Shinsa BEAT Quick Start Guide

Things you'll need

- Shinsa BEAT module mounted in Eurorack
- Audio source over 3.5mm cable plug (mono, only tip/sleeve are used)

Setup

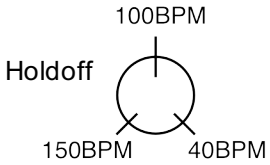
- Place all the knobs to their center position.
- Plug in an analog music signal into the Input connector. It should be around standard line-level voltage. The module has an automatic level circuit so an exact level is not required. Use the Auto Level LED to determine if the music is being detected at a proper level.
- If your signal is too low, or too high, set the Gain switches as follows
  - 1-OFF (left) normal position, ON increase audio gain for low level signals
  - 1-OFF (left) normal position, ON decrease audio gain for high level signals
- The Trigger Outputs are +5 volt Control Voltage pulses, which is also indicated by the trigger LEDs. The center trigger is a logical OR of both the A and B outputs.

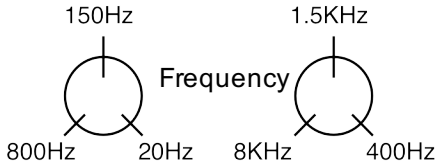
Using the module

• When the music is playing, the module will pull out very specific frequencies of the music, which is determined by the Frequency knobs. See the knob diagram.

• Tune the frequency knob to an area of the music where you wish to extract the beat information. Watch the Level LEDs to see if there is sufficient audio at the selected frequency. Adjust the Level knob and Frequency knob so you can see the LED lighting up with the musical beat.

• Adjust the Holdoff knob to a little less than the Beats Per Minute (BPM) of the music. The range of the Holdoff is shown in the knob diagram. Once properly set, the output trigger LEDs should match the beat of the music, or of the area of the musical beat which you are examining.





Shinsa BEAT Quick Start Guide (cont.)

Using the module (continued)

• When using the module to extract, please remember that a lot of musical beats are overshadowed by other sounds or vocals in the same frequency range, therefore it would be very difficult to extract just the beat information. Though the Holdoff setting can compensate a lot for the overlapping instrumental sounds.

• Shinsa BEAT outputs a digital trigger signal, not an analog representation of the music or sounds. This signal can be used for triggering external devices, including other Eurorack modules like the Funiki SPLASH.

• Musical beats are usually contained in percussive tracks of the music, so setting the Frequency properly can pull out that beat information if set correctly.

Kick drum - 80Hz to 150Hz

Floor tom - 60Hz to 120Hz

Reg tom - 200Hz to 1KHz

Snare - 120Hz to 250Hz

Cymbal - 400Hz to 8KHz

Hand clap - 100Hz to 300Hz

• The Auto Level control takes about 15 seconds to settle, therefore once you change the audio levels, let it settle a bit before adjusting the Level knobs.

Be sure to read the Shinsa BEAT User's Guide for more detailed information

If you have questions, be sure to contact our tech support department: techinfo@unagi.net