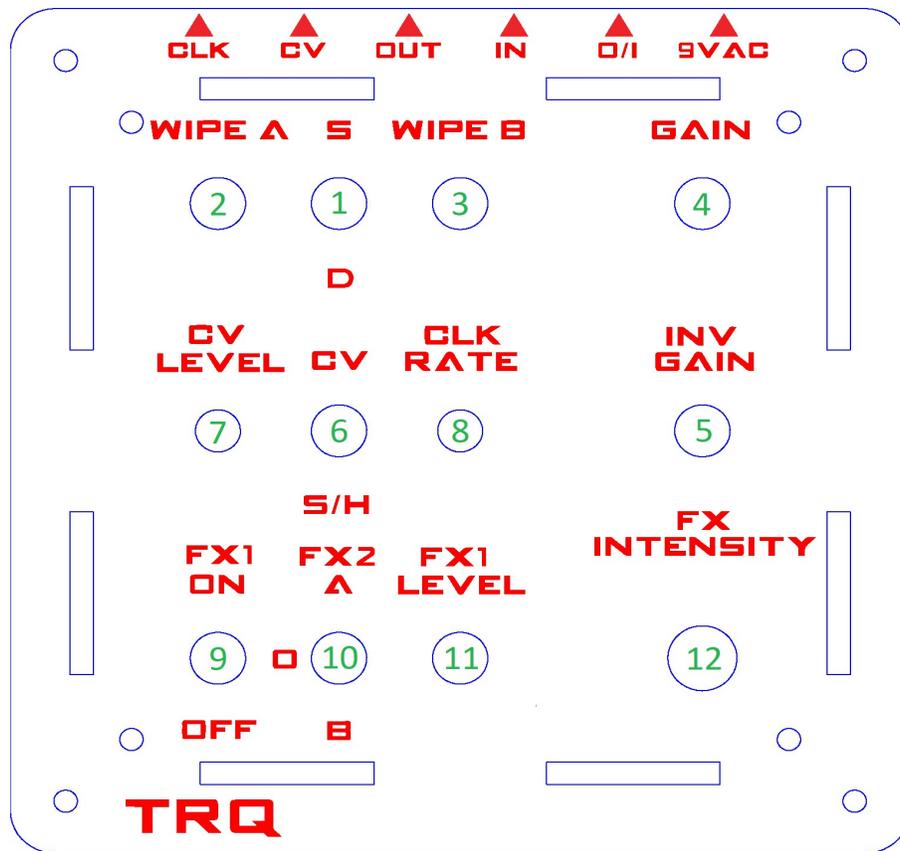
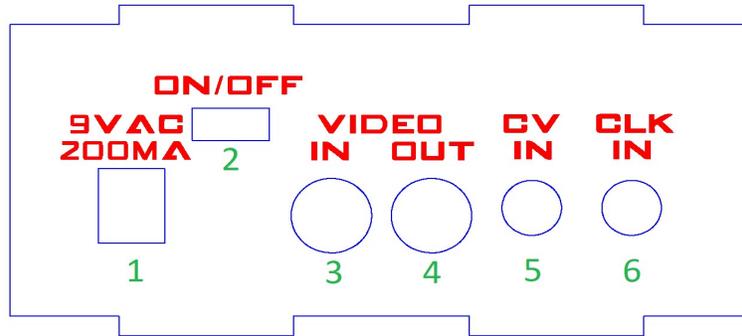


TRQ V2



1. SWITCH S/D: toggles from Single wipe to Dual wipe
2. WIPE A: wiper from original to inverted (to kind of venetian blind effect) when S/D is on Single, modifies the position of the wipe when S/D is on Dual.
3. WIPE B: works only when S/D is on Dual, modify the width of the wipe
4. GAIN: level of the original signal
5. INV GAIN: level of the inverted signal
6. CV/S/H: toggles between audio/CV input and Sample and Hold
7. CV LEVEL: level of the audio/CV input (glitches a bit in the middle with really thin width)
8. CLK RATE: modifies the rate of the Sample and Hold internal clock, has no effect when an external clock is plugged in
9. FX1 ON/OFF: toggles FX1 glitch effect on and off
10. FX2 A/O/B: toggles between FX2 A (up), to OFF (middle), to FX2 B (down)
11. FX1 LEVEL: level of FX1
12. FX INTENSITY: switches between 8 variations of FX1



1. 9VAC 200mA: power supply
2. ON/OFF: turn the device on and off
3. VIDEO IN: composite video input 1V_{pp}, 75Ω
4. VIDEO OUT: composite video output 1V_{pp}, 75Ω
5. CV IN: audio/control voltage input, -5V/+5V (gives stable modulation if synced to the video signal)
6. CLK IN: external clock input for the sample and hold, 0V/+10V (gives stable modulation if synced to the video signal)

Quick start guide:

- SWITCH S/D: S (up)
 - WIPE A: minimum (fully counterclockwise)
 - WIPE B: minimum (fully ccw) (has no effect since S/D is set on Single)
 - GAIN: maximum (fully clockwise)
 - INV GAIN: maximum (fully cw)
 - CV/S/H: CV (up)
 - CV LEVEL: minimum (fully ccw)
 - CLK RATE: minimum (fully ccw) (has not effect since CV/S/H is set on CV)
 - FX1 ON/OFF: OFF (down)
 - FX2 A/O/B: OFF (center)
 - FX1 LEVEL: minimum (fully ccw)
 - FX1 INTENSITY: minimum (fully ccw)
- Now you should have the image with inverted colors displayed, if not just turn WIPE A a little bit up.
- Then, you should be able to wipe from left to right, from inverted to original.
- Turning WIPE A a bit more goes beyond the inverted effect and starts making a venetian blind like effect.
- Turn WIPE A so the screen is split in 2 (or almost, not that important), now turn the S/D switch down, it might glitch a bit if WIPE B is all the way down, just turn it up a little bit.
- Now you should be able to modify the position of the inverted signal wipe with WIPE A, and the width with WIPE B.
- You can try to turn GAIN and INV GAIN down a little bit to see how it reacts, put them back at their max (cw). (note that max GAIN can be a bit too much depending on what's down the line, so you can set it up just before max position).
- Now you can try to input an audio signal in the CV IN jack input.
- Turn CV LEVEL a little bit, the audio signal should now start to be visible as it modulates the wipe. (pro tip: generating waveforms at exact multiples of 50Hz gives a stable modulation (the waveform stops scrolling)/real pro tip: using modulations signals synced to the video sync signal is the proper way)
- Now turn the CV/S/H switch to S/H (down), the wipe is now modulated by the sample and hold.
- The sample and hold will take the audio/CV signal, and sampling it to a frequency defined by the CLK RATE knob, giving some big square blocks.
- The faster the clock, the smaller the blocks and when CLK RATE is fully cw, the original signal is almost the same at the output of the S/H than it was at the input (so at this point there's not much difference if you toggle the CV/S/H switch)
- Put CV/S/H up again, turn both CV LEVEL and CLK RATE down for now.
- Now turn FX1 ON/OFF up, and now if you turn FX1 LEVEL up, it should start to glitch. You can modify the glitch using the FX INTENSITY rotary switch, the more you go up, the harder the glitch gets.
- Now you can also add FX2 A or B, it will makes the outputs a little bit different. But if you turn FX1 ON/OFF down, FX2 results in a more hardcore glitch.