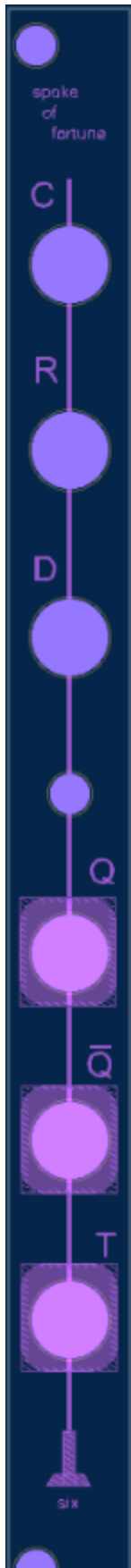


## Spoke of Fortune Manual

Spoke of Fortune is a 2 hp Eurorack format **clocked D latch**.



### The Inputs and Outputs

#### C

The **Clock** input. On a clock **rising edge** of around 3v or more, the module copies the **D** input to the **Q** output.

#### R

The **Reset** input. On a reset **rising edge** of around 3v or more, the module sets **Q** to 0v.

#### D

The **Data** input. On a clock pulse, the module copies **D** to **Q**.

**The LED** to show you what the current value of **Q** is.

#### Q

The **Data Output**. Has the current value of the latch.

#### ~Q

The **Inverse Data Output**. Contains the binary inverse of **Q**.

#### T

The **Trigger Output**. Outputs a short pulse whenever Q goes from low to high.

## Normalization

The normalization of the Spoke of Fortune inputs is controlled by the 1-row normalization header on the PCB behind the panel. By default, we use a jumper to normalize **~Q** to **D**. When normalized this way, **Q** will change state on every clock pulse (if nothing but **C** is patched), forming a clock divider of /2.

You may use the back of the panel to normalize any of the inputs any way you like. Use jumpers or jumper cables. Other suggestions:

- Normalize **+5** to **D**. This makes the clock input act as a “set” input when D is unpatched.
- Normalize **CP** (clock pulse, a trigger-ized version of the clock) to **CLK** on another Spoke of Fortune to the right. By chaining Spokes of Fortune in this manner, you can form a binary shift register.

## Patch Suggestions

### /2 clock divider

- **~Q** to **D**
- Input clock to **C**

### Rhythm quantizer

- **D** to +5v
- Input rhythm to **R**
- Input clock to **C**
- Outputs rhythm on **T**

### Euclidean+ Generator

- **D** to +5v
- Resettable LFO to **R**
- Input clock to **C**
- Input clock to a clock divider (try /8, /12, or /16)
- Clock divider out to LFO reset
- Outputs rhythm on **T**

### Some fun timbres

- Oscillators of various pitches to **D**, **C**, and **R**
- Listen to the output on **Q**