

SWELLS – QUICK START

Before diving into the depths of Swells, here's a quick guide to the core functions. This page will also help you to interpret the Model Reference Table.

Controls, Modulation, and LED Behaviour

There are **8 Slider Controls**, plus the **INPUT** and **MIX** knobs, which control the main parameters and mix of your reverb. Patch audio into **IN L** / **IN R** and out from **OUT L** / **OUT R**, then experiment with these controls.

All of these controls can be modulated by the **SWELL** Generator, or by external CV patched to the input jacks above the sliders. Attenuverters control the modulation amount and polarity. The **LEVEL** CV input affects both **INPUT** and **MIX**.

Parameter LEDs reflect control values, including their modulated position and polarity. When no modulation is applied, parameter LEDs appear *GREEN* (upper range) or *RED* (lower range).

When modulation is assigned from the attenuverters, the Parameter LED will change colour to *CYAN* (upper range) or *PURPLE* (lower range).

SWELL Modulation: Assignment and Controls

The **SWELL Generator** is normalled to all **8 Slider Controls**, plus **INPUT** and **MIX** via the **LEVEL** attenuverters. **SWELL** can be easily assigned to any parameter, by turning the associated attenuverter – the parameter LEDs will change colour as described previously.

The CV from the **SWELL Generator** is output from **SWELL** and can be patched to other Eurorack modules.

To remove **SWELL** modulation from a control, set the attenuverter to the centre position. **We recommend starting with all 10 attenuverters centred** (no modulation), then adjust to taste.

The **SWELL Generator** is controlled by the **RISE**, **FALL** and **THRESH** knobs at the bottom of the module. The **IN/SC/OUT** switch selects the trigger source, and the **SWELL** button can be used to manually activate the envelope.

Model Reference Table

The table on the next page describes the controls for each of Swells nine reverb models.

The overall sound of Swells is determined by the **MODEL** and **LO-FI** switches, **EBB** and **FLOW** will change function based on the switches.

MODEL — Choose your Reverb Model

The **MODEL Switch** on the left selects bank **X**, **Y** or **Z**.

The **MODEL Switch** on the right selects **1**, **2** or **3**.

The combined positions of the two **MODEL** switches select the currently active reverb model.

LO-FI — Modify your Model

The **LO-FI** selector switch is a model modifier, located on the right of the **MODEL** selector switches. It has three positions: **OFF**, **MIN**, and **MAX**, which determine the intensity of the effect.

Models in banks **X** and **Y** each have common **LO-FI** effects. The exotic Models in Bank **Z** are each affected individually by the **LO-FI** switch. Refer to the Model Reference Table on the next page for more information.

EBB / FLOW

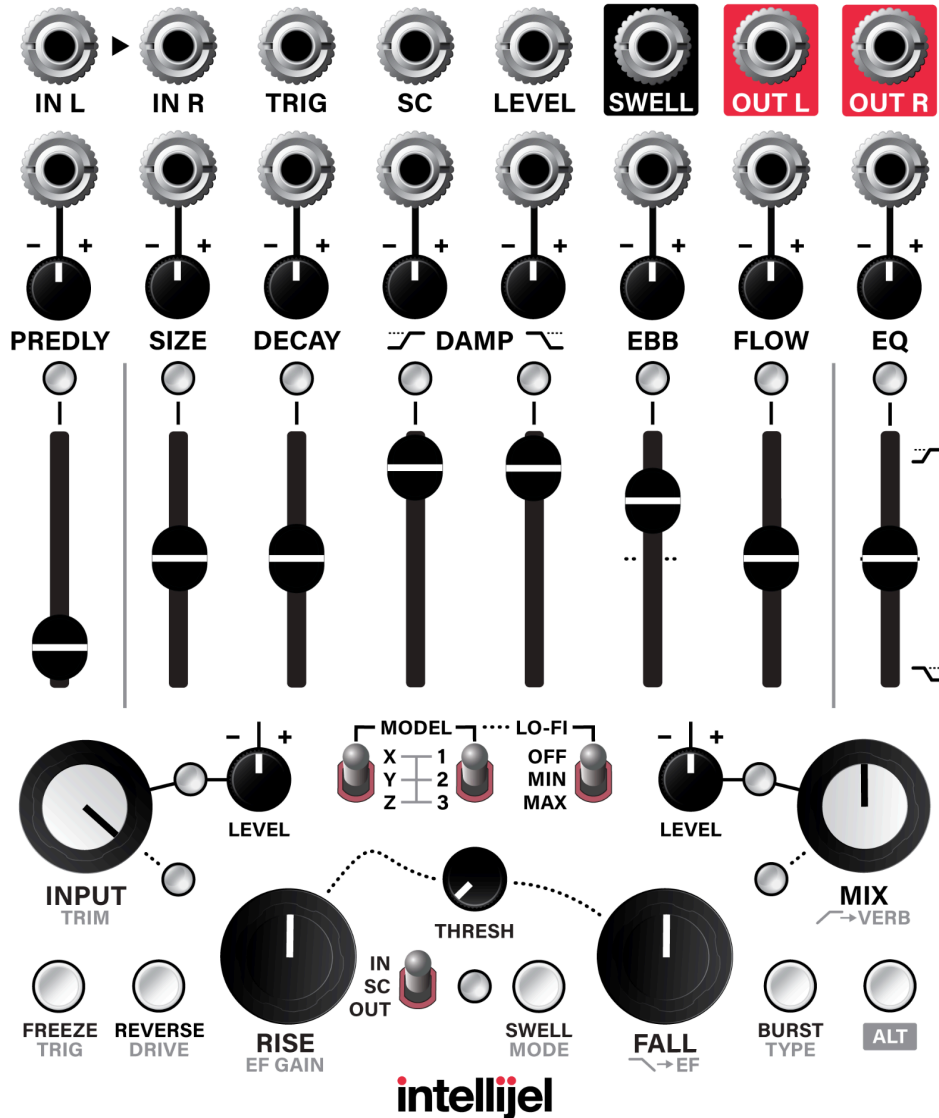
EBB and **FLOW** each add two unique parameters per model, determined by the **MODEL** and **LO-FI** switches.

Either slider may be *unipolar* or *bipolar* (min in centre position), depending on the parameter assigned. This will be indicated by the parameter LED behaviour for the control, and marked with “±” on the Model Reference Table.

MODEL	DESCRIPTION	EBB	FLOW	LO-FI OFF	MIN	MAX
X-1	Fog Sealegs' classic lush reverb, offered here with full control.	Diffusion Sparse → Smeared	Modulation ± ↑ Sine ↓ Random	—	Tape Wow Subtle Saturation	Tape Wow/Flutter Deep Saturation
X-2	Blur The mutant offspring of Multigrain's built-in reverb.	Diffusion Sparse → Smeared	Modulation ± ↑ Sine ↓ Random	—	Tape Wow Subtle Saturation	Tape Wow/Flutter Deep Saturation
X-3	Shadow Classic Dark Hall, long corridors, huge spaces.	Diffusion Sparse → Smeared	Modulation ± ↑ Sine ↓ Random	—	Tape Wow Subtle Saturation	Tape Wow/Flutter Deep Saturation
Y-1	Velvet High echo density with fast attack but no metallic ringing. Modern and bright.	Diffusion Sparse → Smeared	Modulation ± ↑ Sine ↓ Random	—	Jel Compression Fast Att / Slow Rel 4:1 / Medium Thresh	Squash Compression Slow Att / Slow Rel 8:1 / Low Thresh
Y-2	Asterion A metastable multitap delay, inspired by celestial vintage hardware units of yore.	Diffusion Sparse → Smeared	Modulation ± ↑ Sine ↓ Random	—	Jel Compression	Squash Compression
Y-3	Deadspace Non-Newtonian smearing for the astrally inclined, rending the fabric of space and time.	Filter Resonance Off → Max	Force ± ↑ Push ↓ Pull	—	Jel Compression	Squash Compression
Z-1	Buckets A matrix of variable sample-rate delays, with cruft and crunch intact.	Mod Rate Slow → Fast	Mod Depth ± ↑ Sine ↓ Random	BBD Clock Rate 1/1	BBD Clock Rate 2/3	BBD Clock Rate 1/2
Z-2	Ritual Hail to this harmonious reverb, octaves, fifths, and spiralling dissonance.	Pitch / Freq Shift ± ↑ Shift Up ↓ Shift Down	Shifted Feedback Off → Max	Quantized Pitch ± 2nd, 4th, 5th, Oct	Free Pitch ± 1 Oct	Freq Shifting ± 100Hz
Z-3	Gaze Inspired by classic nonlinear algorithms with a modern slant.	Diffusion Sparse → Smeared	Shape Flat → Ramp	Saturation	Boost w/ Saturation	High gain w/ Hard Clip

Panel

Swells



Note: The controls in this diagram are set to a 'neutral position', which is a good starting point for exploring the module.

Input and Output Jacks

IN L **IN R** Left and right audio input (left normals to right)

TRIG Assignable Trigger input (>1.2V)

SC Sidechain audio / CV input for **Swell** ($\pm 10V$)

LEVEL CV input for **INPUT** and **MIX** controls ($\pm 10V$)

SWELL **SWELL** envelope output (0-5V)

OUT L / **OUT R** Left and right audio output

Mod Inputs 1-8 Parameter modulation Inputs ($\pm 10V$)

Knobs and Sliders

PREDLY Pre-delay parameter

SIZE Size parameter

DECAY Decay / Feedback parameter

Lo-DAMP Low-frequency damping

Hi-DAMP High-frequency damping

EBB Model-specific parameter 1

FLOW Model-specific parameter 2

EQ High / Low Tilt EQ for the reverb signal

CV Attn 1-8 Attenuverters for **Mod Inputs 1-8** / **SWELL**

INPUT Level of **IN L** / **IN R** signal to reverb

MIX Dry / Wet mix control

LEVEL Attn (INPUT) CV attenuverter for **LEVEL** to **INPUT**

LEVEL Attn (MIX) CV attenuverter for **LEVEL** to **MIX**

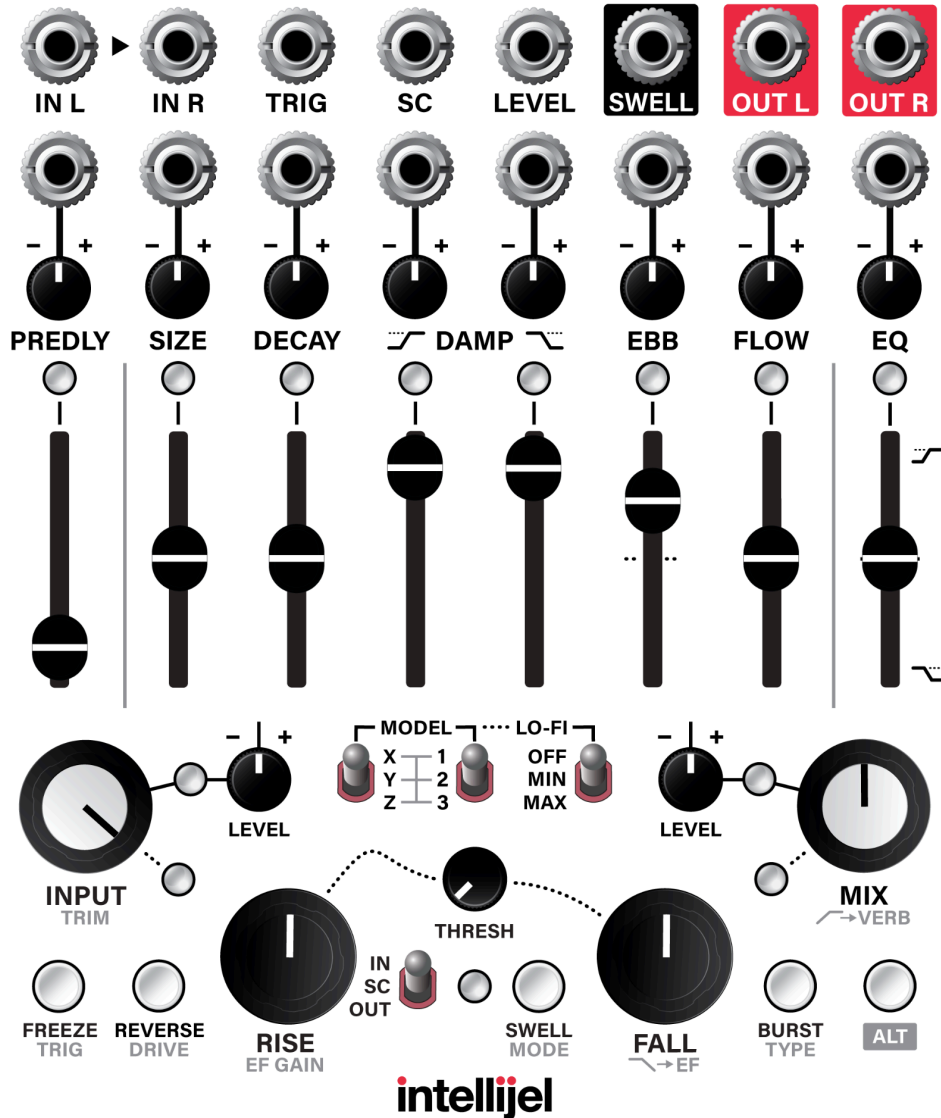
RISE Controls rise / attack time of **SWELL**

FALL Controls fall / decay time of **SWELL**

THRESH Threshold setting for triggering **SWELL**

Panel (Continued)

Swells



Note: The controls in this diagram are set to a 'neutral position', which is a good starting point for exploring the module.

Buttons and Switches

MODEL X / Y / Z Reverb Bank selector switch

MODEL 1 / 2 / 3 Reverb Model selector switch

LO-FI Reverb modifier effect switch

FREEZE Freeze effect toggle

REVERSE Reverse effect toggle

IN / SC / OUT Switch selects signal source for **SWELL**

SWELL Manual trigger for **SWELL**

BURST Manual trigger for "Burst" effect

ALT Accesses **ALT** functions (labelled in grey)

Alt Functions

TRIM Adjusts the gain of input signal

HPF → VERB Sets highpass cutoff on the input to the reverb

TRIG Assign **TRIG** Input to functions

DRIVE Toggle **DRIVE** saturation for **INPUT**

EF GAIN Sets the gain of trigger source for **SWELL**

MODE Selects the trigger mode of **SWELL**

<i>BLUE</i>	Follow
<i>AMBER</i>	Gated
<i>GREEN</i>	One Shot
<i>PURPLE</i>	Delayed One Shot
<i>RED</i>	Looping

LPF → EF Sets lowpass cutoff on the **SWELL** source

TYPE Selects **BURST** type

<i>WHITE</i>	White Noise
<i>PINK</i>	Pink Noise
<i>PURPLE</i>	Velvet Noise
<i>RED</i>	High Feedback on PREDLY