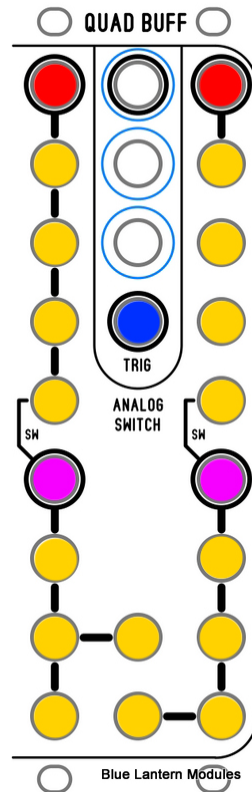


Buffer Multiple and Analog Switch



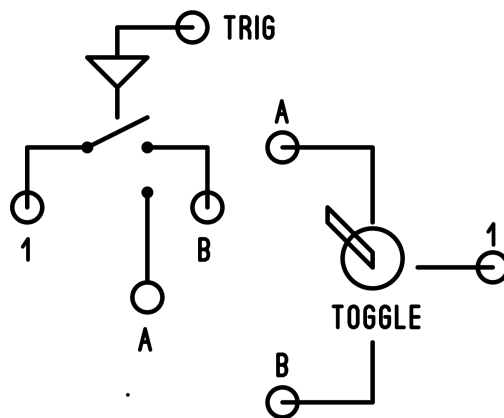
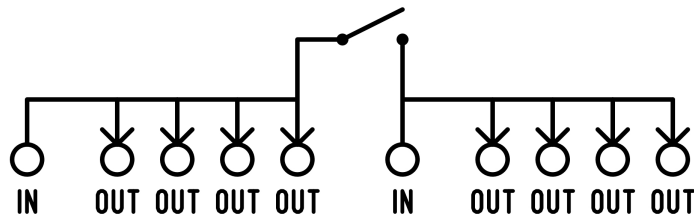
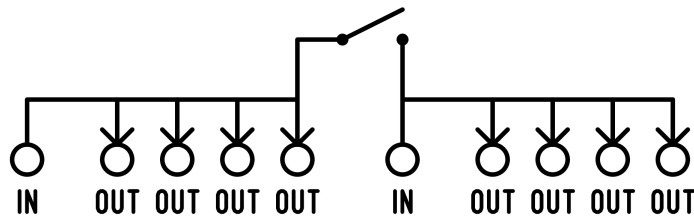
Red Jacks: Input jacks for active multiple

Purple Jack: Input jacks for active multiple. This jack will break the internal switch jack connection to have another set of different multiples.

Blue Jack: This is a trigger input for the analog switch circuit.

The active multiple is used to duplicate a signal. For example you might need to have copies of an LFO. The 'Active' just refers to the fact that the signal is going through a powered op amp, and not losing current. The outputs are being 'recharged' with current. This is useful when doing a lot of patching.

Buffer Multiple and Analog Switch



Here is the block diagram for the circuits.

There are four possible active multiples, and one analog switch.

The active multiple works like this: patch a signal into the input on the top (left or right channel). All the outputs below (4 + 4) will now have copies of the above input signal. If you need something different on the 4 outputs below, you patch into the middle input jack. This will break the internal switch jack connection. The active multiples are set up in columns on the panel.

The analog switch work like this: zero to high voltage: toggle the switch, zero to high voltage #2: toggle the switch....

Buffer Multiple and Analog Switch

So holding the trigger high (like a gate), does not momentarily hold the switch in one direction like an on/off circuit. If you need that, just use a vca and send the input CV a gate signal. On the VCA patch your signal you wish to on/off (use the output of the vca to hear the result).

EURO FORMAT SPECS:

CURRENT: +5mA, -5mA

WIDTH: 10HP

PCB STACK LEVEL: ONE, SKIFF COMPATIBLE.

RIBBON POWER: -12V GND GND +12V, NO 5V REQUIREMENT NEEDED.

ALL BLM PRODUCTS USE RED STRIPE FOR NEGATIVE POWER INDICATION.