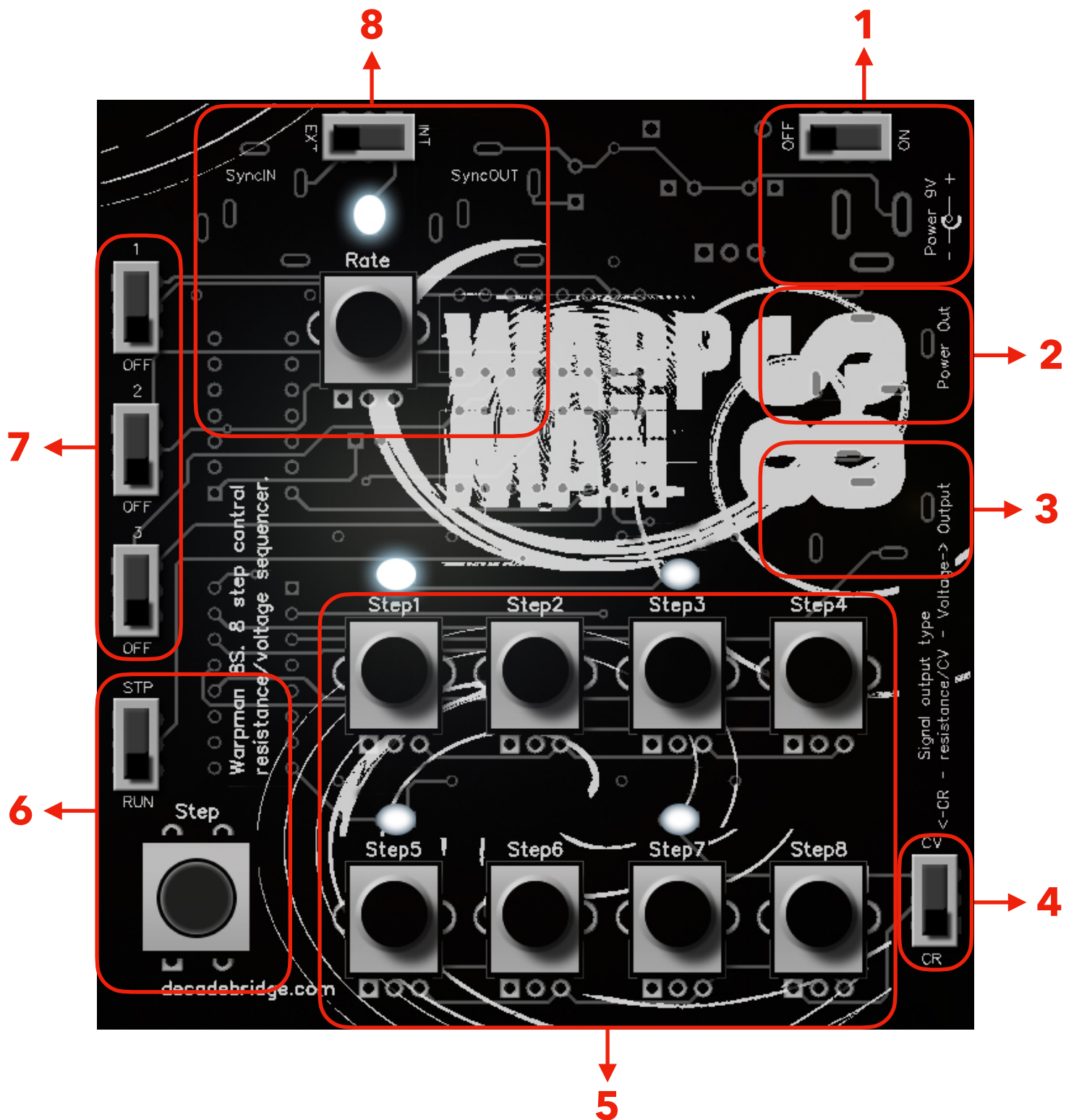# WARP MAN

8S

Cassette tape motor controller.
CR/CV sequencer.

Warpman 8S is a CR/CV 8 step sequencer. CR (control resistance) is used to tap into the motor of the modified Warpman cassette player to control the speed of the motor. This then changes the pitch of whatever audio is recorded to the cassette tape/tape loop, essentially turning the cassette player into a sequenced instrument. The end of this document has a few examples and ideas of practical use to create drones, rhythmic sounds, textural progressions, glitchy sequences and sound effects.

Warpman 8S also has a CV (control voltage) mode. This enables Warpman 8S to integrate into other modular setups. The modified cassette player is not required to use Warpman 8S. It could be a simple addition to any setup that uses control voltage.

1. ON/OFF switch and power jack input. Warpman 8S runs on a 9 volt battery (clip included) or a 9 volt centre positive wall adaptor.

2. Power Out. **Do not use this output. This is intended for future releases.**

3. Output. This is where you connect your modified cassette player or modular gear. The switch labelled '**4**' must be in the correct position for the task at hand.

4.   This switch must be set correctly for the device you wish to control. To use Warpman 8S with the modified cassette player this must be in the position marked CR (down). To use Warpman 8S as a CV sequencer the switch must be in the position marked CV (up). When in CV mode Warpman 8S will output 0 - 5 volts.

5.   At the bottom of the unit you will find steps 1 - 8. The LEDs on steps 1, 3, 5 and 7 indicate the current step position. When in CV mode each pot has a range of 0 (fully left) to 5 volts (fully right). When in CR mode a pot in the fully left position will stop playback of the cassette player. The highest pitch will be reached just before the fully right position. When in the fully right position the pitch will drop off slightly. This is a result of ensuring it is compatible with future releases.

6.   Here you can switch Warpman 8S between STEP and RUN modes. When in STEP mode the button to the right of the switch will allow you to increment through each step to tune them as desired. Setting the switch to RUN mode will start the sequence playing back.

7.   The 3 switches labelled 'Character' have been added to introduce a little variety to your sequences. When engaged they will set certain, predetermined, steps to repeat at random.

8.   The top left of the unit is where you will find the clock and sync section. The switch lets you choose between INT (internal clock) and EXT (external clock). When INT is selected the onboard clock will control the sequence speed and pass this signal to the SyncOUT jack to slave the sync of other devices too. The speed of the sequencer can then be changed using the potentiometer labelled 'Rate'. The speed of the clock is indicated by the LED. When EXT is selected Warpman 8S' clock will listen to the SyncIN jack to control its rate. This signal will also be passed through to the SyncOUT jack. Changing the Rate potentiometer whilst EXT is being used allows you to introduce a range of different synchronised feels. From slightly out of control and erratic, to straight on the beat, to timings that have more swing to them.

Warpman 8S has been designed in such a way as to be compatible with future decade bridge instruments. I have aimed to keep the format as simple as possible and to leave the cassette player in a functioning state when Warpman 8S is not connected.

Suggestions:-

Record single sounds to tape loops and sequence them..

Record reverb tails to tape loops for ambient sequences.

Use the lofi mic on the cassette player as a field recorder then sequence the sounds to create interesting soundscapes.

Alternatively, run the sequencer whilst recording to change the speed of the tape as it records.

Record radio static and frequencies by tuning the radio and changing the motor speed using the sequencer at the same time. Use the sequencer again whilst playing back to get more interesting loops

Record textures or percussion then use Warpman 8S to play back interesting rhythmic loops when sequenced, or, record sounds at an extremely slow speed using the step function whilst recording so when sequencing back they will be quicker.

Create tape loops that have the same note at different octaves then use Warpman 8S to create meandering sequences.

Use the rate pot to introduce swing or erratic behaviour at 'syncOut' when sync is set to 'EXT'.

Check the decadebridge YouTube channel. I'll be posting more ideas online.

If you come up with any interesting ways to use it I would love to see it. You can get in touch through social media or email me through the links at the top of this page.

Enjoy!!

Steve