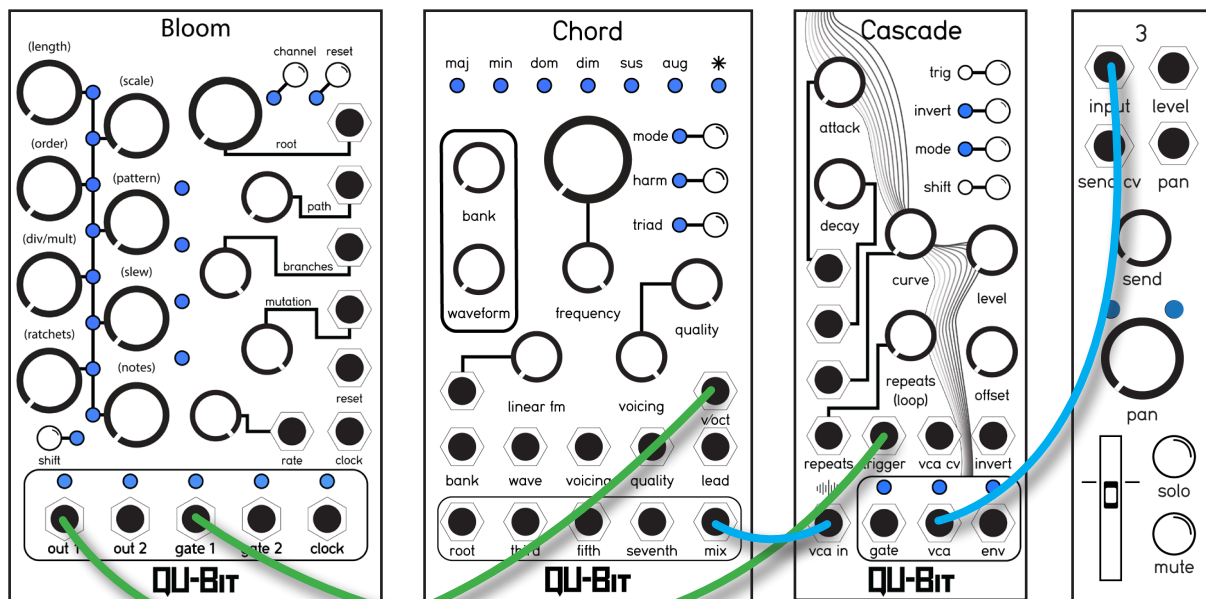
At its core is a powerful envelope generator, which is normalized to a high fidelity 2164 based VCA. You can patch in external audio to the VCA, or take advantage of 4 internal audio algorithms: white noise, 808 drums, and sine tones. Cascade will open up your system in ways that make you wonder how you ever lived without it.

- Envelope output and internal audio generated at 96kHz
- High fidelity 2164 based analog VCA topology
- Analog signal path with digital control for envelope following, compression, and classic VCA behaviors
- Snappy envelopes all the way down to 500 microseconds in length
- Reprogrammable via the Daisy ecosystem

## FIRST PATCH

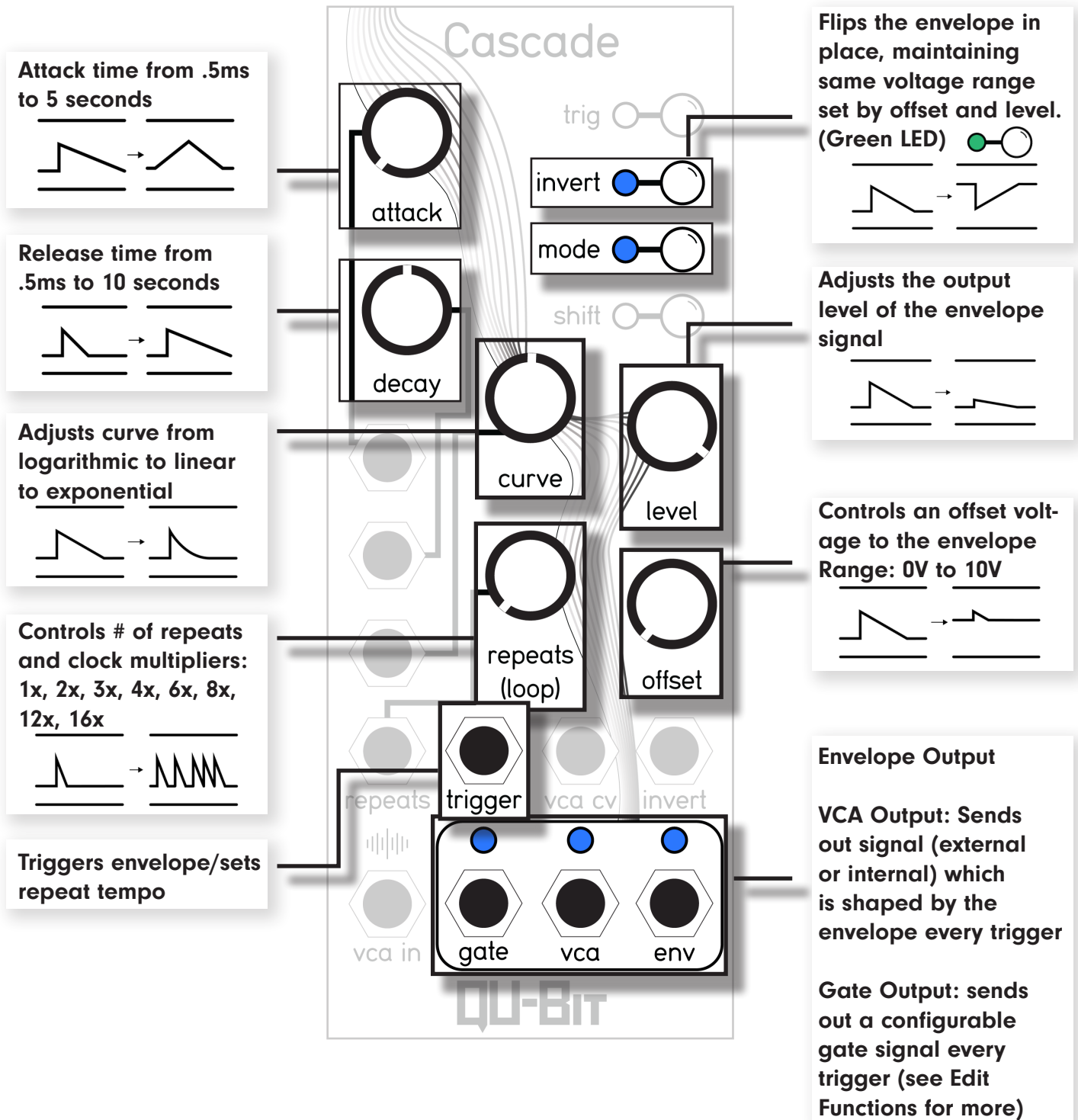
**W**ith Cascade's onboard Analog VCA, shaping your sound is as quick as sending your sound through Cascade via the VCA In and Out, and a Gate into the Trigger Input. Below is an example patch using Ratcheting AD Mode to achieve a simple staccato sequence.

\*note: similar results are achievable with alternate modules alongside Cascade.



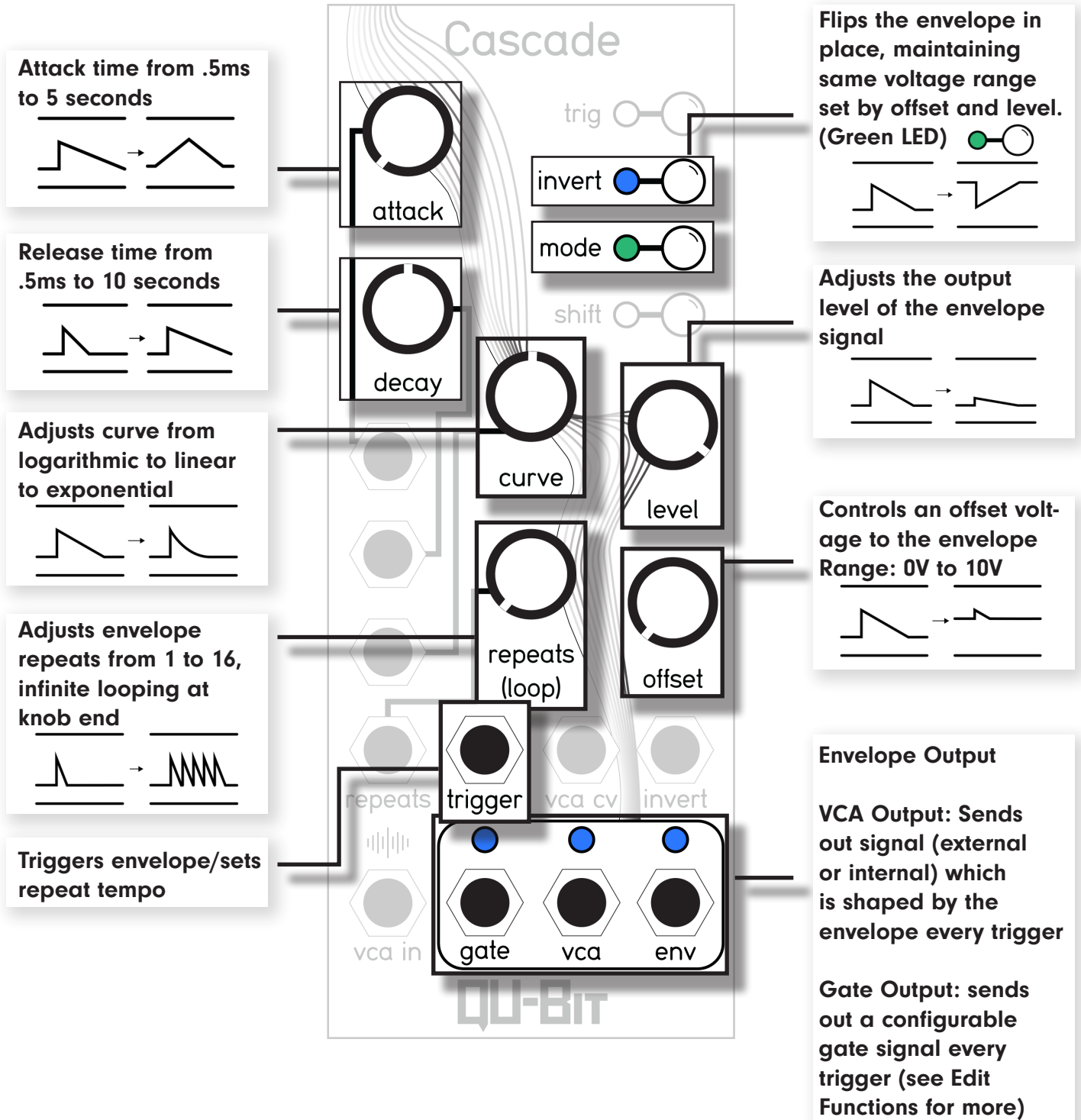
# RATCHETING AD

Attack / Decay Envelope with Ratchetable Repeats



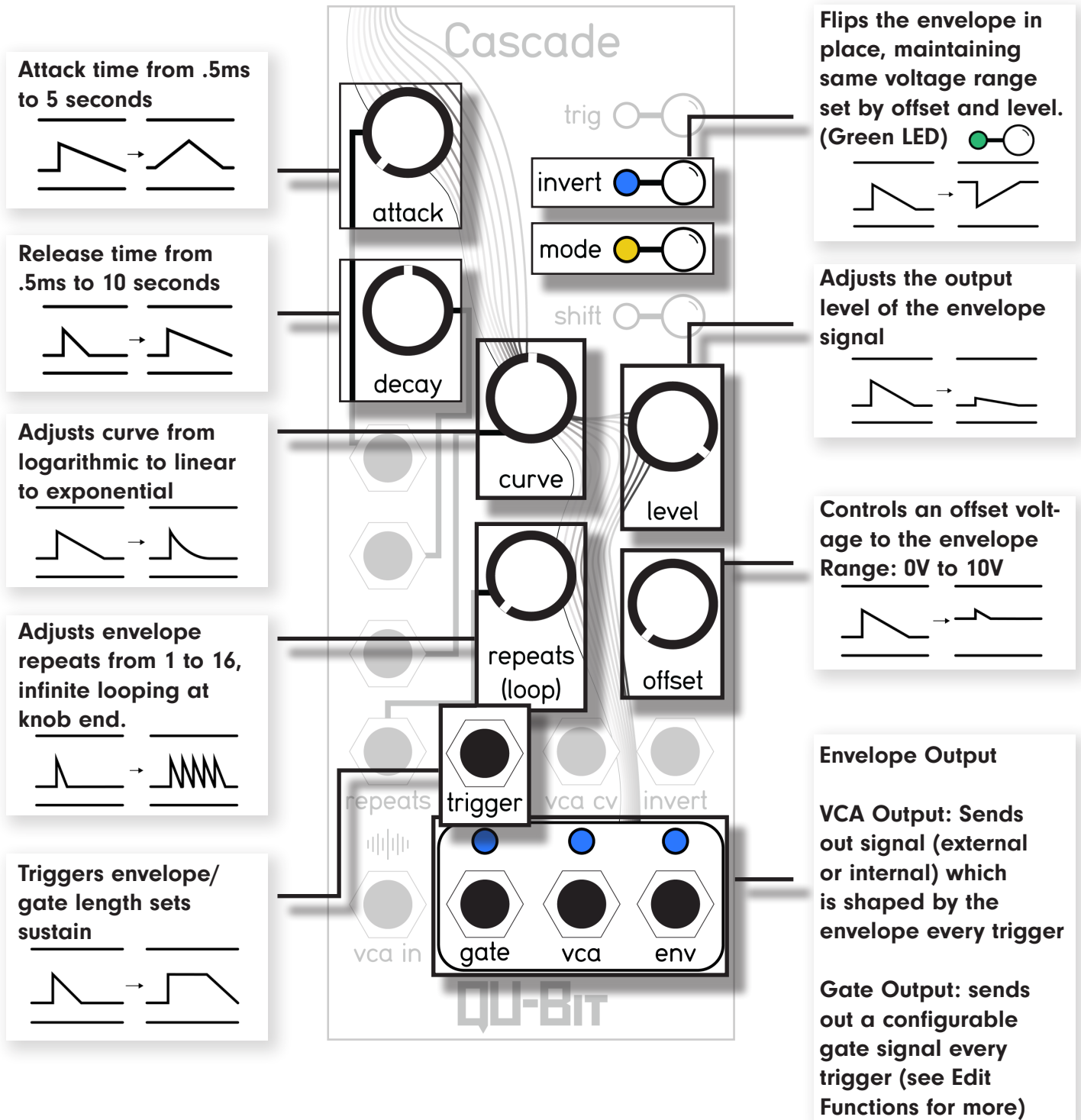
# AD ENVELOPE

Attack / Decay



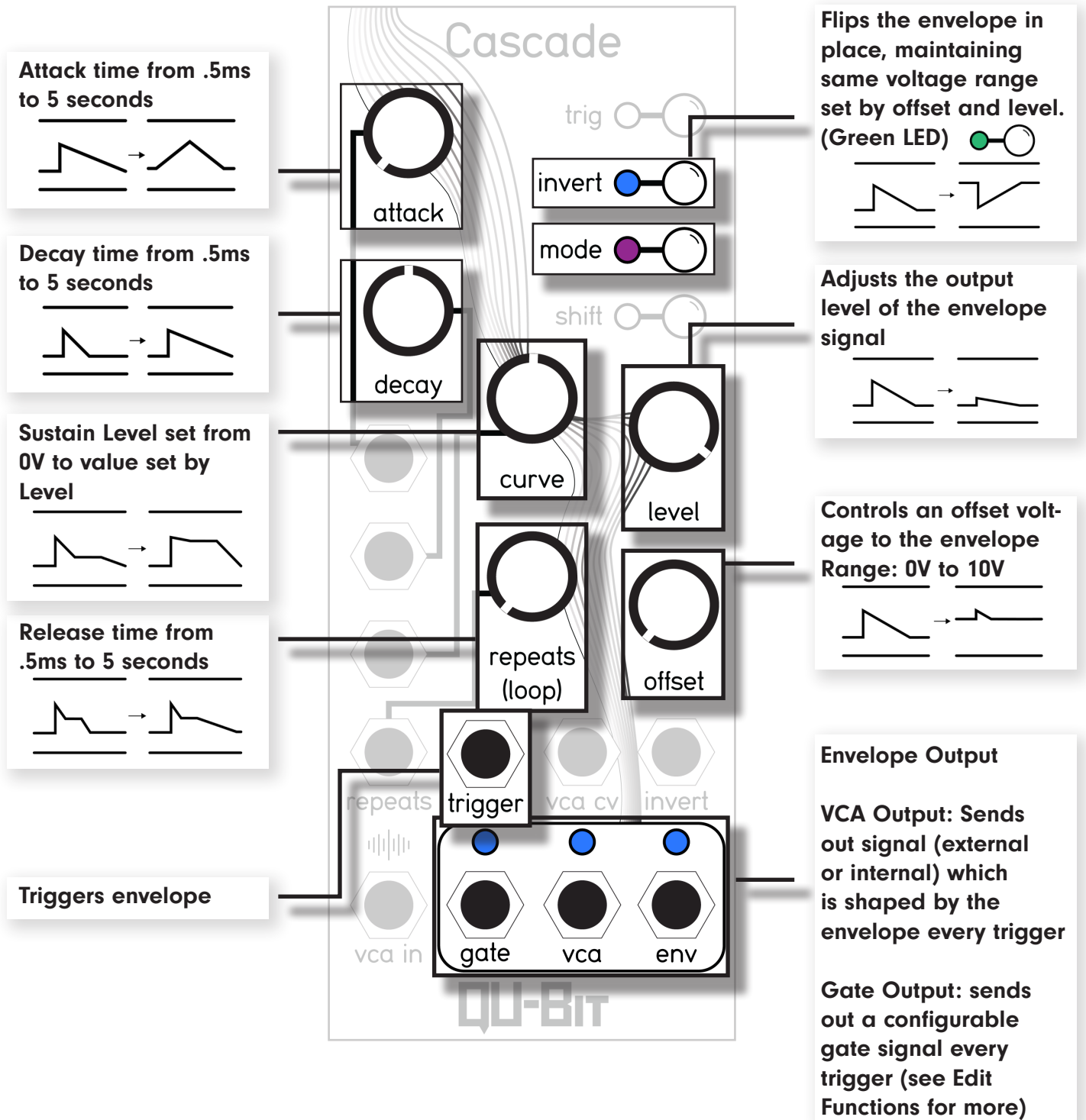
# ASR ENVELOPE

Attack / Decay Envelope with Gate Configured Sustain



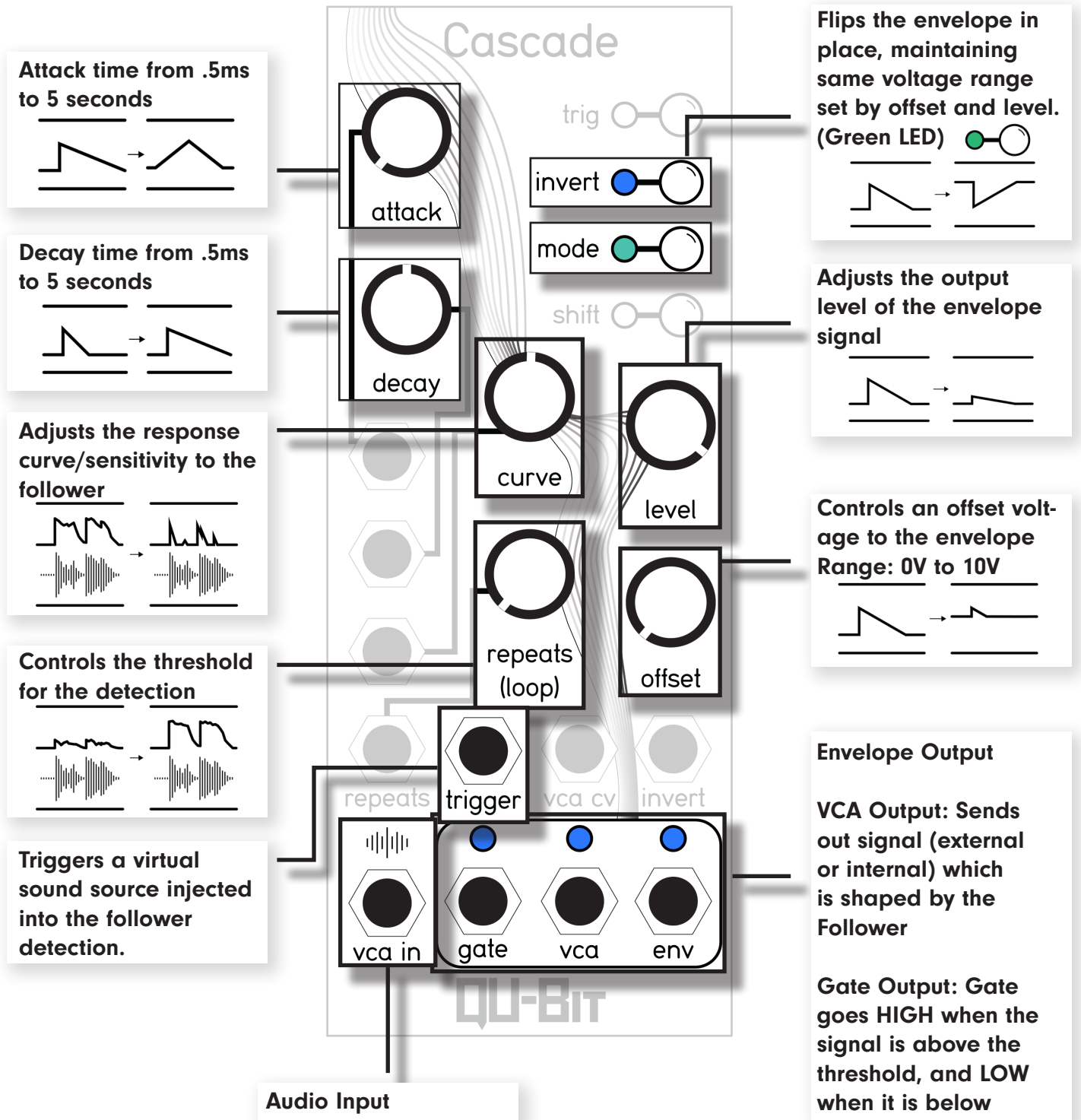
# ADSR ENVELOPE

Attack / Decay / Sustain / Release Envelope



# ENVELOPE FOLLOWER

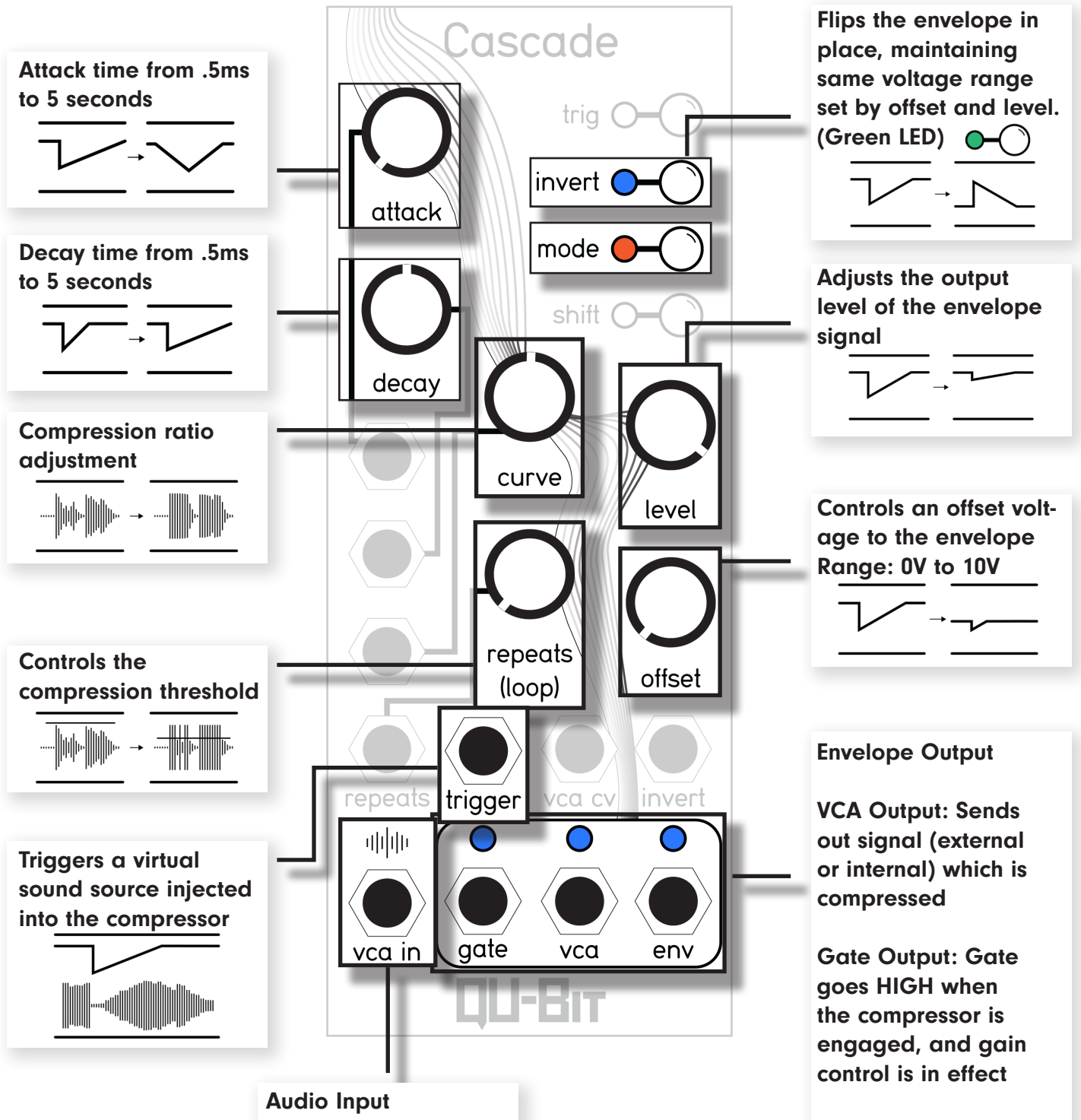
## Envelope Generator with Audio Detection



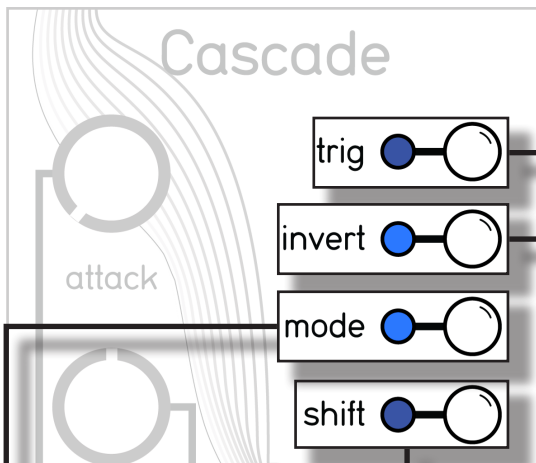


# COMPRESSOR

## Compressor with Virtual Sidechain



# SOUND SOURCES & EDIT FUNCTIONS



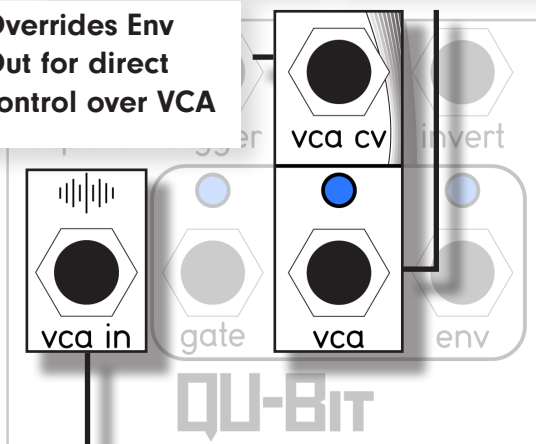
Hold Shift to enter Edit Functions

## Sound Sources

- White Noise
- Hi-Hat
- Kick
- HiFreq Sine

Sound Source normals out to VCA output when there is no connection to VCA input

Overrides Env Out for direct control over VCA



Input for external sound sources. Used for Envelope Follower, Compressor, and VCA

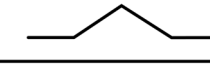
## Gravity Modes

- No Gravity
- Amplitude Gravity
- Amplitude and Time Gravity



## Gate Output Modes

- 6ms Trigger at start of every envelope
- EOD Mode: Gate is HIGH when envelope is not in decay stage
- EOA Mode: Gate is HIGH when envelope is not in attack stage



For a more detailed look at Cascade, additional example patches, and more, head over to the product page and manual here:

[www.qubitelectronix.com/shop/cascade](http://www.qubitelectronix.com/shop/cascade)