



# BASTL INSTRUMENTS FX WIZARD CITADEL

Full manual



## BUTTON COMBOS

**SHIFT** + knob = secondary function in silver

**SHIFT** + **FX MODE** = **TAP** tempo

**FX MODE** = next **FX MODE**

**FX MODE** + **SHIFT** = previous **FX MODE**

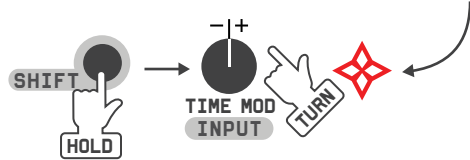
**FX MODE** + **AMOUNT** = mod. attenuation for **FX MODE** input

**SHIFT** + **FX MODE** >2s = adv. settings (input behavior etc.)

**! Silver labels are active when holding the **SHIFT** button.**

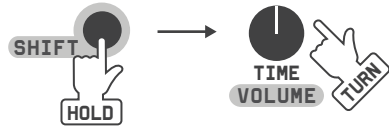
## INPUT GAIN

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



## OUTPUT VOLUME

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

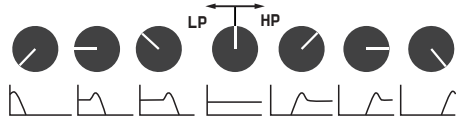


## FILTER & STEREO

Use **FILTER** to spice up your sound:

- darker – **LP** (lowpass) cuts treble - to the left,
- brighter – **HP** (highpass) cuts bass - to the right.

Use **STEREO** to make the sound **WIDE** R!



## TEMPO

To set the tempo, hold **SHIFT** and turn the **TEMPO** knob.

To tap the tempo, hold **SHIFT** and press **TAP** a few times.

If using **CLK IN** the **TEMPO** knob sets the tempo multiplier/divider.



## 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 8 steps in the middle

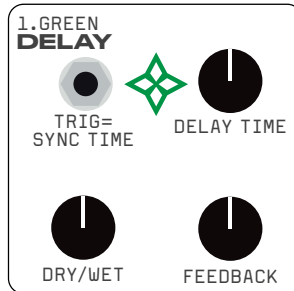
▼ invert into a pseudo 16 step sequence in the bottom position.

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

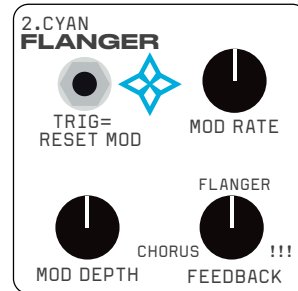
That way the **PATTERN** can be generated dynamically. Patch the **LFO** (L) pulse output into **PATTERN R-RESET** input to alter the sequence length.

Press **FX MODE** = next mode.

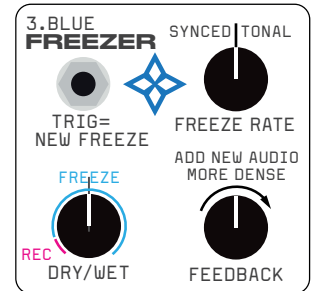
Hold **FX MODE** + press **SHIFT** = previous mode.



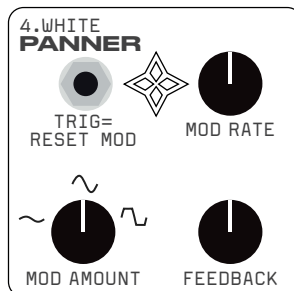
The echo sound full of life.



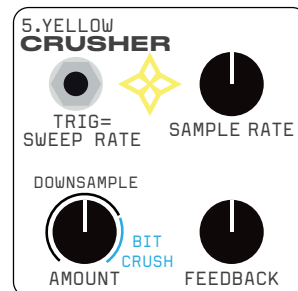
Add movement by detuning.



Freeze bits of incoming sound.



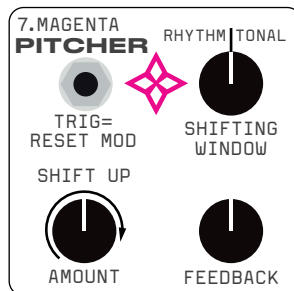
Move left/right & move around.



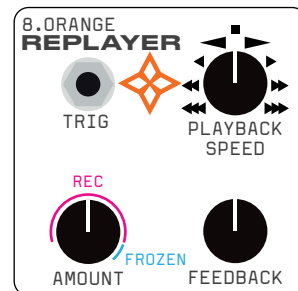
Digital bits & steps destroyer.



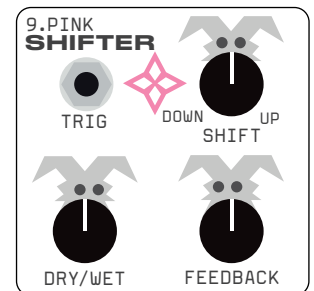
Cut out small transients.



Pitch up & speed up. More!



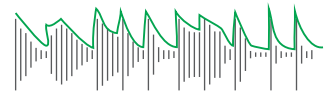
Forward/backward play/replay.



Shift pitch up or down. A lot!

## ENVELOPE FOLLOWER

**(ENV)** output represents the loudness of the input signal. Use it to make the effects responsive to your input signal.



## LFO

**(LFO)** generates cycling triangle and pulse waveforms. Adjust the speed with the **LFO** knob:

- to the left to sync with the tempo,
- to the right for free running.



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



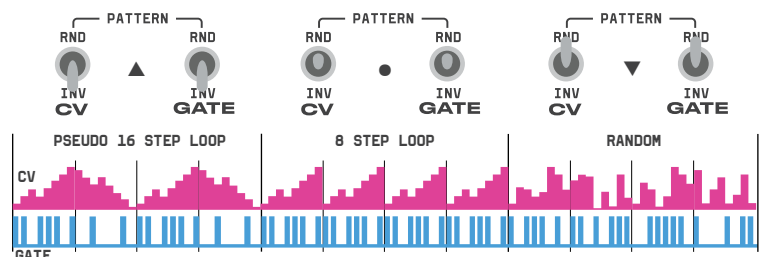
▲ randomize the **PATTERN** in the upper position

● make it 8 steps in the middle

▼ invert into a pseudo 16 step sequence in the bottom position.

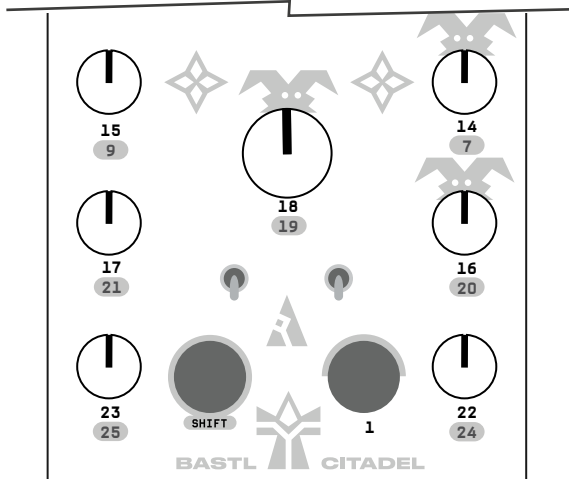
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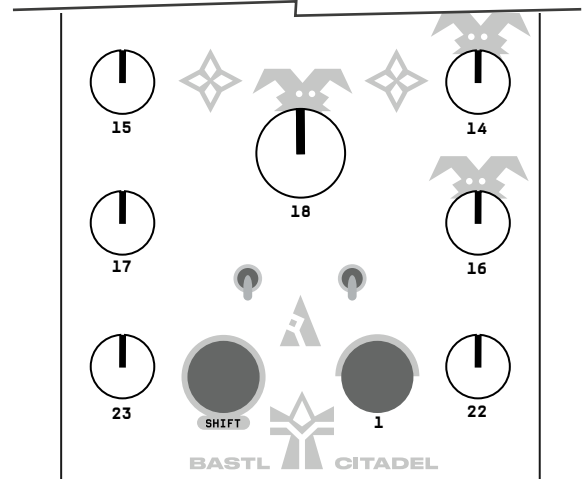


# MIDI - FX WIZARD

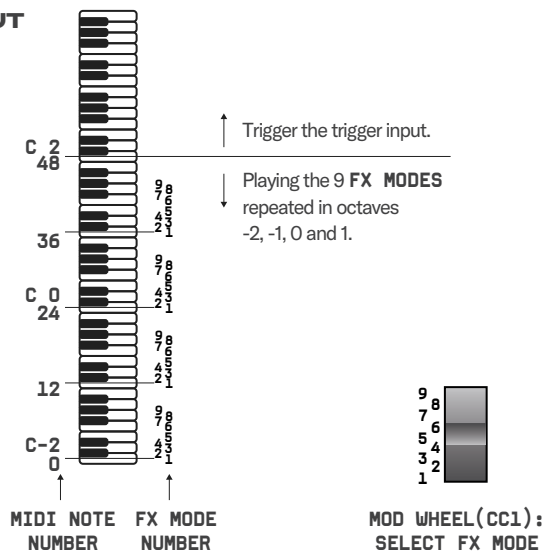
## INPUT CC NUMBERS FOR DIRECT PARAMETER SETTING



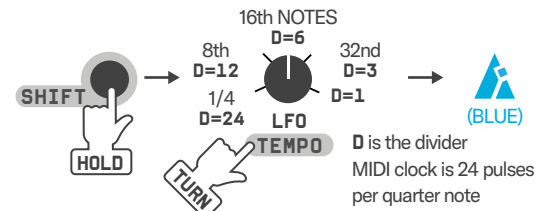
## OUTPUT CC NUMBERS DIRECT KNOB POSITION



## MIDI NOTE INPUT



## SET MIDI CLOCK DIVIDER



## ENTER/LEAVE ADVANCED SETTINGS

