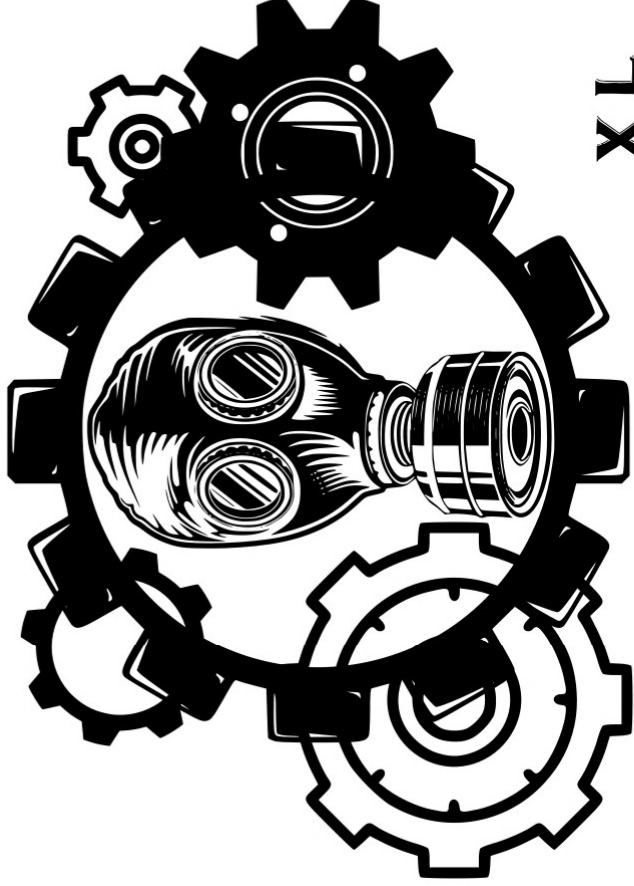


עמוד 170



XL

GINN & WILSON MACHINE

steam punk edition

user manual

HNW Machine XL Steampunk Edition:

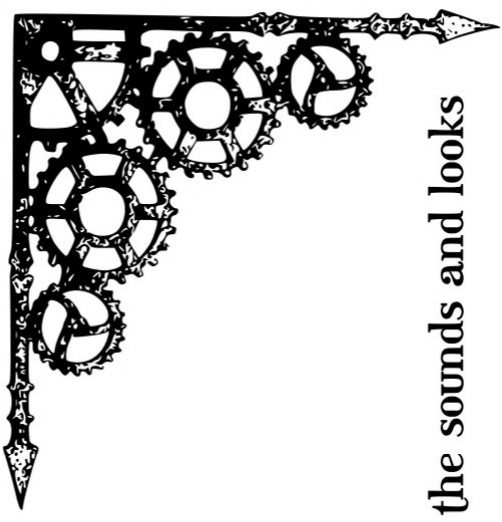
An analog dissonance generator, inspired by the sounds and looks of the industrial revolution in the 19th century.

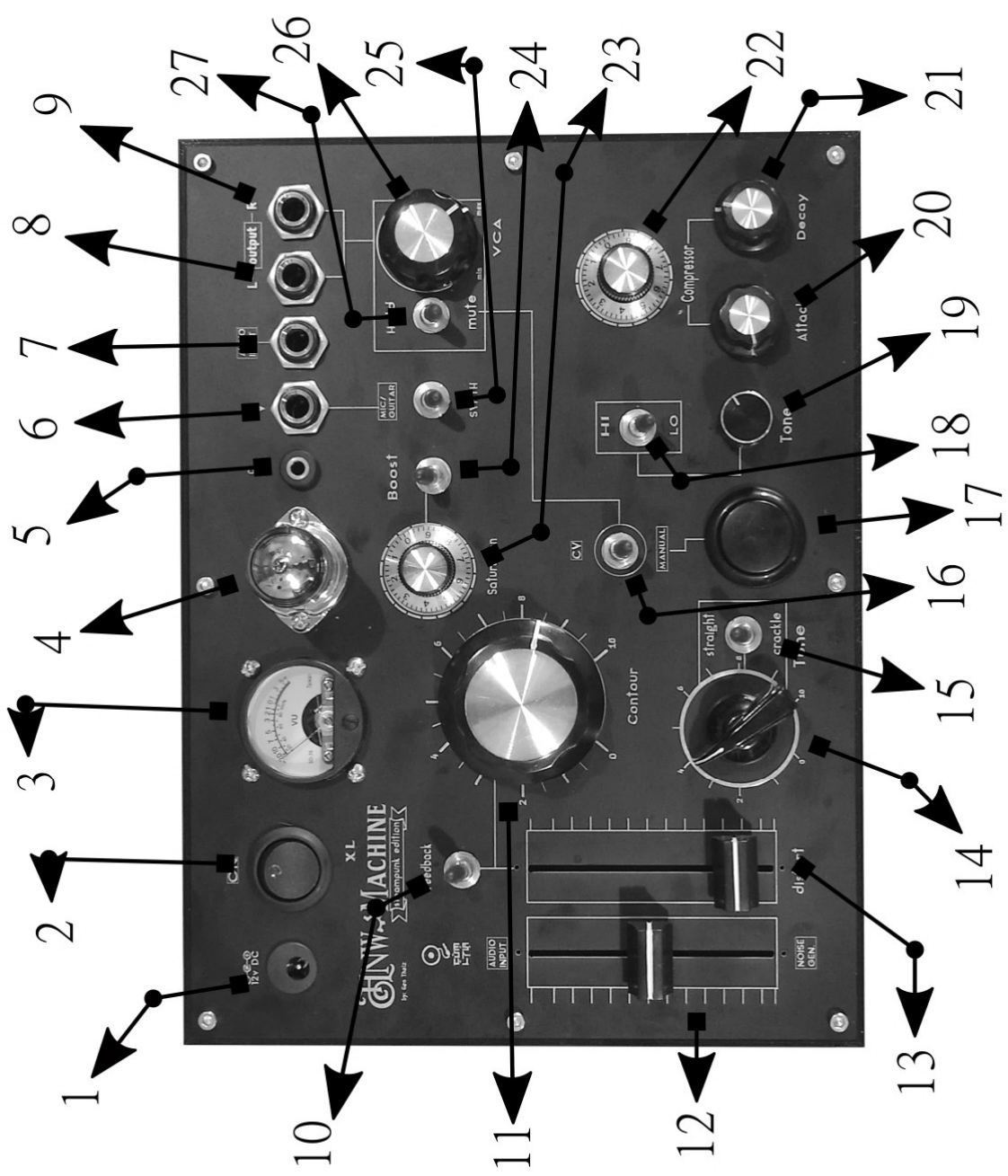
It still has the heart and soul of its older version, just expanded to give the user more control, flexibility, and expression sculpting noise walls.

It also aims to be the signature synthesizer and the "machine" or the "instrument for all the serious noise wallers, synth collectors, and sound experimenters.

This steampunk version has audio input like the first version of HNW Machine. But this time it has 2. One for the audio i.e line level input like synthesizers, drum machine, etc. and the other one for guitars, mic, contact mic, shakers, etc.

But note that there's no clean sound here. Because aside from generating abrasive gut-wrenching, monolithic, foul atonal sound; its other goal is to turn whatever the sound input is into some kind of Hasrh Noise Wall!

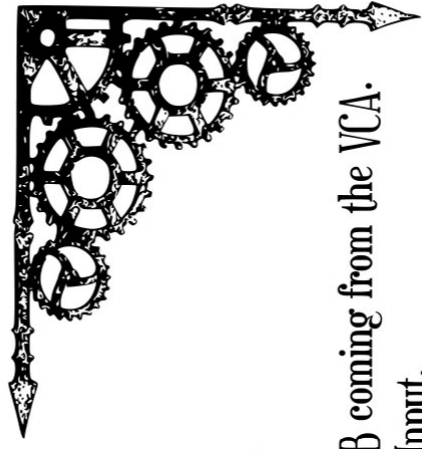




controls

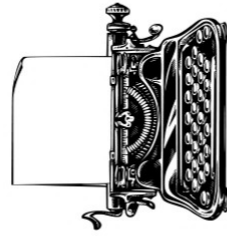


Functions:



1. DC input - Connect the included 12v center positive PSU here.
2. Power Switch - Press to turn on the machine, yellow led will lit.
3. VU Meter - Normalized to L Output, measures the audio level dB coming from the VCA. Warm yellow backlight will lit. Its meter also reacts with the CV Input.
4. Vacuum Tube - Act as preamplifier which also gives a tinge of distortion to the final sound. When you turned on the machine you will hear no sound or a quiet rumbling at first. The valve needs to warm up for about 6 - 10 seconds. before the machine gets loud.
5. CV input - Accepts 1v to 5v Gate out and 5v to 8v CV out. It animates the VCA.
6. Mic/Guitar input - Connect mic, guitar, shaker or anything that is not line level and turn it into harsh noise. Note that there is no clean sound here.
7. Audio Input - Connect line level audio here i.e. synthesizer, drum machines, etc. and mix it in the Audio In/Noise Gen fader to turn it into oblivion.
8. L Out - Left channel mono output.
9. R Out - Right channel mono output.
10. Feedback - Flip Up to boost the distortion effects of the Distort fader knob.
11. Contour - It shapes the amount and intensity of the overall sound, colour, and texture.
12. Audio In/Noise Gen Mixer - This fader knob mixes the volume of external audio and internal sound source before going to the slaughter section of the machine. Full down to access Noise Generator, full up to access the Audio Input, inbetween is the mix of both.
13. Distort - Configures and disfigures the amount of distorting effects of the overall harshness.
14. Tune - Is the frequency modulation of the 5 internal oscillators. Ironically this is where you fine tune the dissonance of HNW Machine.

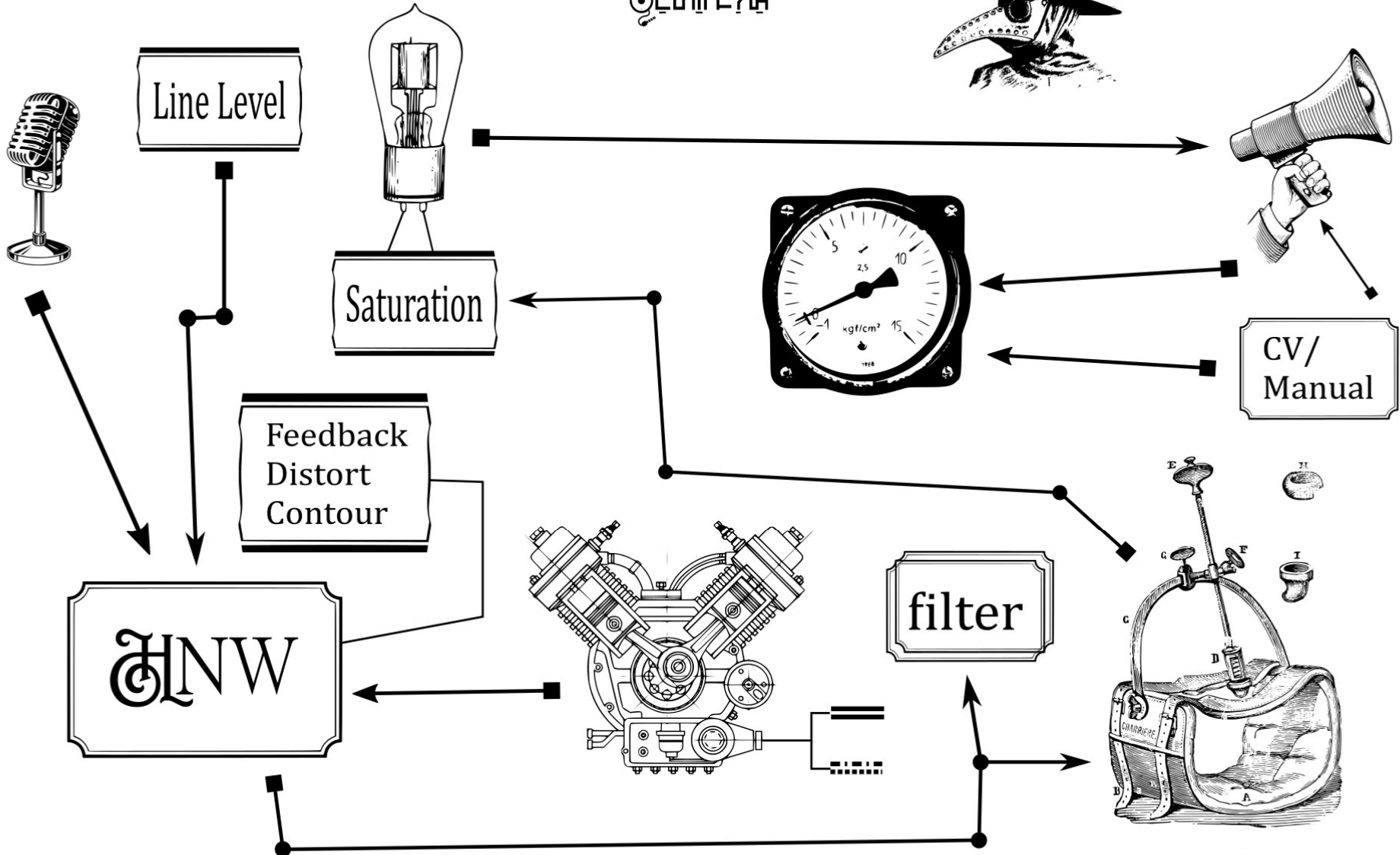
15. **Tune Mode** - Lets you choose the behaviour of the 5 oscillators. Flip Up for "straight" wall, flip Down for "crackling" noise.
16. **Mute Switch** - Choose here whether to animate the machine manually or via controlled voltages if the VCA Switch is in MUTE position.
17. **Arcade Button** - If the Mute Switch is in Manual position. Press this button to Turn On the sound. Play as you wish.
18. **Tone switch** - HI gives some crisps to the Tone, and LO gives some mud to the Tone.
19. **Tone knob** - Controls the filtering of the sound. Its character depends on the position of the Tone switch.
20. **Attack** - It controls how long it takes for the Compressor to kick in.
21. **Decay** - Defines how long the compression will take time to fall or decrease.
22. **Compressor** - Controls the amount of compression. The VCA may drown its effect, but it gets noticeable when the VCA knob is around center position.
23. **Saturation** - It set the amount of saturating effect from the Vacuum Tube.
24. **Boost** - Add more drive to the Saturation knob.
25. **Machine Mode** - Let you choose how to use the machine, either a Synth or an effects unit.
26. **VCA knob** - Defines the output volume for the Left and Right Output channel.
27. **VCA Switch** - If in Hold position, the sound is turn on and CV input is close. If in Mute position, the sound is turn off and CV input or arcade button is open (depends on Mute Switch).



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HNWMLSE

DIAGRAM

© CUM L71F



Analog Dissonance Generator

SPECS:

**PARENTAL
ADVISORY
EXPLICIT NOISE GEAR**

Power Input : 12v DC Center Positive
Current Requirements : 500mA (at least)
Current Draw : 0.44mA
DC Socket : 2.1mm x 5.5mm female
I/O Jacks (4x) : 1/4in or 6.35mm mono
CV Input : 3.5mm mono
Vacuum Tube : Dual-Triode 6AV6 (9 pin)
VU Meter : Analog (35*35*45mm)
Enclosure : 3D Print (186.5*247.5*52.8mm)



Note: Although i put protections for the circuit in the device, i do not take any responsibility for the damages caused by wrong power supply connection nor application.

Always check the PSU that your are using to power up HNW Machine XL SE, use only the required power supply voltages and polarity.



**HNW
MACHINE**



THANK YOU FOR PURCHASING  GIZMO MACHINE
XL STEAMPUNK EDITION!





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