

COBALT5S QUICK START GUIDE

Presets

Patch/Seq - these switches are used to switch the screen to either the 'Load Patch' or 'Load Seq' param for loading patches or sequences, however they also put the panel into either 'Patch' mode or 'Seq' mode. This changes the 'Save' and 'Init' switches to either affect Patch preset management in 'Patch' mode or Sequencer preset management in 'Seq' mode.

'Init / Rand' - these switches only respond on a switch hold.

COBALT5S can have a large dynamic range so there is a Patch Gain control that can be used to equalise patch volumes. Hold the 'Patch' switch and turn the 'Volume' encoder to control the 'Patch Gain' parameter.

Shift

Parameters in light blue can be accessed by entering 'Shift' mode using the button with a light blue ring. 'Shift' can be momentary by holding the button and changing a parameter or latched by pressing the shift button.

Mod

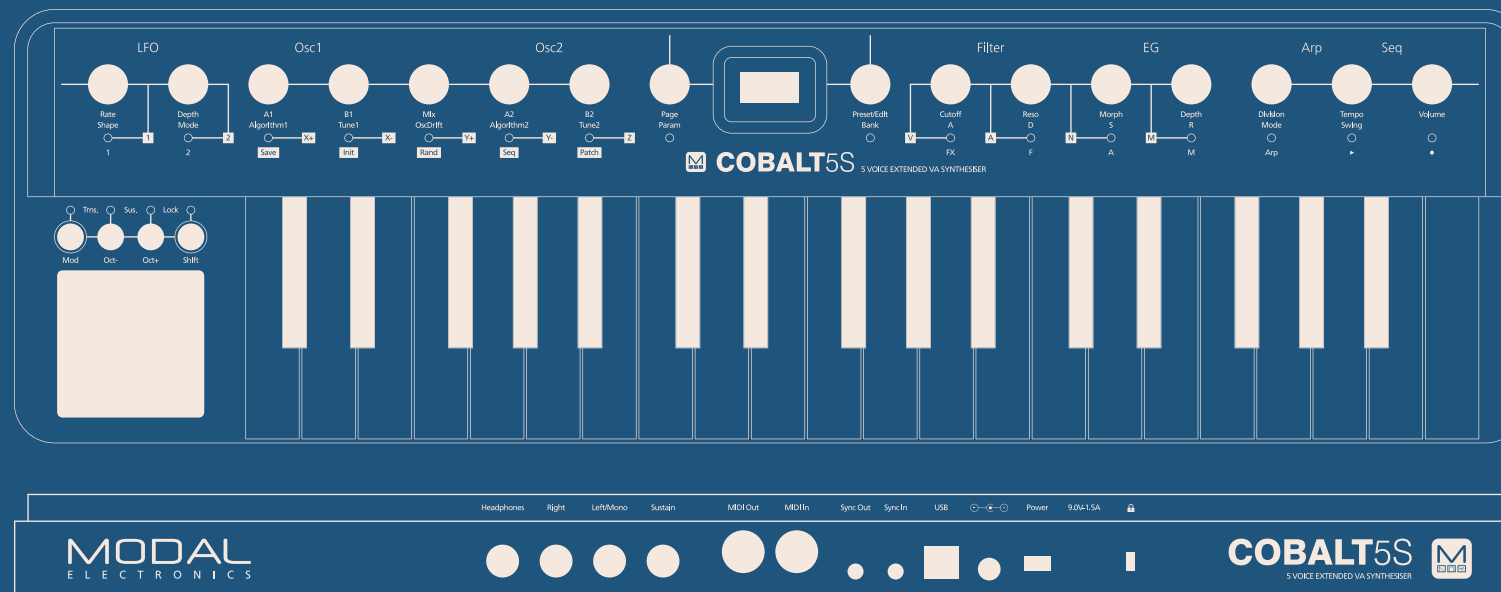
To assign a Mod Slot hold the 'Mod' button and press the desired Mod source switch (labelled with grey boxes on the panel); then set a depth by turning desired modulation destination parameter encoder.

Screen Navigation

The two encoders either side of the screen are used for screen navigation and control:

Page/Param - When this encoder is in 'Page' mode it cycles through the parameter pages (e.g. Osc1, Osc2, Filter); when it's in 'Param' mode it cycles through the parameters on that page. Use the switch to toggle between the two modes, the mode is displayed with a line at top of the screen and LED below is off for 'Page' mode or a line at the bottom of the screen and LED below is on for 'Param' mode.

Preset/Edit/Bank - This encoder/switch is used to adjust the value or 'trigger' the currently displayed parameter. When on the 'Load Patch' parameter when the panel is in 'Shift' mode this encoder is used to select the patch bank number.



Connections

Headphones - 1/4" stereo jack socket

Right - Audio Out for right stereo channel. 1/4" unbalanced TS jack socket

Left/Mono - Audio Out for left stereo channel. If there is no cable plugged into Right socket then summed to Mono. 1/4" unbalanced TS jack socket

Sustain - works with any standard, open momentary foot switch, 1/4" TS jack socket

Sync In - analogue clock in. 3.3v, rising edge, 1 pulse per 16th note signal, 3.5mm TS jack socket

Sync Out - analogue clock out, same configuration as clock in, 3.5mm TS jack socket

MIDI Out - used to control other MIDI hardware, 5-pin DIN MIDI socket

MIDI In - used to be controlled from other MIDI hardware, 5-pin DIN MIDI socket

USB MIDI / Power - MIDI in/out to a USB MIDI host, connect COBALT5S to a laptop/tablet/mobile device for the optional software editor, MODALapp, full size USB-B socket

DC Power - 9.0V, 1.5A, centre-positive barrel power supply

COBALT5S UI GUIDE

Preset Saving

Press the 'Save' switch to enter the 'full' save procedure or hold the 'Save' switch to perform a 'quick' save (saving preset into current slot with current name).

Once you are in the 'full' save procedure, presets are saved in the following way:

Slot selection - Use the 'Edit' encoder to select the preset bank/number to save into, and press the 'Edit' switch to select it.

Naming - Use the 'Page/Param' encoder to select the character position and use the 'Edit' encoder to select the character. Press the 'Edit' switch to finish editing the name.

There are a number of panel shortcuts here:

Press 'FX' to jump to uppercase characters.

Press 'F' to jump to lowercase characters.

Press 'A' to jump to numbers.

Press 'M' to jump to symbols .

Press the 'Page/Param' switch to add a space (increment all above characters).

Press 'Init' to delete the current character (decrement all above characters).

Hold 'Init' to delete the entire name .

Press the 'Edit' switch to confirm the settings and save the preset.

At any point during the procedure hold the 'Page/Param' switch to move back a step.

To exit/quit the procedure without saving the preset, press either the 'Patch' or 'Seq' switch.

Quick Recalls

COBALT5S has 4 Quick Recall slots for quickly loading patches. Quick Recalls are controlled using the following switch combos:

Hold 'Patch' + hold one of the four encoder switches to the left of the panel to assign the currently loaded patch to a QR slot.

Hold 'Patch' + press one of the four encoder switches to the left of the panel to load the patch in the QR slot.

Filter

Hold the 'Patch' switch and turn the 'Cutoff' encoder to control the Filter Type parameter.

Envelopes

Press either the 'F', 'A' or 'M' switch for the ADSR and Depth controls to adjust the envelope parameters.

Hold either the 'F', 'A', or 'M' switch for one second and then turn the ADSR encoders to adjust all envelopes simultaneously .

Sequencer

Hold 'Patch' + 'Play' switches to clear the sequencer notes .

Hold the 'Patch' switch and press the 'Record' switch to enter the Step Sequencer 'Edit' Mode, if the currently loaded sequence is in 'Step' mode.

When the screen is displaying the 'Linked Sequence' parameter, hold the 'Edit' switch to set the value to be the currently loaded sequence.

Arp

Hold the 'Arp' switch, and press keys on the internal or an external keyboard to add pattern notes or press the 'Edit' switch to add a rest to the pattern.

Hold the 'Patch' switch and turn the 'Division' encoder to control Arp Gate.

LFO

Turn the 'Rate' encoders into the negative range to access synced rates.

Keyboard/Voice

Hold the 'Patch' switch and press the 'Mix' encoder switch to cycle through the different Voice Modes.

Hold the 'Patch' switch and turn the 'Mix' encoder to control the Glide parameter.

Hold the 'Mod' + 'Oct-' buttons and press a key on the internal keyboard to transpose all notes, where the central C key is the root note. Press these buttons with no keyboard interaction to reset the transpose value back to 0.

Hold the 'Oct-' + 'Oct+' buttons for one second when turning on Sustain to enable Sustain 'Latch Mode'.

Modulation

To assign a Mod Slot hold the 'Mod' button and press the desired Mod source switch (labelled with grey boxes on the panel) so that the relevant blue LED is flashing; then set a depth by turning desired modulation destination parameter encoder.

When latched in a Mod Source assign mode, pressing the 'Mod' button again will exit mod assign mode.

Press the 'Mod' button repeatedly without selecting a mod source switch to cycle through and view all mod slot settings on the screen.

When the screen is displaying a mod slot 'Depth' parameter (most easily accessed via the 'Mod' button), hold the 'Edit' switch to clear the mod slot assignment.

To assign a mod source to the Global Pitch destination, use the 'OscDrift' control. 'Tune1' will assign to Osc1 Pitch, 'Tune2' will assign to Osc2 Pitch.

FX

Press the 'FX' switch once (so that the FX LED is statically illuminated) for the ADSR and Depth controls to adjust the Chorus FX parameters. Press the 'FX' switch a second time (so that the FX LED is flashing) for the ADSR and Depth controls to adjust the Delay FX parameters. Press the 'FX' switch again to return to the Chorus parameters.

When the Delay FX is selected, turn the 'A' encoder into the negative range to access synced delay times.