



## MISSION CONTROL



Mission Control is: an Autofader, Signal Router, Dynamic Effects Loop, Wet/dry Blender, Y-splitter, Two-channel Mixer, Tremolo, Clean Booster, Buffer, Interface for CV and expression control, and more. For additional flexibility, multiple Mission Controls can be linked together via the included CV in and out ports.

At the core of Mission Control is an analog VCA, powered by an envelope generator with seven mode settings to control your signal in a multitude of ways. The Effects Loop and CV in/outs extend this functionality even further.

By using the IN and OUT jacks alone, Mission Control is a versatile autofader, with the Actuate foot switch as your interface. By inserting an effect or chain of effects into the Effects Loop, Mission Control allows you to modulate the Loop signal in parallel with the Dry signal. Each jack has multiple possible functions, making Mission Control the ultimate signal routing device, with an endless supply of creative uses.

## CONTROLS

**OFFSET** - Adjusts the "minimum" signal level associated with a given mode, to something greater than zero. In a mode that starts at minimum, Offset dials in a minimum starting signal level other than zero. In a mode that starts at maximum, Offset dials in a minimum ending signal level.

**ATTACK** - Sets the speed first experienced by using the Actuate switch. Depending on the mode, this can be either the up speed or the down speed.

**RELEASE** - Sets the speed of the secondary function of the Actuate switch. Depending on the mode, this can be either the down speed or the up speed.

**BLEND** - Adds desired level of Dry signal versus Loop signal when using the Effects Loop. This control also provides boost capability, with or without using the Effects Loop. The Dry signal is tied to the PHASE switch on the back of the unit. The Dry signal is fed from and always receives the IN signal, regardless of configuration.

**PHASE** - The small switch on the back of the unit controls the phase of the Dry signal. When using the Blend control, you may wish to reverse the phase to match a pedal in the Effects Loop, or for experimental use. Outward (toward box edge) = Reverse phase; Inward (toward Spaceman tag) = Normal.

**MODE** - The Mission Control offers four main mode styles, with separate "up" and "down" options for three of the four modes. They are: Gate Mode (GT), One Shot Mode (OS), LFO Mode (LF) and Trigger Mode (TRG).

## MODES

**GATE ↑** - Hold Actuate and your signal will fade up from minimum (adjustable via Offset), at the speed set by the Attack control, to maximum and will hold as long as Actuate is held. At any time that Actuate is released, your signal will fade back down at the speed set by Release.

**GATE ↓** - Hold Actuate and your signal will fade down from maximum, at the speed set by the Attack control, to minimum (adjustable via Offset) and will hold as long as Actuate is held. At any time Actuate is released, your signal will fade back up at the speed set by Release.

**ONE SHOT ↑** - Tap Actuate once, and your signal will fade up from minimum at the speed set by Attack, and automatically fade down at the speed set by Release.

**ONE SHOT ↓** - Tap Actuate once, and your signal will fade down from maximum at the speed set by Attack, and automatically fade back up at the speed set by Release.

**LFO ↑** - Tap Actuate once to engage LFO, which begins by fading up from minimum. The wave shape and speed are simultaneously set by the Attack(up) and Release(down) controls. Tap Actuate to stop LFO and reset to minimum.

**LFO ↓** - Tap Actuate once to engage LFO, which begins by fading down from maximum. The wave shape is set by the Attack(down) and Release(up) controls. Tap Actuate to stop LFO and reset to maximum.

**TRIGGER** - Tap Actuate once, and your signal will fade up from minimum at the rate selected by Attack and will hold at max. Tap again at any time and your signal will fade down at the speed selected by Release.

# INTERFACE

**IN**(◁ right) - Standard instrument/signal input

**OUT**(◁ left) - Fully mixed and combined signal output, including Dry Blend, Effects Loop, and modulated signal.

**SEND**(Ⓢ) - Splits signal and sends into other effects for the Effects Loop. Can alternatively be used as a buffered Y-splitter, mirroring the Dry signal from IN. Send is fed from and always receives the IN signal, regardless of configuration. This signal is unaffected by the VCA Modes or Phase switch.

**RETURN**(Ⓡ) - Return from other effects for the Effects Loop use. Inserting a cable into Return breaks the signal path of IN into VCA Modes. Return can alternatively be used to mix in an outside signal, allowing you to use the Blend control to mix IN and Return signal together at OUT. This can be done while separately using Send for another purpose.

**CV<sub>i</sub>** - Receives control voltage from a CV Out jack of a second Mission Control or another device, pedal, synth, etc. Incoming CV voltage is mixed in parallel with Mission Control's envelope generator modes, averaged and applied to the VCA. CV operates at 0 to +5v, but can accept any CV input without damage.

**CV<sub>o</sub>** - Sends 0 to +5v to a CV In jack of a second Mission Control or another device, pedal, synth, etc. Can also send an Expression signal to most modern (CV-style) expression jacks, by using a stereo TRS cable. Function of VCA Modes within Mission Control are not affected while using this jack, therefore it can simultaneously modulate amplitude of audio while modulating another device(s).

**ACTUATE** - Acts as the trigger for all modes, either single tap usage or momentary hold, depending on selected Mode.

**BYPASS** - True Bypass switch. When bypassed(off) this switch connects IN and OUT jacks mechanically and turns off the Blue indicator light. While this cuts-off Send and Return functions, it still retains usage of Envelope Generator and Actuate switch for CV<sub>o</sub> jack.

**INDICATOR** - The clear jewel houses two separate indicator lights. Blue indicates that the unit is activated and audio will pass through the circuit. The white light will show the real-time status of the VCA, where brightest = maximum signal level and off = minimum signal level.

**POWER** - Mission Control is designed to run at 9v DC, with a center-negative plug. However, up to 18v DC may safely be used. There is no battery option for Mission Control. Be sure to only use a "center-negative" DC power source, preferably a quality unit with isolated power lines, made for audio devices.



For more information on Mission Control, including videos, routing ideas, and more - Please visit:

[www.spacemaneffects.com/mission-control](http://www.spacemaneffects.com/mission-control)

