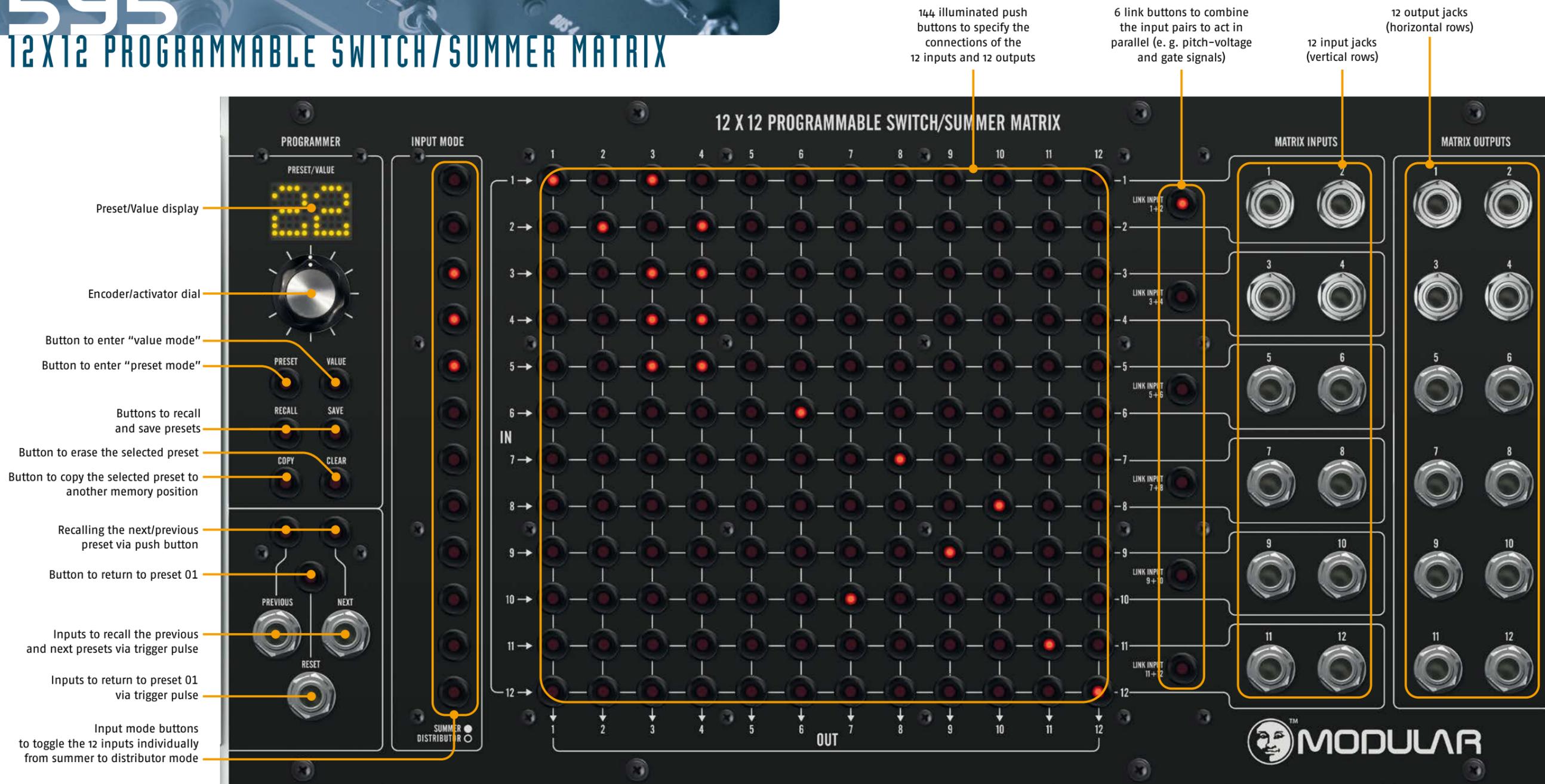


# 595

## 12 X 12 PROGRAMMABLE SWITCH/SUMMER MATRIX



The **M 595 PROGRAMMABLE SWITCH/SUMMER MATRIX** is a solution to manage the distribution and/or mixing of 12 inputs to 12 outputs.

- 12 DC-coupled and buffered inputs and outputs, fully analogue with a high precision signal path.

### Input mode

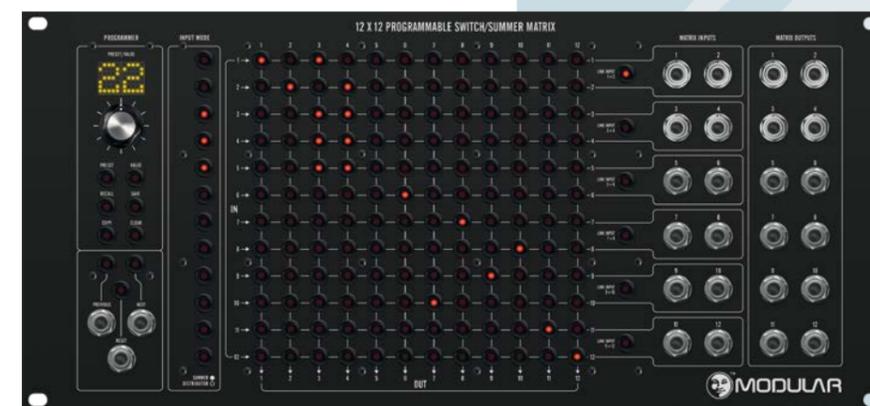
- Routing/Distribution (off/on) or mixing signals (off/full)

### Link mode

Inputs and outputs are paired to handle immediately a combination of e.g. the CV and GATE outputs of a sequencer or a stereo audio signal.

### Programmer

- 99 memory locations with an independant edit buffer.
- The programmer's endless rotary encoder with integrated pushbutton does allow to dial to a memory location and to confirm/abort a command (RECALL, SAVE, COPY, CLEAR).
- With the lower "go to" buttons/jacks one can step through memory positions in either direction, even with trigger pulses from external sources.



*In the future the switch/summer matrix system will be available as a 19" self contained rack mountable unit.*

### Programmer/Preset handling

The encoder dial goes through the range of presets (cw plus, ccw minus). Each action (RECALL, COPY, CLEAR, SAVE) has to be confirmed/ cancelled by pushing the encoder dial.

To save an adjusted or modified preset, push the SAVE-button (SAVE-LED blinks red), select the desired memory-position using the encoder dial and push the SAVE-button again (SAVE-LED dies out, preset is saved).

To erase an adjusted or modified preset, push the CLEAR-button (CLEAR-LED blinks), select the desired memory-position via encoder dial and push the CLEAR button again (CLEAR-LED dies out, preset is erased).

To duplicate an adjusted or modified preset or to move it to another memory slot, push the COPY-button (COPY-LED blinks), select the desired source memory-position using the encoder dial, push the SAVE-button (SAVE-LED blinks), select the desired destination preset slot and push the COPY-button again (LEDs die out). The preset is copied now.

The "active" preset is being held in an edit-buffer, a sort of "zero"-memory position – so nothing will get lost when switching the module on and off. Only when a preset is recalled the edit buffer is overwritten (therefore there is no automatic recall of the dialed memory position when the module is turned on).

### Control inputs

**PREVIOUS-jack:**  
Rising edge switches to the previous preset (incl. RECALL)

**RESET-jack:**  
Rising edge switches to the first preset (incl. RECALL)

**NEXT-jack:**  
Rising edge switches to the next preset (incl. RECALL)



Programmer after power-on

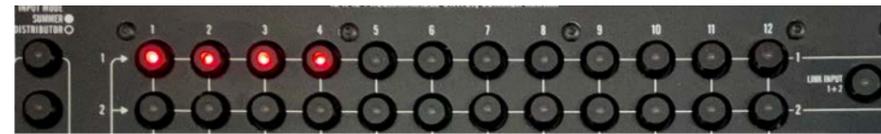
Preset mode

Maximum preset/mode

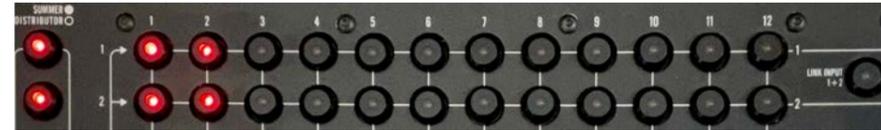
### Matrix – the basics

- One INPUT (row) can „DISTRIBUTE“ (route) (INPUT MODE led is off) to one or more OUTPUT(s) (columns)
- One or more INPUT(s) can be „SUMMED“ (added) (INPUT MODE led is on) and the „SUM“ is available at one or more OUTPUT(s)
- in any combination with certain logic applying

### A few examples



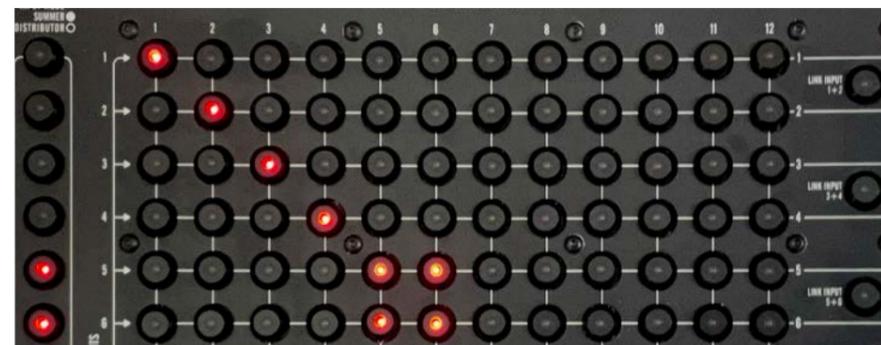
INPUT 1 is „DISTRIBUTED“ to OUTPUTS 1 to 4



INPUT 1 and 2 are „SUMMED“ and the sum of the two signals is available at both OUTPUT 1 and 2



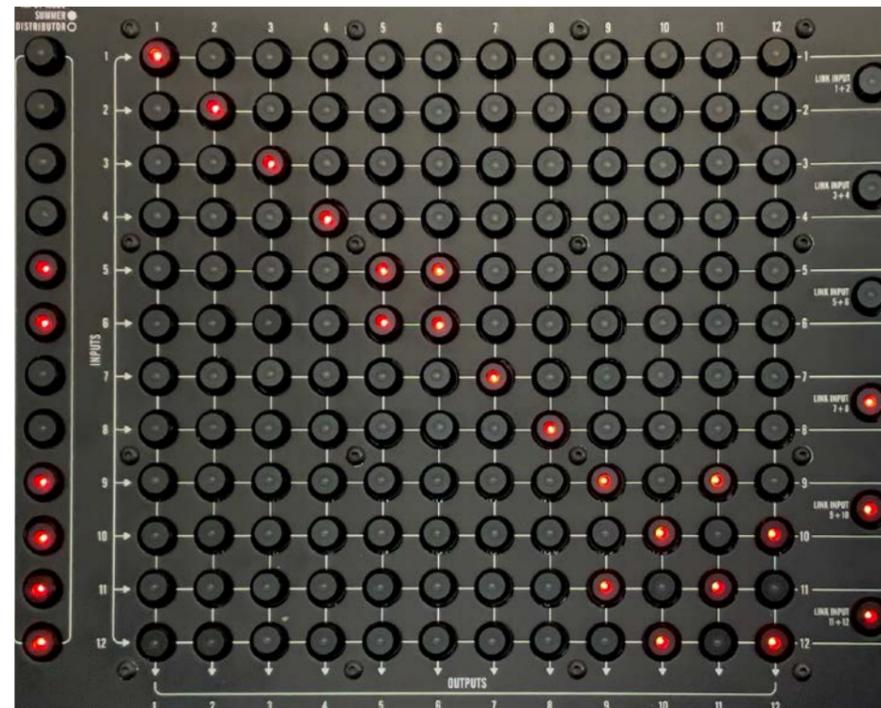
INPUTS 1 to 4 are „DISTRIBUTED“ to OUTPUTS 1 to 4



INPUTS 1 to 4 are „DISTRIBUTED“ to OUTPUTS 1 to 4 and INPUTS 5 and 6 are „SUMMED“ and the sum of the two signals is available at both OUTPUT 5 and 6



INPUT 1 and 2 are „LINKED“ and „DISTRIBUTED“ to OUTPUT 1 and 3 and 4 resp.



INPUTS 1 to 4 are „DISTRIBUTED“ to OUTPUTS 1 to 4 and

INPUTS 5 and 6 are „SUMMED“ and the sum of the two signals is available at both OUTPUT 5 and 6 and

INPUTS 7 and 8 are „LINKED“ and „DISTRIBUTED“ to OUTPUT 7 and 8 and

INPUTS 9 and 10 and INPUTS 11 and 12 are „LINKED“ and „SUMMED“ to OUTPUT 9 (INPUTS 9 and 11) etc.