



# WARATH

## user manual

A no-oscillator, no-input harsh noise cut-up synthesizer. Its sound source originates from a direct feedback loop within its internal effects circuitry, yielding a plethora of noise artifacts, randomness, and glitches. Very dysfunctional, damaged, and broken. A noise artist's instrument.

Moreover, it features an input jack, allowing you to pulverize external audio signals if you so desire.

It offers an incredibly intuitive and engaging experience. It has the capacity to freeze, glitch, stutter, and delivers an undeniably harsh and chaotic soundscape.

\*It operates on a standard 9V DC negative-center power supply unit (PSU), commonly used for guitar effects pedals. The unit comes in a sturdy 145 mm x 121 mm x 39 mm aluminum enclosure and features a mono input/output jack.



# CONTROLS

**Power (BUKSAN):** Use this switch to turn the WARATH on and off.

**Gain (LAKAS):** Adjust the sound level and boost the noise artifacts using this knob.

**Input Volume (DAGDAG):** Control the input volume from external audio sources with this knob.

**Master Volume (ANTAS):** This knob lets you set the overall output volume of Warath.

**Glitch & Stutter (WARAKIN):** Fine-tune the severity, depth, and intensity of glitches, freezes, and stutters introduced by the UTALIN button and the THUMB JOYSTICK. Explore this control for unique sonic textures.

**Feedback (LIKAW):** Alter the amount of feedback loop in the circuit to add some texture layering.

**Hold/Mute (PIRMI/HINTO):** Choose between two modes - "PIRMI" for holding/latching the audio input, or "HINTO" to mute the audio input. This offers versatility in sound manipulation.

**Sound State (WALWAL/KALMA):** Select "WALWAL" to hold/latch the overall sound, with IMIK acting as a mute button. Choose "KALMA" to mute the overall sound, with IMIK as a play button to re-enable sound.

**Mute/Play (IMIK):** IMIK functions as either a mute or play button, depending on the WALWAL/KALMA state. It's your gateway to cut-up noise playing style.

**DAGDAG (Play Button for Audio Input):** Use this button to play the audio signal input when the PIRMI/HINTO switch is set to HINTO.

**Freeze & Stutter (UTALIN):** Activate the freeze and stutter effect with this button, introducing moments of chaos into your soundscapes.

**Tone & Effect Control (THUMB JOYSTICK):** Explore different dimensions of sound with this joystick. Move it up and down (Tone) for tone filter effects and left and right (Sirain) for additional freeze and stutter effects. For an extra twist, press it down to create damping, stretching, and resetting effects, depending on parameter settings.