



BASTL INSTRUMENTS ALCHEMIST CITADEL

Full manual



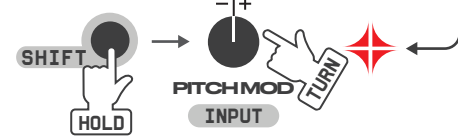
Load your own samples,
edit scales and rhythms at:
apps.bastl-instruments.com

BUTTON COMBOS

- SHIFT** + knob = secondary function in silver
 - SHIFT** + **MODE** = **TAP** the tempo
 - MODE** = next **MODE**
 - MODE** + **SHIFT** = previous **MODE**
 - MODE** + **ENV** = mod. attenuation for the **MODE** input
 - SHIFT** + **MODE** > 2s = adv. settings (input behavior etc.)
- ! Silver labels are active when holding the **SHIFT** button.

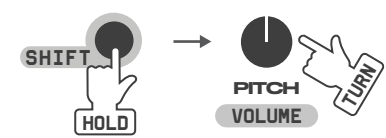
INPUT GAIN

Hold **SHIFT** and turn the **PITCH MOD** knob to set the **INPUT** gain. Follow the light indicator – avoid the RED!

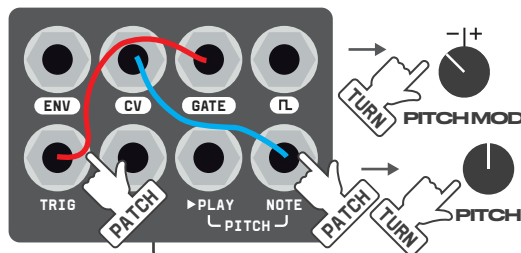


OUTPUT VOLUME

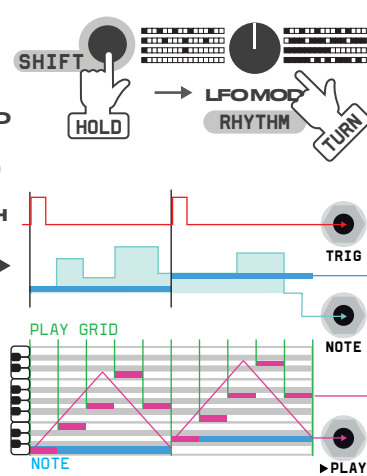
Hold **SHIFT** and turn the **PITCH** knob to adjust the output **VOLUME**.



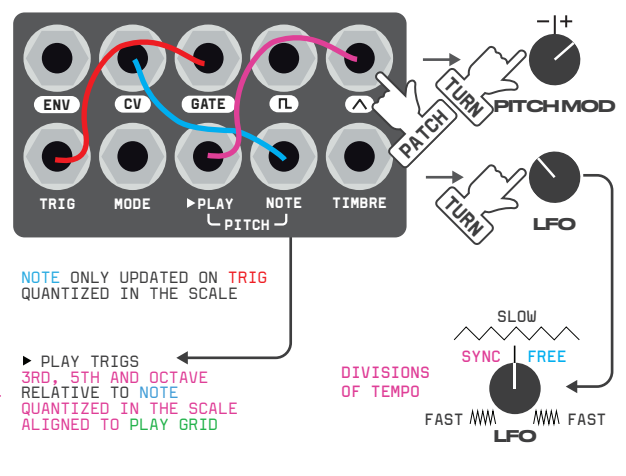
DISCOVER A MELODY



SELECT GATE RHYTHM



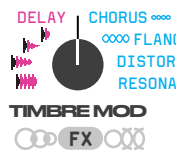
ARPEGGIATE IT



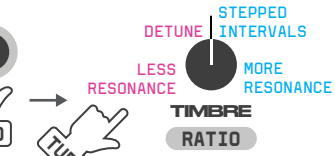
SET INTERNAL TEMPO



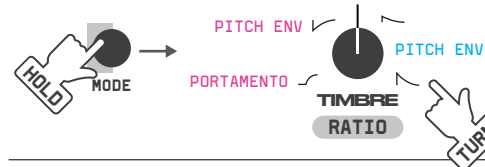
ADJUST FX



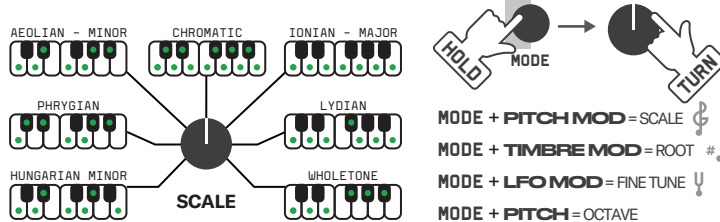
REFINE TIMBRE SWEEP



PITCH SLIDES



SCALES AND TRANSPOSITION



PATTERN GENERATOR

PATTERN generates **GATE** (rhythm) and **CV** (stepped sequence) output signals. They are both always driven by **TEMPO**. Turn the **RHYTHM** knob (**SHIFT** + **LFO MOD**) to select a pattern on the **GATE** output.

To modify a pattern, use the **CV** and **GATE PATTERN** switches.

- ▲ randomize the **PATTERN** in the upper position
- make it 16 steps in the middle
- ▼ invert into a pseudo 32 step sequence in the bottom position.

If **C IN** and **G IN** inputs are used they will take priority over the switches.

That way the **PATTERN** can be generated dynamically. Patch the **LFO** (L) pulse output into **PATTERN R-RESET** input to alter the sequence length.

« PREVIOUS MODE »

SYNTH MODES

» NEXT MODE »

FILTER (ORANGE)

LOWPASS FILTER

TIMBRE

WAVEFORM MIX SUBOCTAVE RESONANCE

RATIO

FM (GREEN)

FM AMOUNTS

SINE TIMBRE

DETUNE RATIOS

RATIO

SUPERSAW (MAGENTA)

LOWPASS FILTER

TIMBRE

RATIOS + DETUNE

RATIO

HYPERSINE (CYAN)

RING TGH MOD

SINE TIMBRE

DETUNE RATIOS

RATIO

GLITCHNOISE (WHITE)

FM FEEDBACK & FILTERED NOISE

TONE TIMBRE

FM RATIOS

RATIO

ENVELOPE

BODY FOCUSED TIMBRE

TRANSIENT FOCUSED TIMBRE

LESS ► PLAY TRIGS

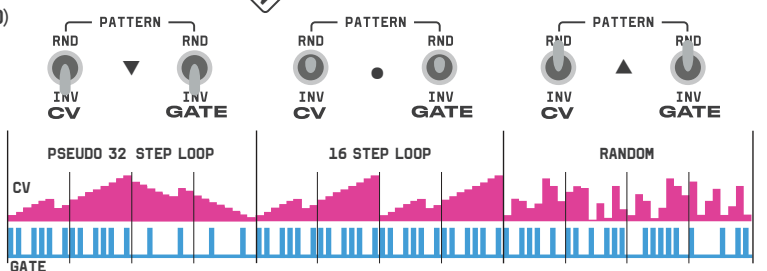
MODE CHANGE MORPHING

DRONE

ENV

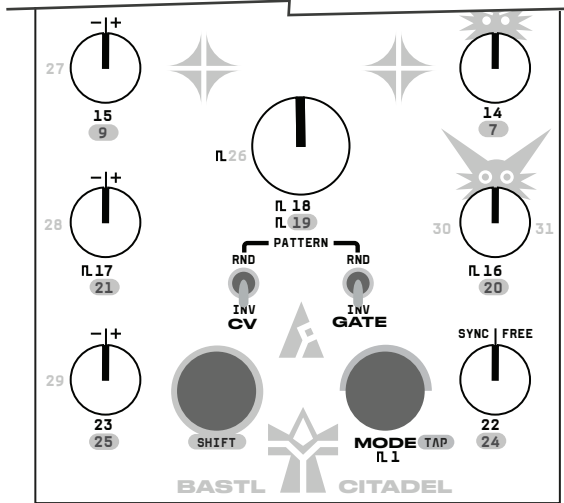
LESS ► PLAY TRIGS

DRONE

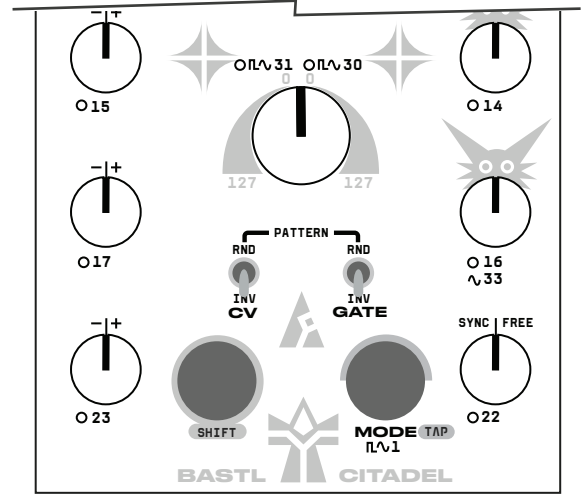


MIDI - ALCHEMIST

INPUT CC NUMBERS FOR DIRECT PARAMETER SETTING



OUTPUT CC NUMBERS

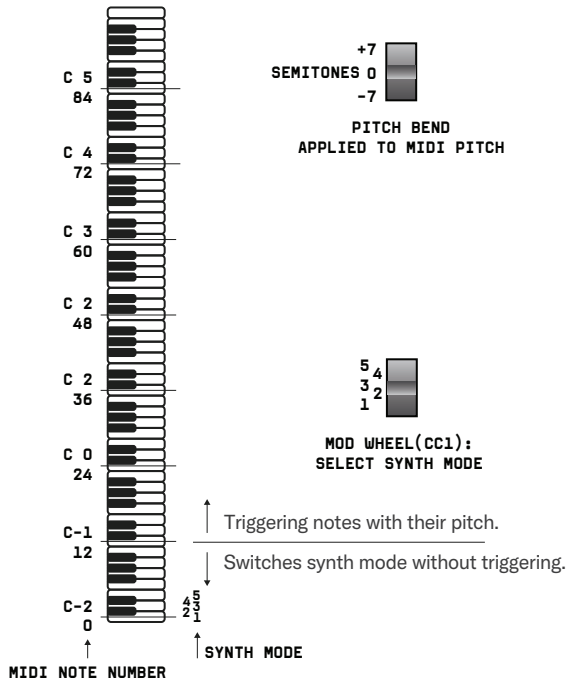


O DIRECT KNOB POSITION

L UPDATED ONLY RIGHT BEFORE SOUND IS TRIGGERED

~ MODULATION APPLIED TO THE FINAL CC VALUE

MIDI NOTE INPUT



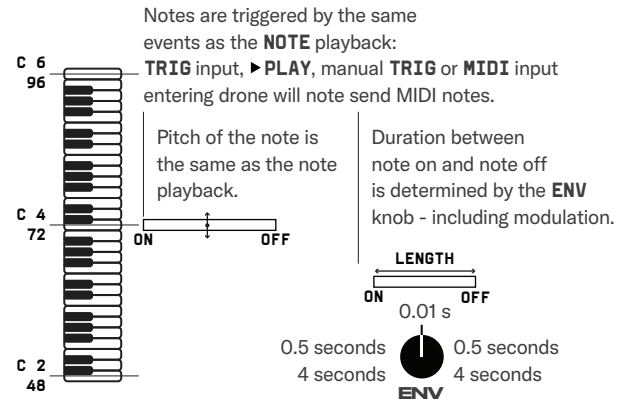
CC33 TIMBRE + TIMBRE MODULATION sent continually if changed.

Sent on manual trigger (short **SHIFT** press)
map it with manual trigger.

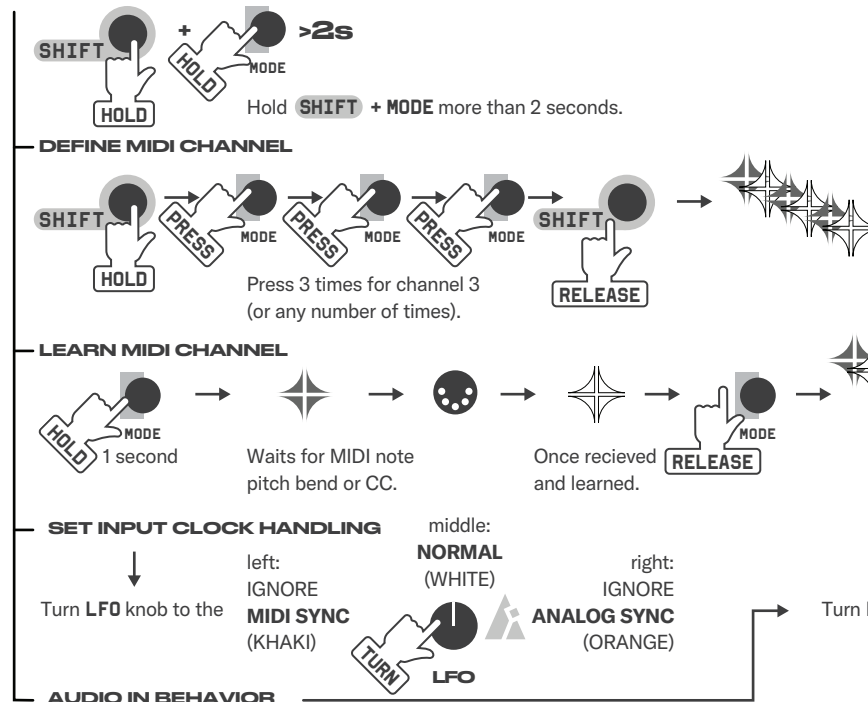
CC1 SYNTH MODE: mapped to 0-127.

Always sent right before note on/trigger.
Not sent on manual trigger (short **SHIFT** press)
map it with **TRIG** input.

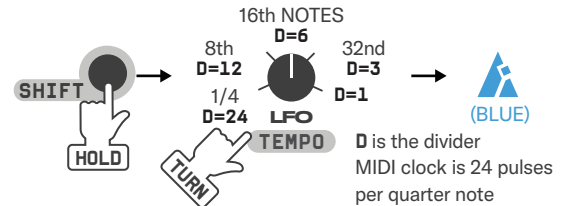
MIDI NOTE OUTPUT



ENTER/LEAVE ADVANCED SETTINGS



SET MIDI CLOCK DIVIDER



Blinks 3 times
to indicate midi channel is 3.

Blinks x number of times
to indicate midi channel as x.

