



BASTL INSTRUMENTS WAVE BARD 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 + **BANK** = **TAP** the tempo

BANK = next **BANK**

BANK + **SHIFT** = previous **BANK**

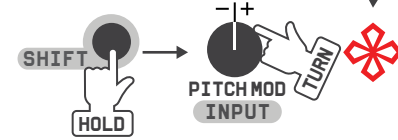
BANK + **LENGTH** = mod. attenuation for the **BANK** input

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

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

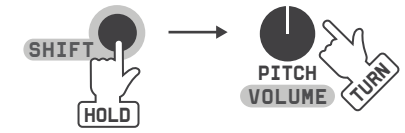
INPUT GAIN

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**.

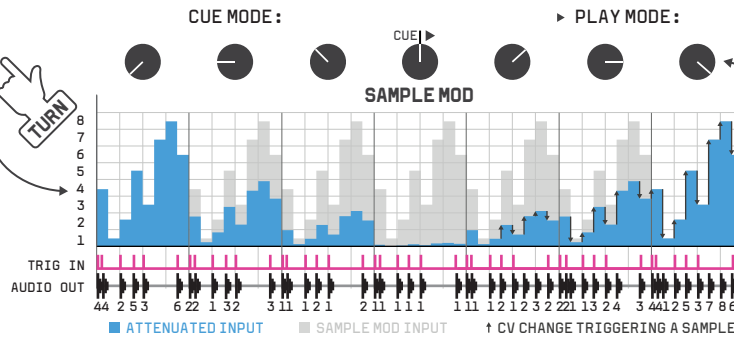
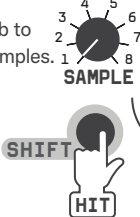


SAMPLE

Turn the **SAMPLE** knob to select one of the 8 samples.

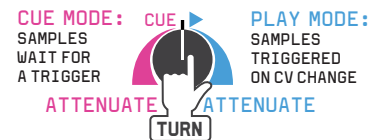
Hit **SHIFT** to trigger the current sample.

Press **BANK** to switch between banks of samples.



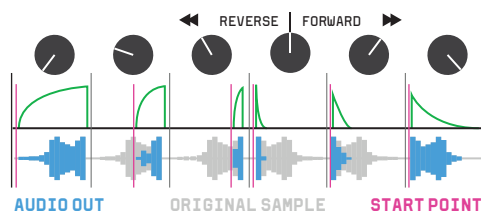
SAMPLE MOD

Connect **(GATE)** to **TRIG** and **(CV)** to **SAMPLE**. Adjust the envelope with **LENGTH**. Attenuate the CV amount with the **SAMPLE MOD** knob and explore play modes.



LENGTH / PLAYBACK DIRECTION

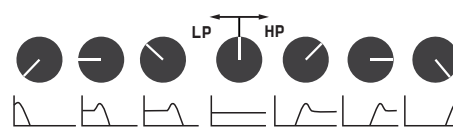
Turn **LENGTH** to the right to play samples forward, or to the left to reverse them.



FILTER

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

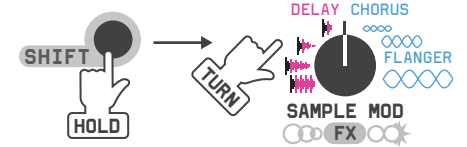
- darker – **LP** (lowpass) cuts treble - to the left,
- brighter – **HP** (highpass) cuts bass - to the right.



FX

Use **FX** to add even more flavour:

- delay/echo – to the left,
- distorting chorus/flanger – to the right.



SCALES AND TRANSPOSITION

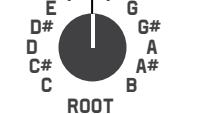
Patch the **NOTE** input to work within scales.

ORIGINAL PITCH



BANK + PITCH
changes octave

ORIGINAL PITCH

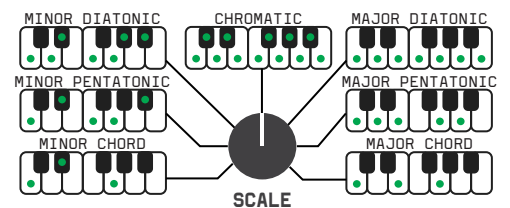


BANK + SAMPLE MOD
root note / transpose

ORIGINAL PITCH



BANK + LFO MOD
fine tune



BANK + PITCH MOD
selects scale

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.

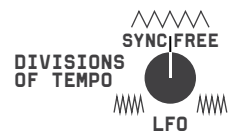


LFO

(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.



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.

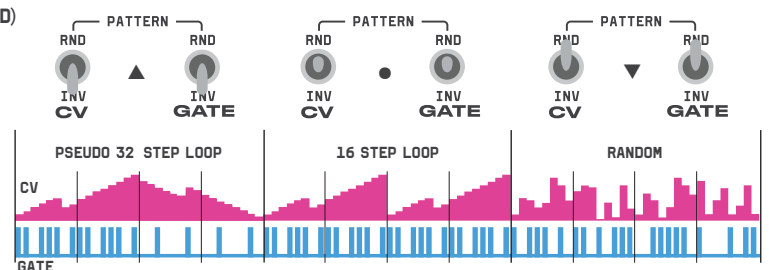
To modify a pattern, use the **CV** and **GATE PATTERN** switches.



- ▲ 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.

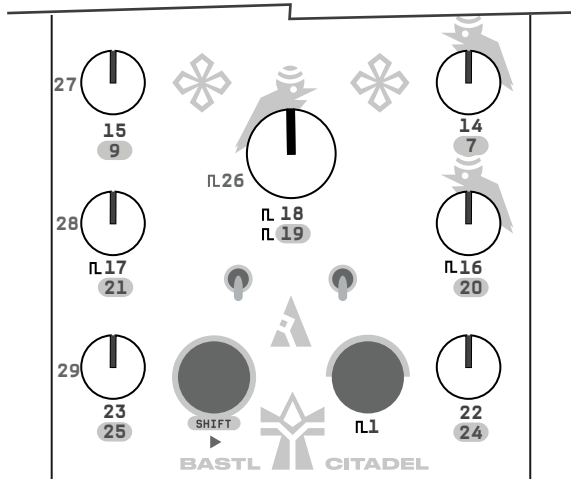
If **C IN** and **G IN** inputs are used they will take priority over the switches.

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

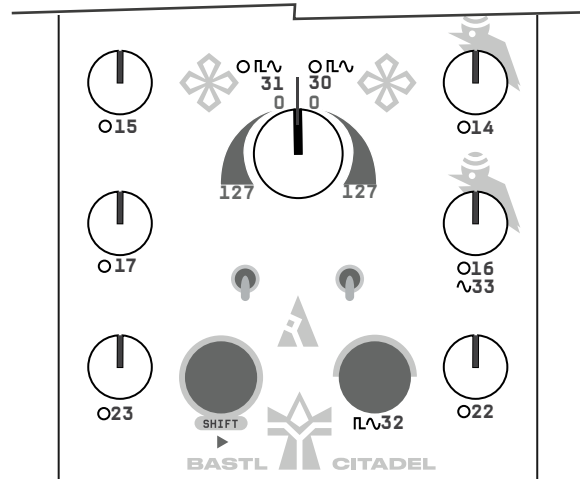


MIDI - WAVE BARD

INPUT CC NUMBERS FOR DIRECT PARAMETER SETTING



OUTPUT CC NUMBERS

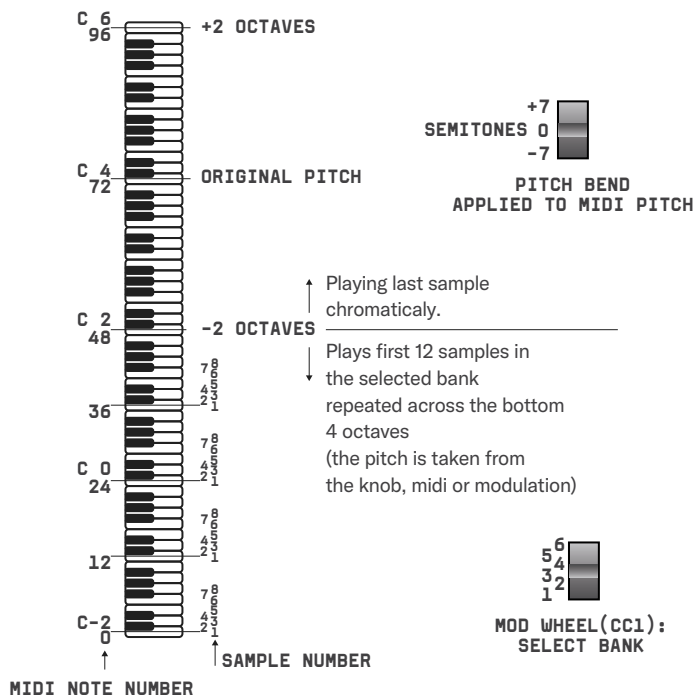


O DIRECT KNOB POSITION

IL UPDATED ONLY RIGHT BEFORE SAMPLE IS TRIGGERED

~ MODULATION APPLIED TO THE FINAL CC VALUE

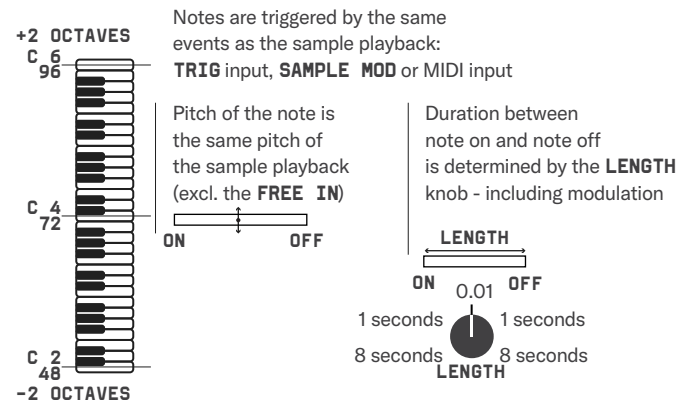
MIDI NOTE INPUT



CC33 Sample number mapped to 0–127 sent continually if changed. Sent on manual trigger (short **SHIFT** press) map it with manual trigger.

CC1 **BANK** and **SAMPLE** combined: mapped to 0–127. Always sent right before note on/trigger. Not sent on manual trigger (short **SHIFT** press). Map it with **TRIG** input. Sample number mapped to 0–127 sent continually if changed.

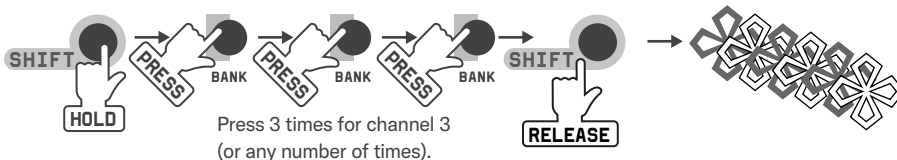
MIDI NOTE OUTPUT



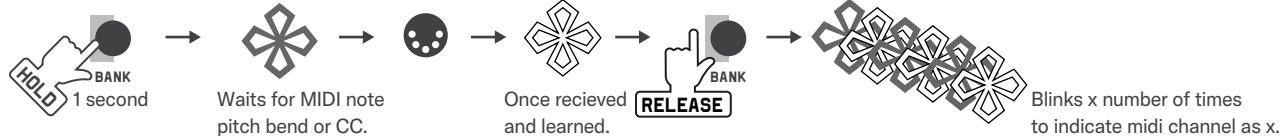
ENTER/LEAVE ADVANCED SETTINGS



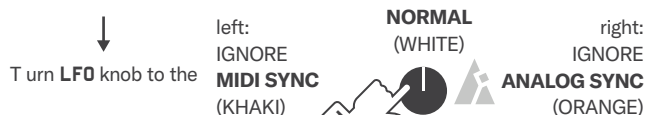
DEFINE MIDI CHANNEL



LEARN MIDI CHANNEL

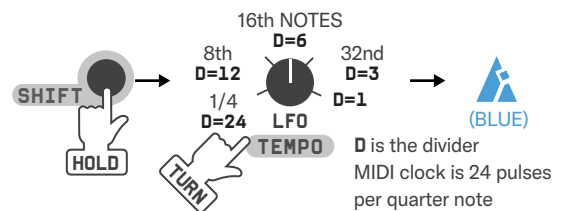


SET INPUT CLOCK HANDLING



AUDIO IN BEHAVIOR

SET MIDI CLOCK DIVIDER



Turn PITCH MOD knob to the

