BISHOP'S MISCELLANY
Operation Manual

Shakmat
MODULAR

Introduction

Instant riff maker, that's how a beta tester described this module and we think it's pretty fair. Basically, the Bishop Miscellany is a dual stepped CV/Gate recorder/looper. It means it records two CV's and two logic signals (i.e. Gate or Trigger) over 32 steps, a bit like an analog shift register but with a lot more.

Plug in your CV/Gate keyboard, your MIDI interface, your ribbon, your joystick or your favorite CV/Gate controller and record a sequence. If you're too lazy to play something, you can even use the internal random generator to feed the inputs. Then, play the sequence and mangle it, it's that easy!

- **1** Clock input
- **2** Reset input
- **3** Lenght CV control
- **4** Shift CV control
- **5** Rec CV control
- **6** A/B CV control
- **7** Cut CV control
- **8** Random CV control

- **9** CV & Gate inputs
- **10** CV & Gate outputs
- **A** Length potentiometer
- **B** Shift potentiometer
- **C** Record switch
- **D** A/B switch
- **E** Cut switch
- **F** Random switch

BISHOP'S MISCELLANY

Dual Stepped CV/Gate Recorder

1
2
3
4

CLOCK   RESET   LENGTH   SHIFT

5
6
7
8

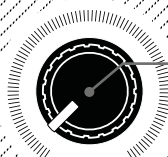REC   A/B   CUT   RNDM

9

CV 1   CV 2   GATE 1   GATE 2

10

A — LENGTH

8
12
6
16
4
3
2
24
1
32

B — SHIFT

C
D

REC   A/B

E
F

CUT   RNDM

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Functions

First of all, you have to feed the Miscellany with a clock signal via the **Clock input 1** . Recording is enabled via the **Record switch C** . While in recording mode, the Bishop's Miscellany **CV and Gate outputs 10** follow the **CV and Gate inputs 9** . Once a sequence is recorded, turn the recording switch off and your loop will begin playback. Note: There is a **Record input 5** to enable the recording with an external signal.

Sequence length is adjusted by the **Length potentiometer A** and the unipolar **Length CV input 3** . Available lengths are: 32, 24, 16, 12, 8, 6, 4, 3, 2 and 1. If you would like to play sequences of other lengths, you may utilize the **Reset input 2** .

If you record a 32 steps long sequence and turn down the Length knob to 8 steps, the original loop is divided into 4 segments, each 8 steps long. The **Shift potentiometer B** allows to choose between those 4 segments. Fully counter clock wise, the module will read the first segment, while turning the potentiometer clock wise, the module is skipping to the other segments of the original 32 steps sequence (see the figure on the next page).
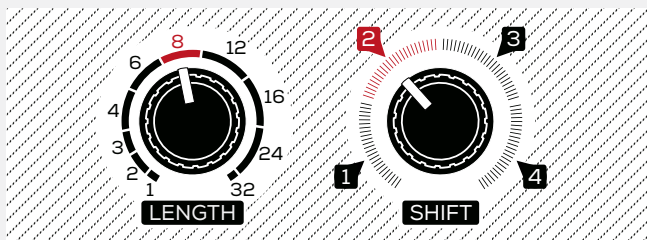
Steps

Segments

PLAYING LOOP

Another example, if the loop length is three steps long, the Shift potentiometer allows to choose between 11 segments as shown in the figure below:
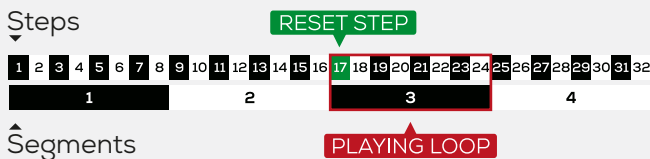
Steps

Segments

PLAYING LOOP

The Shift parameter can also be modulated by the unipolar **Shift CV input** 4 . Note the two CVs input are unipolar and effective from 0 to 5 volts.

A word about the **Reset input** [2] : A rising edge on this input will restart the module to the playing segment's beginning, not to the 32 steps sequence beginning. For example, if the module is playing the third 8 steps segment, it will reset to the beginning of this third 8 steps segment, that's to say at the 17th step:

Steps

RESET STEP

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |

| 1 | 2 | 3 | 4 |

Segments

PLAYING LOOP

A/B switch [D] allows to record two different sequences, like recording on the two sides of a tape. A/B function can also be activated while using the **A/B Gate input** [6] .

Cut switch [E] acts on the Gate Out 1. While turning the switch on, the Gate Out 1 delivers on each active step a trigger instead of a full step long gate, as shown in the figure on next page.

Note there's also a **Cut input** [7] to control this function with an external Gate. A good trick is to plug Gate Out 2 in the Cut input, this allows to create more dynamic sequences.

Clock in

Gate 1 Seq.

Gate Out 1

The **Random switch F** acts in two ways. In play mode, the Random switch will cause the module to access the steps in the played segment randomly (if the module is playing a six steps long sequence, it will only access randomly those 6 steps). In recording mode, CV's and Gates sequences are fed by a pseudo random internal source instead of the CV's and Gates inputs. That's to say the Bishop's Miscellany is now turned in a dual CV/Gate stepped pseudo random generator. And when randomness gives a sequence that sounds nice to your ear, just loop it! Like the other switches, the Random function can be activated by an external gate while using the **Random input 8**.

Installation

The Bishop's Miscellany requires a standard 2x5 pin eurorack connector. Make sure the red stripe on the ribbon cable is oriented on the -12V side of the board.

Technical Information

Size: 12 hp
Depth: 22 mm
Current Draw: 25 mA @ +12V / 0 mA @ -12V
Input Voltages: 0 - 5V
Output Voltages: 0 - 5V

Credits

Product design and engineering:
François Gaspard

Product and brand design:
Steve Hackx / MadeInside™

Beta Testers:
Hugo "Ucture" Ficher, Harold Osica and Bj_gzp

Many thanks to **Serge Boucher, Michel Clerbois** and **Brandon Murphy** for the precious time given to this module.

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