

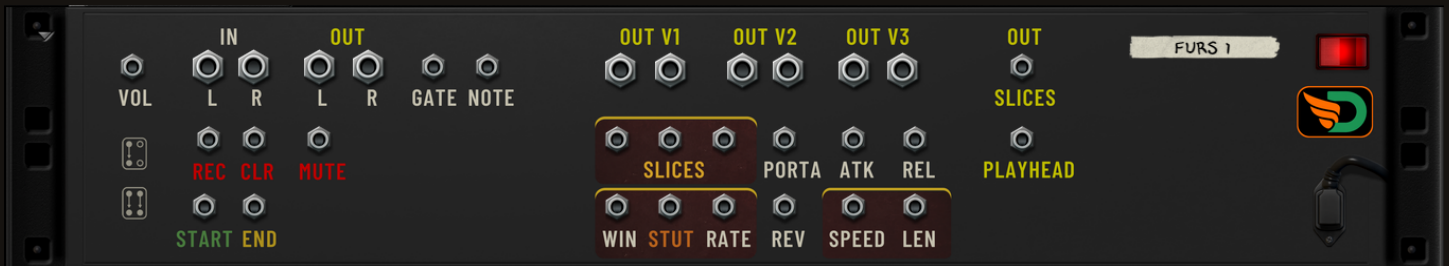
SPLITFIRE FURIOSO

QUICK
REFERENCE

Compact aggressive live sampler • 3 voices • 16 slices • ~4 s buffer • 2RU



Front panel



Back panel (CV I/O)

1. **Wire audio in.** Connect IN L/R from any source — synth, sampler, drum machine, mic preamp.
2. **Set REC MODE.** Three buttons under HOLD label: HOLD = record while held, FIXED = fixed length on press, Q = quantize to bars.
3. **Hit REC and play your source.** IN meter shows level. Up to ~4 seconds capture.
4. **Play notes from a connected keyboard.** Furioso accepts MIDI like any instrument. Waveform shows the playhead live.
5. **Set MODE on the right.** SLICE plays a slice per note (C3 = slice 1, C#3 = slice 2...). PITCH plays the whole sample pitched by the note.
6. **Tweak in real time.** SPEED, PITCH, REV, LOOP. CLR clears, UNDO restores. You are now playing Furioso.

Two minutes from PDF open to first sound.

Control Map

Every control on the front panel, grouped by zone.

SAMPLE

FADE MODE Loop crossfade behaviour (auto/manual)
XFADE Loop crossfade length
SLICES (auto/man) Slice mode + count knob (1..16)
TRANS Transient sensitivity for auto-slice

WAVEFORM / DISPLAY

START Pitch-mode region start (also key)
END Pitch-mode region end
Display Live waveform, playhead, slice grid, mute/loop status

RECORD

REC Record / re-record
CLR Clear sample
UNDO Restore previous sample
HOLD/FIXED/Q Rec mode select
IN meter Input level (green/yellow/red)

VOICE PARAMS

ROOT Root note for pitch-mode mapping
PORTA Portamento time
ATK / REL Envelope attack/release
PAN Pan spread across voices
DEGR Bit/sample-rate degradation
VOL Output volume

STUTTER

SIZE Stutter window length
STUT Engage stutter (also via CV gate)
RATE Stutter playback rate

CHANNEL

MUTE Mute this device (live performance)
VOICE Q Voice mode: Poly/Mono/Legato/Retrigger
SIZE Rec quantize size (5 sizes)
LEN Fixed-mode rec length

PLAYBACK

SPEED 0-3× playback speed (1× at detent)
PITCH Play mode: Slice / Pitch
REV Reverse playback
LEN Loop length (within slice / pitch region)
LOOP / MODE / PERF Loop on/off, behaviour, expression

DISPLAY READOUT

M / LOOP / ► Mute / Loop status / Transport
1.00 / 1 Active slice info
LOCK / ✦ Quantize lock, slice diff indicator

CV Quick Grid (back panel)

Input	Function	Input	Function
IN L/R	Audio in	OUT V1/V2/V3	Per-voice direct outs
GATE / NOTE	Sequencer pitch + gate	OUT (main)	Stereo mix output
REC	Rec gate (rising edge)	CLR	Clear gate (rising edge)
MUTE	Mute gate (level or edge)	STUT	Stutter engage (gate high)
SLICE	Slice select 0..1 → 1..N	PLAYHEAD (out)	0..1 playback position
SLICES (v3.2)	Force slice count 1..16	SLICES (out)	0..1 slice count signal
WIN (v3.2)	+Stutter window size	RATE (v3.2)	+Stutter rate
PORTA	+Portamento mod	SPEED	+Speed mod
REV	Reverse toggle/level	LEN	+Loop length mod
ATK / REL	+Envelope attack/release	START / END	+Pitch-region start/end

PRO TIPS

- Run 5 instances in a Combinator for a full drum-kit decomposition. Less RAM than one Rubato, fits in 10 RU.
- Patch CV into SLICES (back panel) to drive slice density per instance from an LFO. Different LFOs = polyrhythmic textures.
- Use `cv_gate_rec` from a sequencer for evolving sample-mangling that recaptures audio on every bar.
- Stutter RATE/SIZE CVs (v3.2) turn stutter from a binary effect into a continuously modulatable texture.