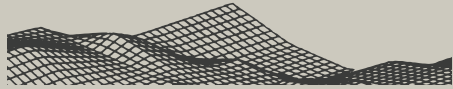


ONWARD



DYNAMIC SAMPLER

Onward is a sampler controlled by your playing. It moves when you do, capturing the sounds you make to create rich musical landscapes. Each of the two channels capture a sample of your audio that is then run through Onward's various sections to bring it to life.

You will find layered accompaniment.

Swelling synthetic reimaginings.

And a whole heap of glitching dreamscapes.




A MIX

Sets the balance between input signal and Onward (controls both Freeze and Glitch).

C SHAPE & ERROR SECTIONS




SUSTAIN - Determines how long sounds will hold before fading away. Lower settings can be used to create short blips, strange echoes, and synth-like effects.

FADE - Sets how quickly sounds fade in and out.

-  **SLOW** - Soft and swell-y.
-  **USER** - Custom user setting.
-  **FAST** - Immediate and responsive.

ERROR - Sets the likelihood of an error, as well as its intensity.

TYPE - Selects the type of error.

-  **TIMING** - Changes the sample size.
-  **CONDITION** - Introduces mutes and sample rate shifts.
-  **PLAYBACK** - Destabilizes playback speed and direction.

E GLITCH

Tap to engage the Glitch effect. Hold to lock and preserve the current sample.



B SIZE




Sets the length of the Glitch and the overall timing of Onward's various parts.

D EFFECTS SECTION

OCTAVE - Blends in an additional voice that is either half speed (lower octave) or double speed (upper octave). Noon = Off.

TEXTURE - Introduces digital or analog-style grit. Noon = Off. Sample rate reduction to the left, soft clipping to the right.

ANIMATE - Can be used to engage two different types of movement.

-  **VIBRATO** - Speed set by the SIZE knob.
-  **NONE**
-  **CHORUS** - Always set to a slow, atmospheric speed.

F FREEZE

Tap to engage the Freeze effect. Hold to lock and preserve the current sample.

G CUSTOMIZE

You can use Onward's various dipswitches to configure the pedal to your liking:

MISO

Mono In, Stereo Out. Splits a mono input signal into a stereo output.

SPREAD

Turns on stereo processing to generate movement and create an expansive stereo image.

LATCH

Changes the hold function for each footswitch from momentary to latching, so that it will remain engaged until the footswitch is held again.

SIDECHAIN

Engages a pumping effect on the Freeze channel. The Freeze will momentarily dip in volume whenever the Glitch resets, creating a linked alternating effect.

DUCK

Engages a dynamic ducking effect on both channels.

REVERSE

Causes the Glitch side to play in reverse.

½ SPEED

Cuts the recording quality in half for the Glitch side. This doubles the SIZE setting for longer samples and introduces a slightly lo-fi quality.

MANUAL

Deactivates dynamic control, instead allowing you to manually resample by tapping the footswitches.



H HIDDEN OPTIONS

Hold down both footswitches to fine tune various aspects of Onward.

SENSITIVITY

Sets how easy it is to trigger Onward with your playing dynamics.

BALANCE

Adjusts the relative loudness of the two channels.

DUCK DEPTH

Controls the sensitivity and intensity of the ducking and sidechain effects.

ROUTING

Each toggle gives you the ability to isolate its related section, applying it to only one channel or the other.

I ERROR BLEND

Lets you blend in the other two unselected error types so that you can mix all three.

J EQ

A two-sided EQ that lets you thin out or darken the signal.

TAP TEMPO

If you want to sync things manually, you can! Tap both footswitches to put Onward into tap tempo mode.

DRY KILL

Hold down the GLITCH footswitch while powering up the pedal to remove the dry signal from the output.

TRAILS

Hold down the FREEZE footswitch while powering up the pedal for a smooth fade-out upon bypassing.