

SYNTHWAVER V2

You can run in audio signals to three different bending points, adjustable with the audio gain knobs.

Even more interesting than music is the use of a signal generator, which produces audio tones in different frequencies and wave forms. These can be used to create additional textures and glitch shapes.

If you don't use the audio function, be sure the switch is OFF - middle position - and all gain knobs are turned out. Even if there is no audio plugged in, these knobs give minimal effects to the bending points.then better use it this way



The Synthwaver V2 is a simple but powerful glitch tool, just plug and play to melt your mind.

The audio gain knobs have an additional function, if you set the switch down, you can use these as three more effect knobs.

(this is the latest update, older versions don't have this feature, if the audio switch has only two positions ON - OFF...it is not integrated)



NTSC customers*

A power supply for 110 V is not included. What you need is a standard power supply for 12V DC 500ma or more center positive, 2.1mm center pin

You can freely combine all effect knobs, some combinations can overwrite others, some can lead to sync lossity, but in general you get stable glitch signals.

First and foremost, Mezkalin Video Gear is built to use it directly with a good CRT. Flat TV's and other digital devices like beamer or capture cards can lead to blue screening and drop outs, but it's definitely worth a trial, because flat screens create different textures.

These are just the most important info, please feel free to contact me, if you need more detailed information about set-ups and signal chains, .