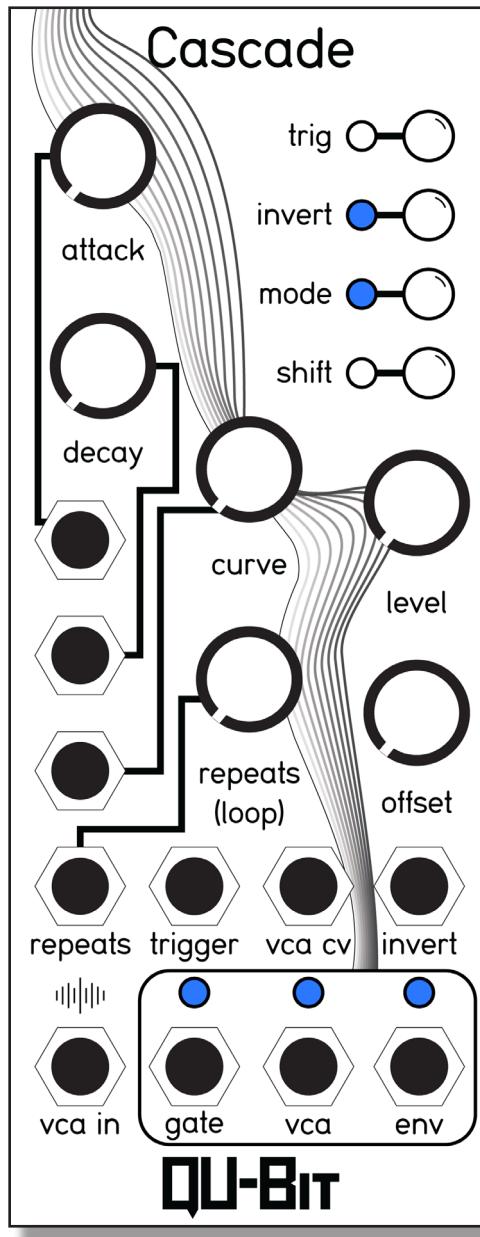


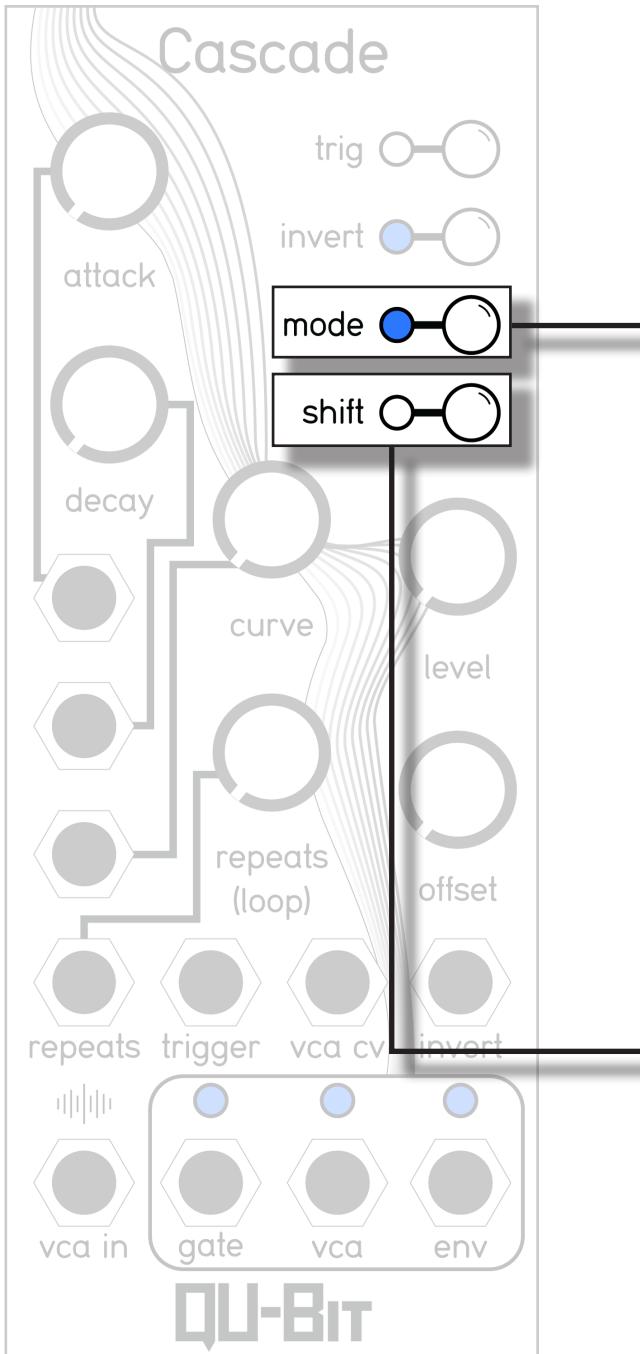


GETTING STARTED WITH CASCADE



CONTENTS

Skip Ahead



○ **Description** 3

○ **First Patch** 3

○ **Ratcheting AD** 4

○ **AD** 5

○ **ASR** 6

○ **ADSR** 7

○ **Envelope Follower** 8

○ **Compressor** 9

○ **Edit Functions** 10

○ **Gravity**

○ **Gate Behavior**

○ **Sound Sources**

DESCRIPTION

Cascade 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.

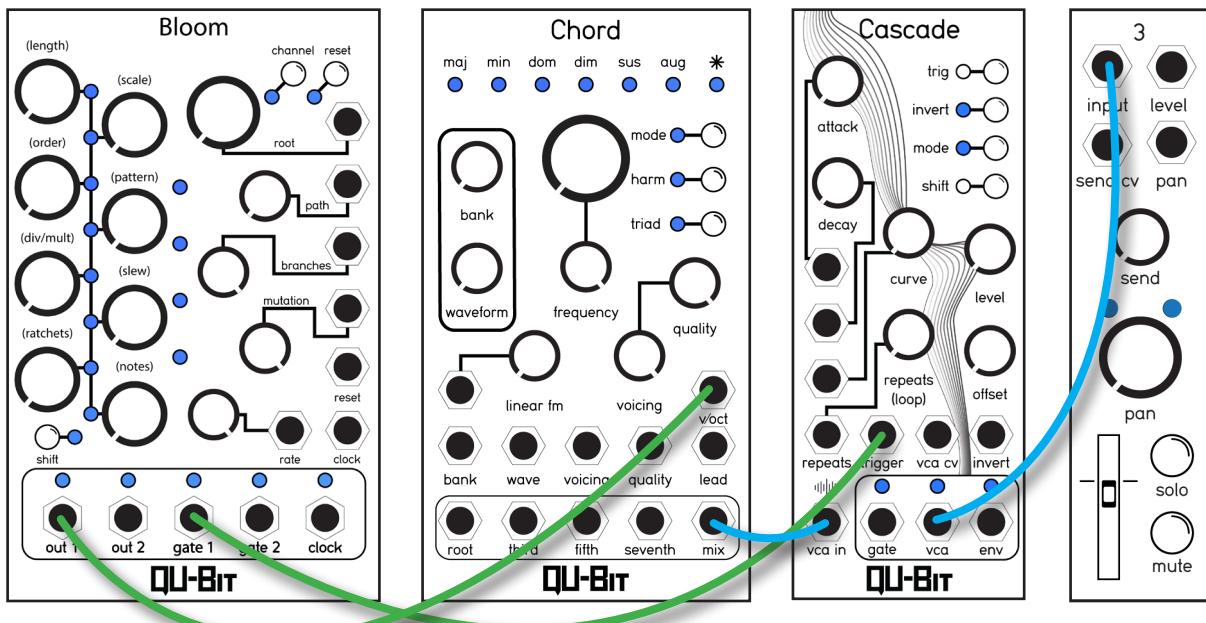
At its core is a powerful envelope generator, which is normaled to a high fidelity 2164 based VCA. You can patch in external audio to the VCA, or take advantage of 4 internal audio algorithms: white noise, 808 drums, and sine tones. Cascade will open up your system in ways that make you wonder how you 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

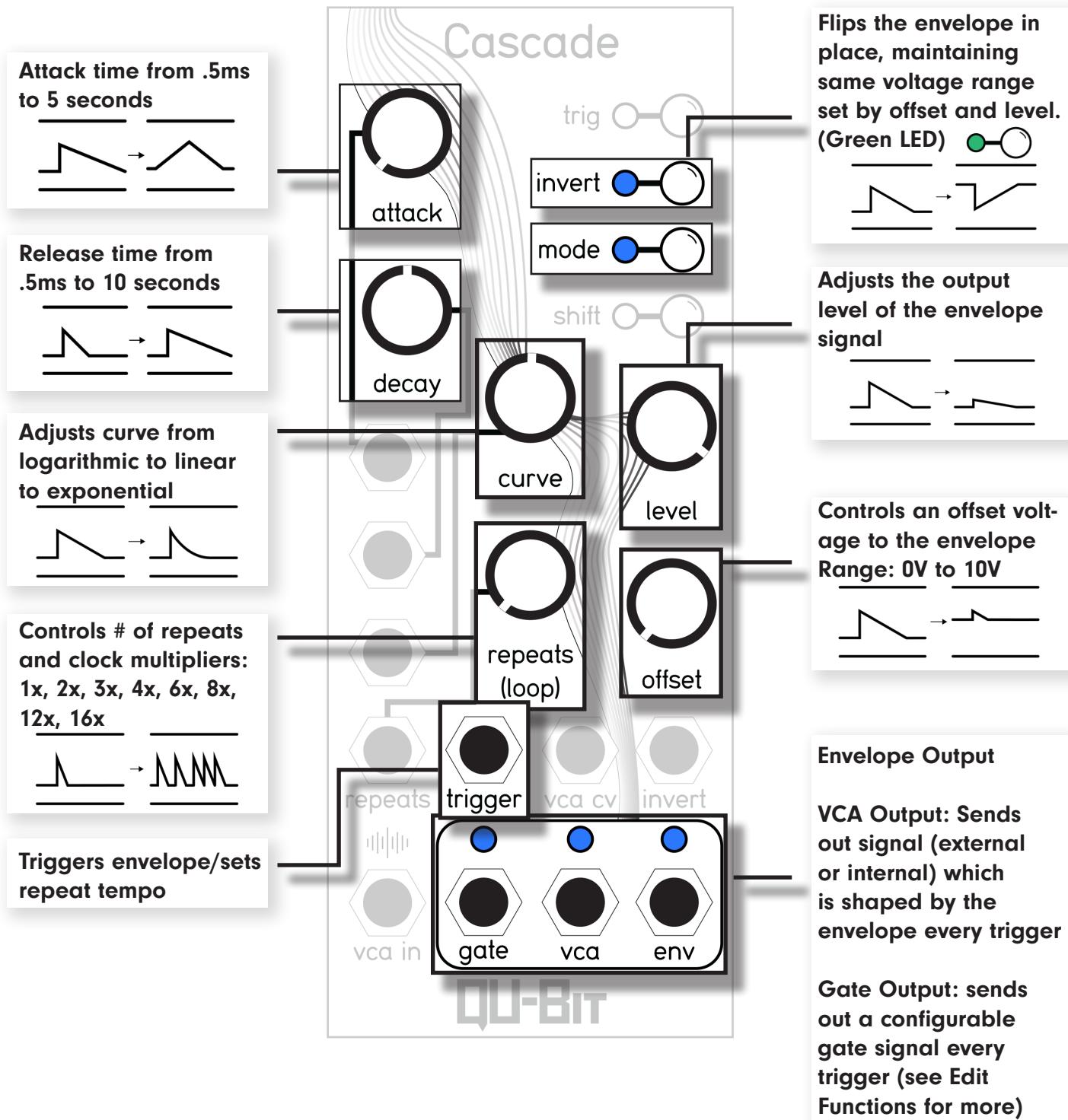
With Cascade's onboard Analog VCA, shaping your sound is as quick as sending your sound through Cascade via the VCA In and Out, and a Gate into the Trigger Input. Below is an example patch using Ratcheting AD Mode to achieve a simple staccato sequence.

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



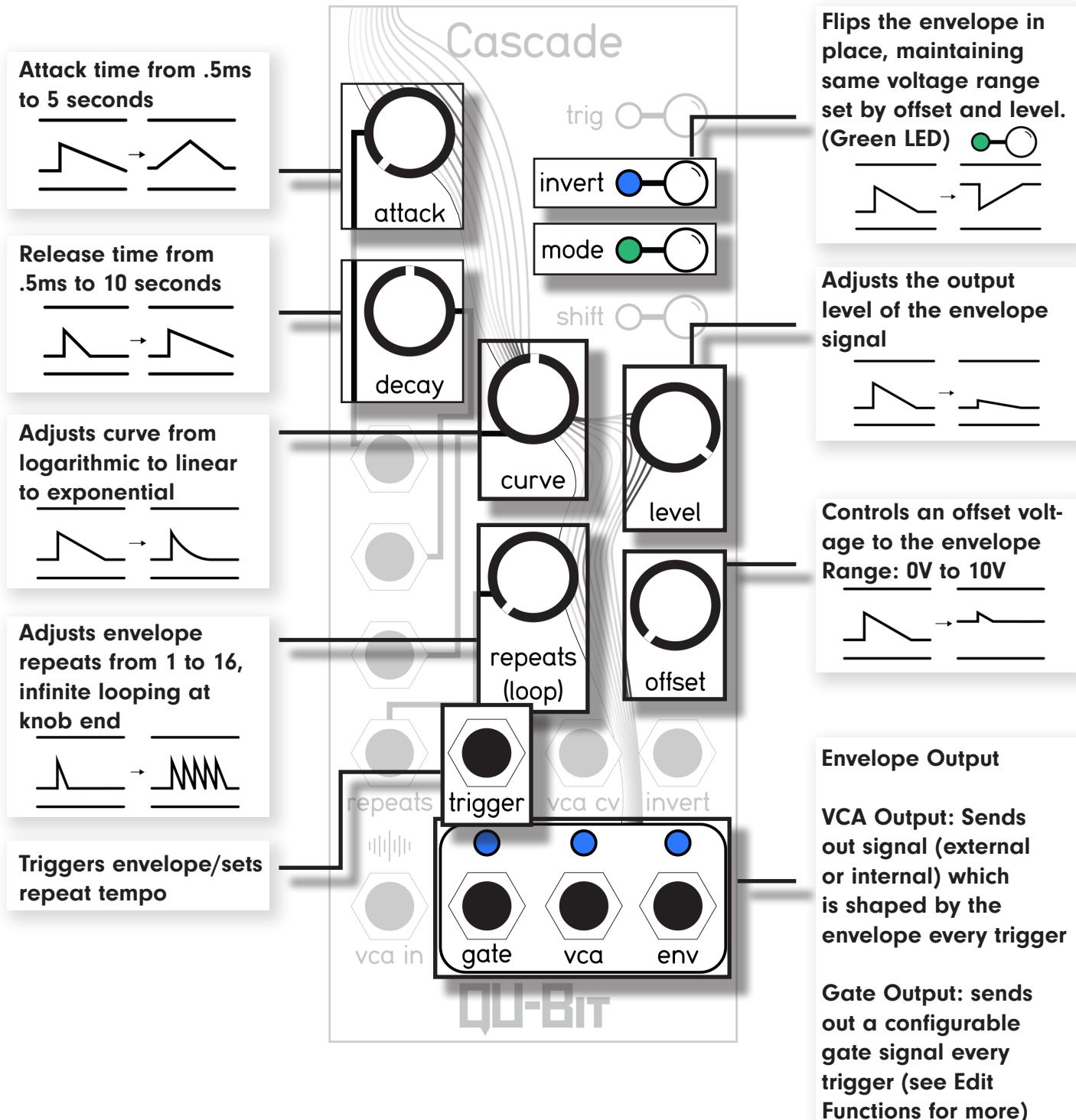
RATCHETING AD

Attack / Decay Envelope with Ratchetable Repeats



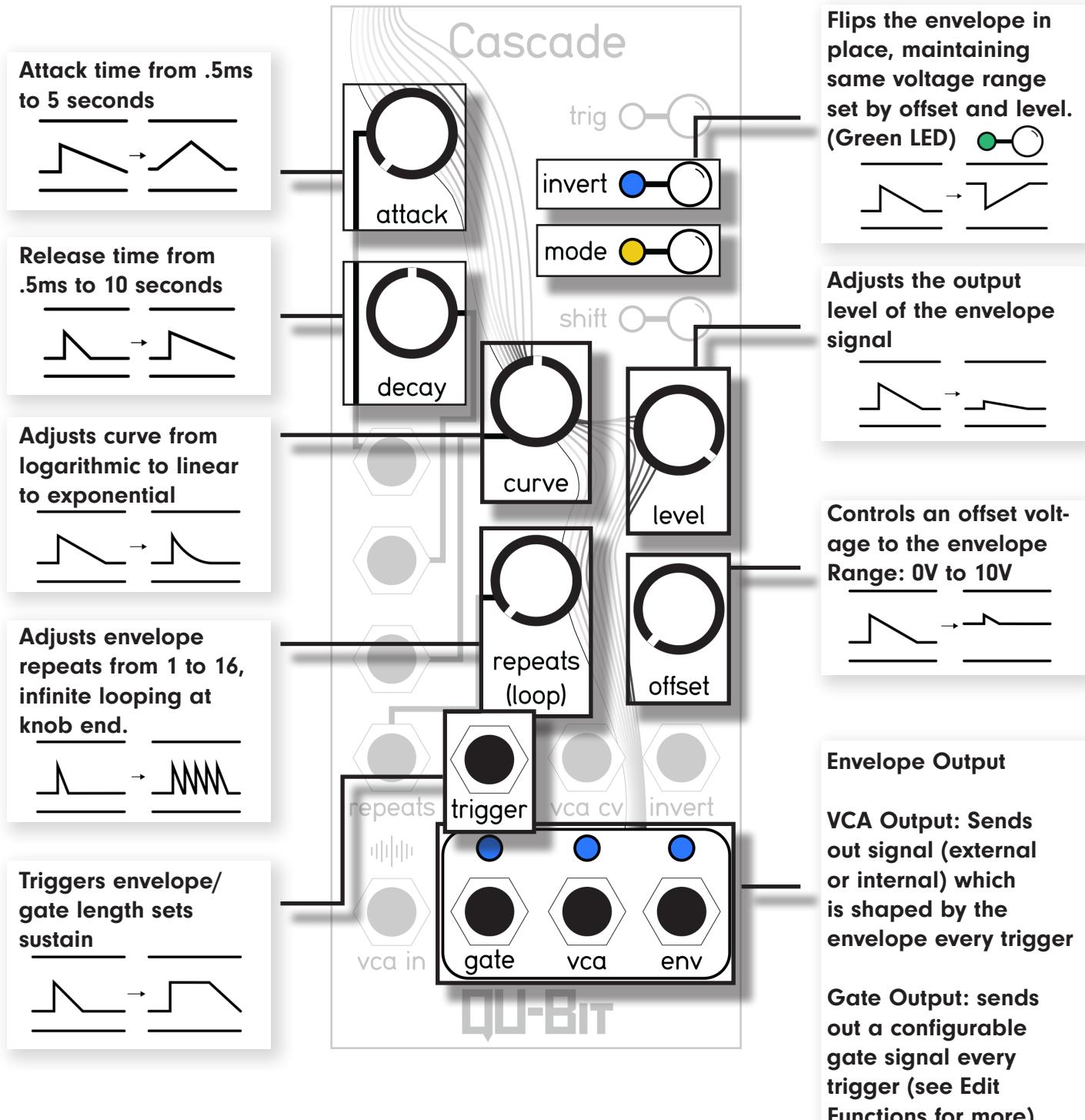
AD ENVELOPE

Attack / Decay



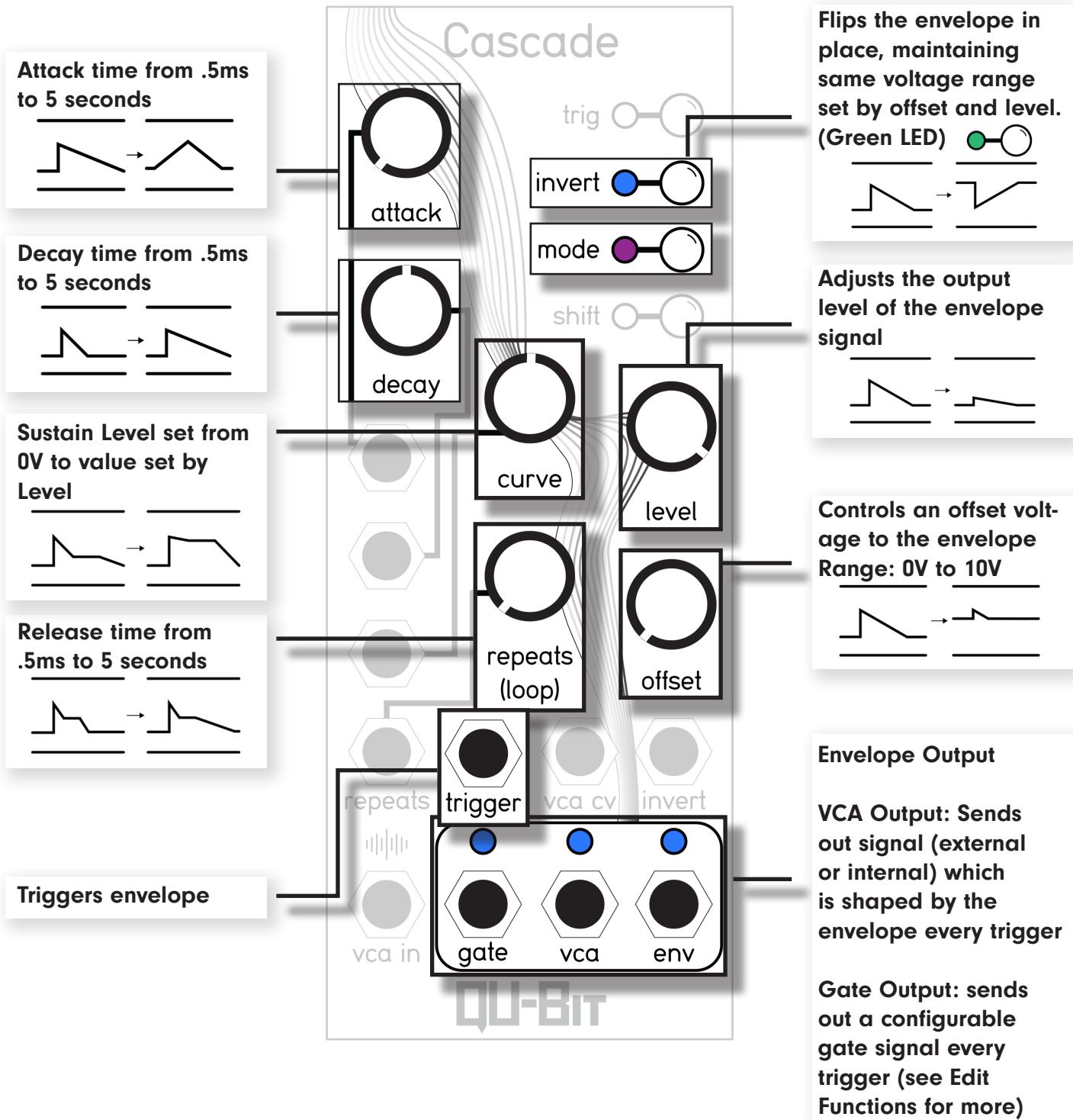
ASR ENVELOPE

Attack / Decay Envelope with Gate Configured Sustain



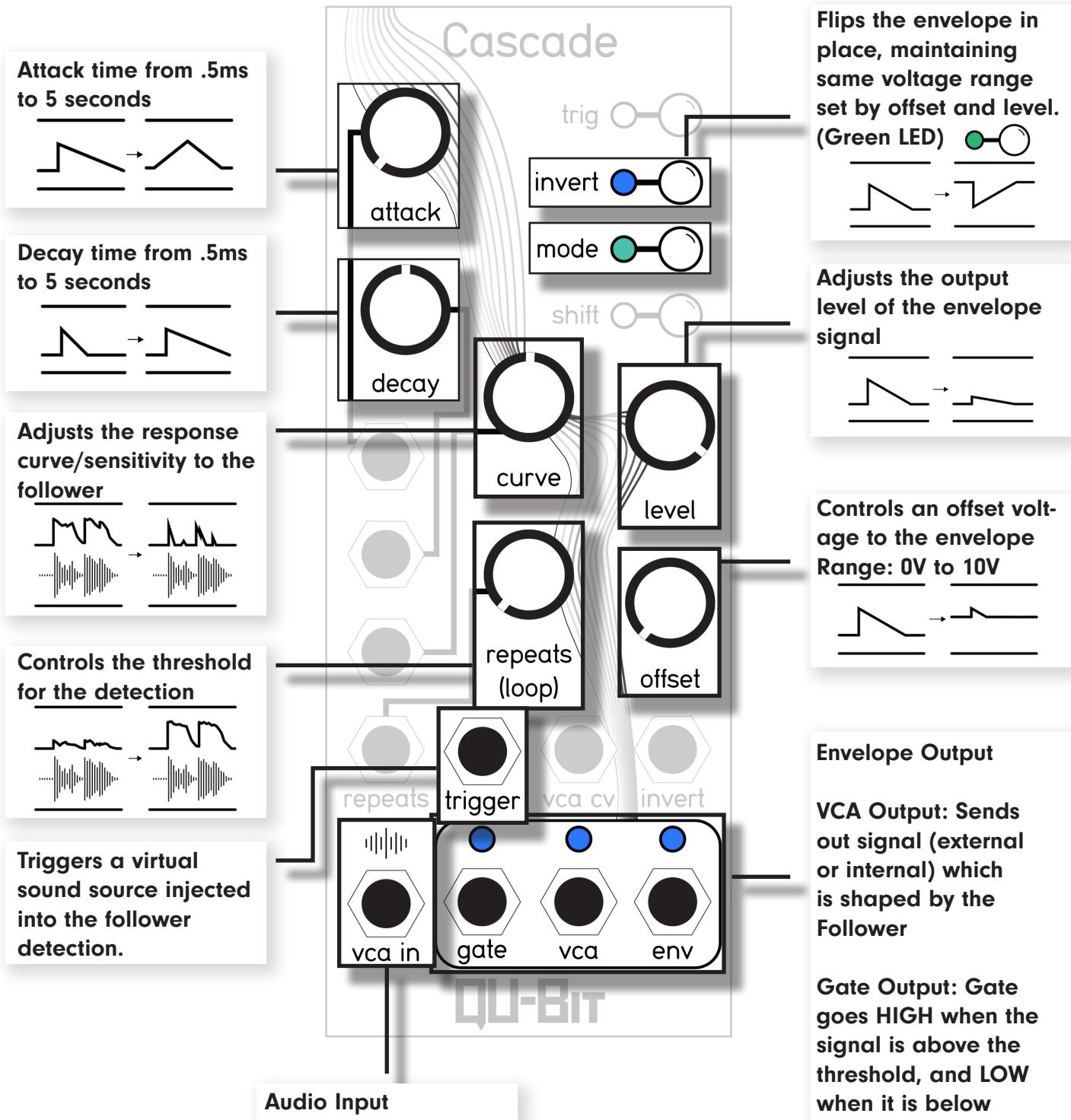
ADSR ENVELOPE

Attack / Decay / Sustain / Release Envelope



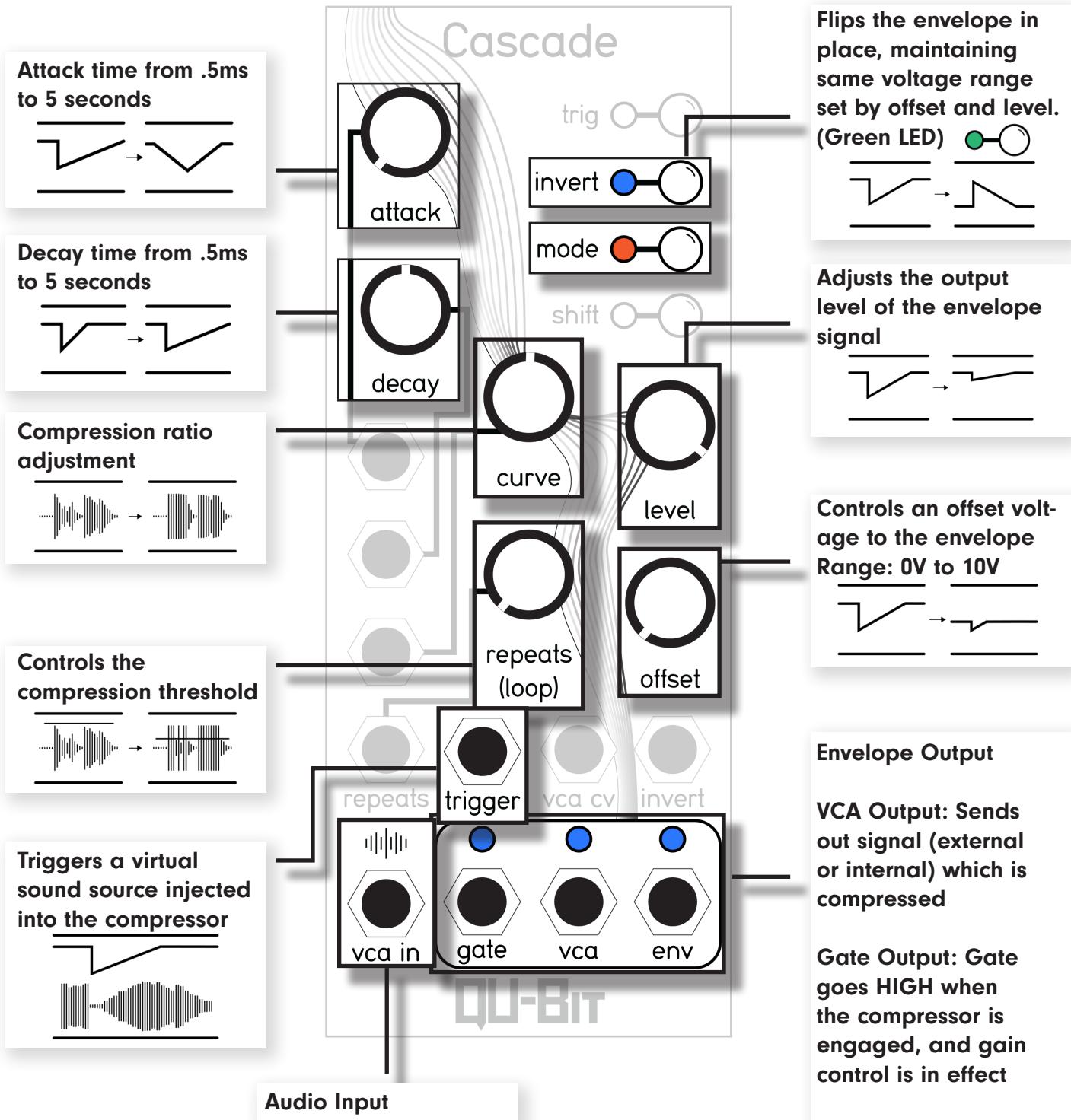
ENVELOPE FOLLOWER

Envelope Generator with Audio Detection



COMPRESSOR

Compressor with Virtual Sidechain



SOUND SOURCES & EDIT FUNCTIONS

Cascade

attack

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

vca in

gate

vca

env

vca cv

invert

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