

# Wave

Polyphonic Sample Player



## **Description**

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The Wave is a voltage controlled, polyphonic sample player. It is designed for the simultaneous playback of high fidelity audio files. Each channel has its own varispeed pitch control, allowing for countless permutations of the original sample. Each unit ships with a microSD card replete with drum hits, synth sounds, vocal samples, and more, ready to get you patching immediately. From drum machine to full-blown music production system, the Wave opens up a whole new world of sounds within your Eurorack modular.

- High quality audio playback
- 4 banks of 16 samples can be stored at a time (64 samples total)
- Unlimited file length
- Ships with microSD card loaded with Wave one shot sample library

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## **Installation**

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To install, locate 28 HP of space in your Eurorack case and confirm the positive 12 volts and negative 12 volts sides of the power distribution lines.

Plug the connector into the power distribution board of your case, keeping in mind that the red band corresponds to negative 12 volts.

In most systems the negative 12 volt supply line is at the bottom.

The power cable should be connected to the Wave with the red band facing the bottom of the module.

## **Specifications**

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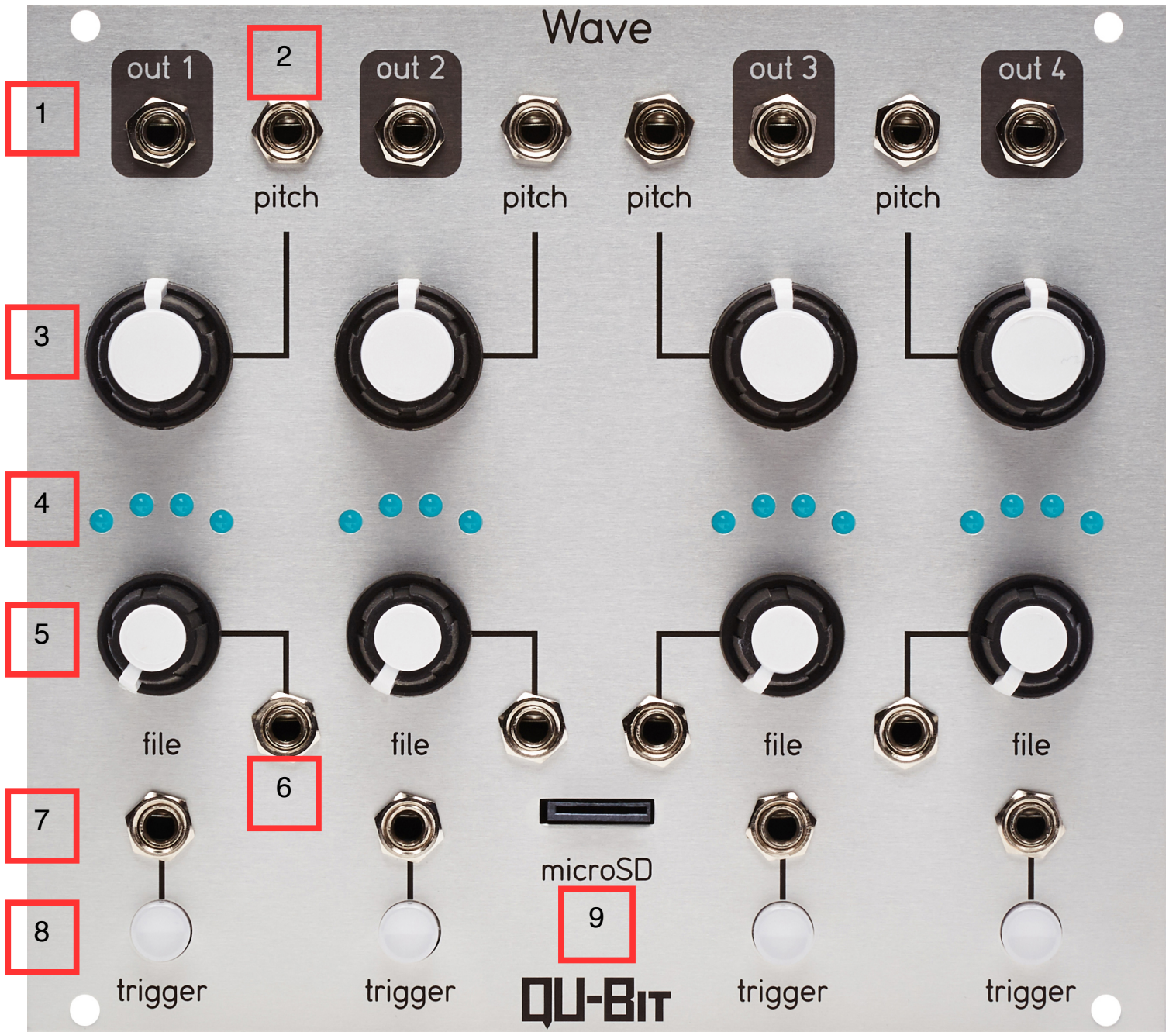
**Format:** 28 HP Eurorack module

**Depth:** 23mm (Skiff friendly)

**Max Current:** +12V = 117mA, -12V = 7mA

**Audio Fidelity:** 44.1kHz, 16 bit

**Control Resolution:** 16 bit resolution for all CV and physical controls



## General Functions Overview

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### 1. Out 1:

Audio output for channel 1

The currently selected sample will output from *Out 1* when the *Trigger 1 Button* is pressed or when the *Trigger 1 Input* receives a trigger/gate signal

### 2. Pitch 1:

Varispeed pitch control voltage input for channel 1

Range:  $\pm 5V$

### 3. Pitch 1 Knob:

Varispeed pitch control for channel 1

If the *Pitch Knob* is in the center, the sample will play back at its original pitch and speed

If the *Pitch Knob* is far left, the pitch of the sample will be transposed 4 octaves lower than the original pitch and the speed of the sample will be 16 times slower than the original playback speed

If the *Pitch Knob* is far right, the pitch of the sample will be transposed 2 octaves higher than the original pitch and the speed of the sample will be 4 times faster than the original playback speed

### 4. File 1 Indicator:

LED indication of the currently selected sample on channel 1

Files 1 through 4 are indicated sequentially from left to right

### 5. File 1 Knob:

File control for channel 1

Files 1 through 4 are sequentially selected by turning the *File Knob* from left to right

## **6. File 1 Control Voltage Input:**

File control voltage input for channel 1

Range: 0V – 5V

## **7. Trigger 1 Input:**

Trigger/gate input for channel 1

The currently selected sample will play from *Out 1* when a trigger/gate signal is received. If the sample is currently playing when it is triggered, the playback position will be set to the beginning of the file.

## **8. Trigger 1 Button:**

Trigger button for channel 1

Button that when pressed, will play the currently selected sample from *Out 1*. If the sample is currently playing when it is triggered, the playback position will be set to the beginning of the file.

**Controls 1-8 are replicated on channels 2-4.**

## **9. MicroSD:**

Socket for microSD card containing .wav audio files. MicroSD card should be inserted with the metal contacts facing down.

## Bootup

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All *File Indicators* and *Trigger Buttons* will blink 3 times once files have been loaded from the MicroSD card. All *File Indicators* will then display the number of files that were successfully loaded for each channel.

## File Format

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The Wave will play 44.1 kHz, 16 bit, mono, audio files in the .wav format.

The files should not contain meta data.

Visit [www.qubitelectronix.com/waveformat](http://www.qubitelectronix.com/waveformat) for detailed information on how to format files as well as download our free formatter application that will handle the formatting for you.

## Accessing Banks

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Each channel of the Wave can load 4 banks of 4 samples, equaling 16 samples per channel and 64 samples total.

To access different banks, press and hold the *Trigger 2 Button* and *Trigger 3 Button* for 5 seconds. All *Trigger Buttons* will start to blink. Once all *Trigger Buttons* are blinking, press the *Trigger Button* that corresponds with the desired bank.

*Trigger Button 1* will access Bank 1

*Trigger Button 2* will access Bank 2

*Trigger Button 3* will access Bank 3

*Trigger Button 4* will access Bank 4

Once the desired bank has been selected, all *File Indicators* will blink 3 times. All *File Indicators* will then display the number of files that were successfully loaded for each channel for one second. If no new bank is selected within 20 seconds, the Wave will automatically return to the currently selected bank. It is important to note that accessing banks is a global function and will change the banks for all channels.



## Loading New Files

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To load new files, press and hold the *Trigger 1 Button* and the *Trigger 4 Button* for 5 seconds. All *Trigger Buttons* will start to blink. Once all *Trigger Buttons* are blinking, insert the new MicroSD card and press any of the blinking *Trigger Buttons*. All *File Indicators* will blink 3 times once files have been loaded from the MicroSD card. All *File Indicators* will then display the number of files that were successfully loaded for each channel. It is important to note that loading new files is a global function and will load new files for all channels.

## File Naming Convention

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The first three characters of the file name must represent the letter of the bank, number of the channel, and number for the file respectively.

For example:

A11*filename.wav* designates bank A, channel 1, file 1.

D44*filename.wav* designates bank D, channel 4, file 4.

Where *filename* can be any text between the third character and the file extension, including text with spaces and special characters.

It is important to note that the bank letter can be uppercase or lowercase.