

FLAME PAPAGEI

TWO TRACK 1V/OCTAVE CV LOOPER
EURO RACK MODULE

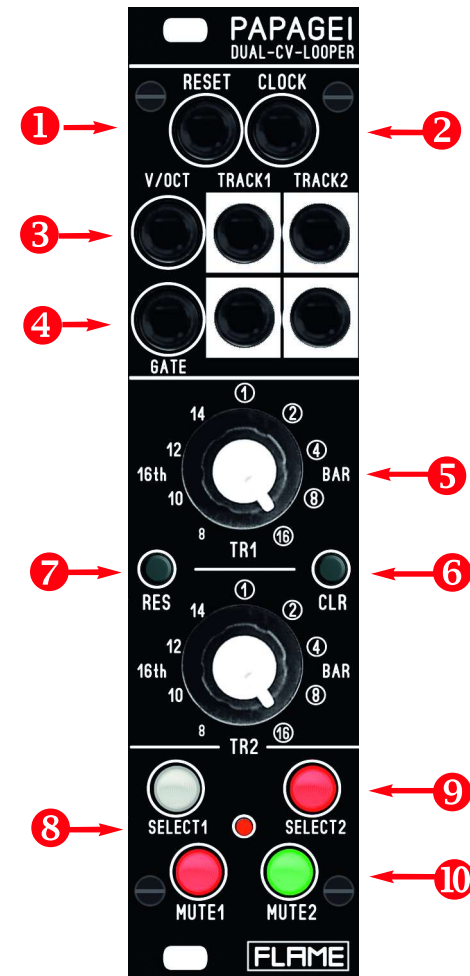
QUICKSTART

Version 1.00



MODULE OVERVIEW

- 1 RESET input (0 / +5V)
- 2 CLOCK input (0 / +5V)
- 3 JACKS from left to right: V/Octave input, output 1, output 2 (0..+8V)
- 4 JACKS from left to right: GATE input, output 1, output 2 (0 / +5V)
- 5 2 POTS for Laststep Track 1 and Track 2
- 6 BUTTON CLEAR (clear track events)
- 7 BUTTON RESET
- 8 Red LED blink in quarter notes (if receiving 16th clock)
- 9 BUTTONS from left to right: SELECT track 1, SELECT track 2
- 10 BUTTONS from left to right: MUTE track 1, MUTE track 2



CONNECTION TO THE MODULAR SYSTEM

The module is delivered with a connected ribbon cable for the Doepfer bus. The color-coded core designates -12 volts.

It is important to pay attention to the correct polarity when connecting. If the module has accidentally been polarized incorrectly, protective diodes prevent the module from being destroyed immediately (however, it cannot be ruled out that damage will still occur).

Caution:

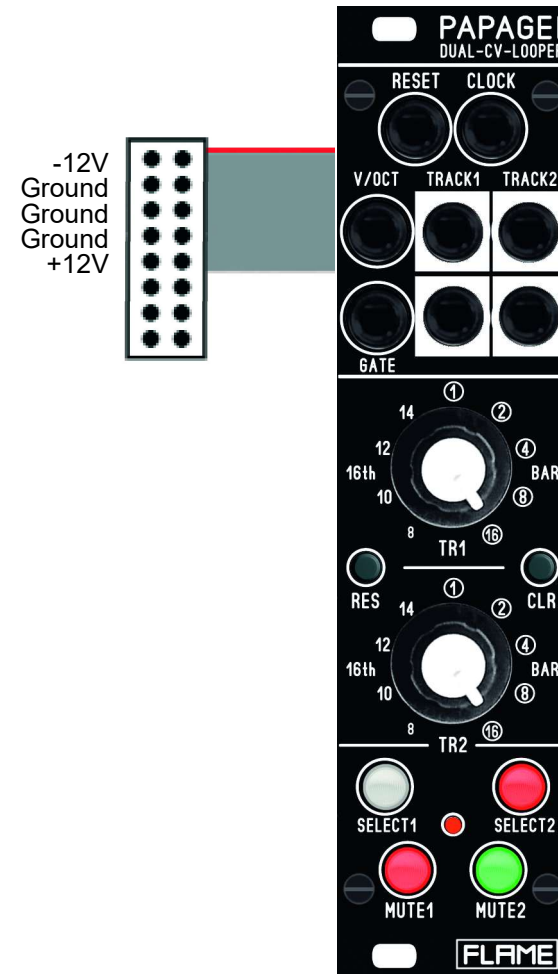
Check the connection several times before switching on for the first time!

The power consumption of the module is:

@+12V +50mA

@-12V -10mA

@+5V 0mA (not connected)



HOW IT WORKS

The Flame PAPAGEI is a two-track CV looper for Eurorack that quantizes and plays back sequences on a 16th-note grid. It runs off an external clock and loops continuously—up to 16 bars per track, with individually adjustable loop length.

What makes the PAPAGEI unusual is its recording method. There's no record button. Instead, the module listens for any 1V/Oct signal present as long as the input gate is active and writes it directly to the selected track (or both). When playing over an existing loop, the new notes simply replace the old ones step by step. This also allows for bends (glides) as long as the gate is active.

Short gates between two 16th notes are automatically interpreted as retrigger steps, and a short note cuts off a longer one. It takes a moment to adjust your thinking, but once you get into the flow, the whole process feels completely natural – like sketching out melodic ideas in real time without ever stopping the tape.

The loop length can be changed at any time during playback, making the PAPAGEI a fun companion for jams and live sessions. Reset, clear, and mute buttons for each track complete the package. RESET (manually via button or via input) resets the loop to the beginning at the next 16th-note clock pulse. MUTE mutes playback/recording, and any notes still being played pass through in real time. CLEAR deletes the active position on the selected track, or CLEAR+SELECT deletes the entire track instantly. The 1V/octave range covers eight octaves.

CLOCK INPUT

The module requires a clock signal consisting of 16th-note pulses at the CLOCK input. If no clock signal is received (tempo < approx. 20 bpm), the internal sequencer is stopped and the input is routed directly to the output in real time.

Note that only one Gate+CV value is recorded per 16th-note step (16th-note grid).

RESET INPUT (+ Button)

The RESET function resets the sequence (loop) to the beginning at the next 16th note.

SELECT Button

The SELECT button routes the input (1V/Oct+GATE) to one of the two tracks for recording.

Both tracks can also be selected simultaneously: Press and hold one SELECT button, then toggle the other on and off, and then release the first one. Both SELECT buttons should now be illuminated red.

MUTE Button

Toggle MUTE mutes the playback of the track's recording on/off. However, real-time playback is still possible (input data is passed through) as long as the track is selected but not recording.

The buttons light up red when MUTE is active. Played notes are indicated by green lights.

CLEAR Button (Deleting notes)

Pressing the CLEAR button deletes recorded notes from the selected track. While the button is held down, the notes of the currently playing sequence will be deleted. To delete the entire track (all 16 bars), briefly press the SELECT button of the track you wish to delete while holding down the CLEAR button. Note that both tracks cannot be deleted simultaneously; they must be deleted one after the other.

POTS LASTSTEP

The two knobs allow you to set the sequence length for each track separately. On the left side, up to the center position, you'll find 16th-note step lengths from half a bar to a full bar: 8, 10, 12, 14 sixteenth notes. From the center position onward, the lengths are 1, 2, 4, 8, 16 bars.

Both tracks can therefore shift within the loop if they have different lengths. Recording is only possible within this loop length.

QUICK START

EXAMPLE WIRING

Connect the GATE output of an analog keyboard to the GATE input of the module.
Connect the 1V/Octave output of the keyboard to the 1V/Oct input of the module.
Connect a running 16th-note clock to the CLOCK input of the module.
The red LED will blink in quarter-note time.

Connect a sound module with analog inputs (GATE and PITCH inputs) to the outputs of track1.

FIRST RECORDING (track1)

First, turn the LASTSTEP control 1 to a short loop (maximum one bar in the center position).
Select track 1 to record it. If necessary, turn off the MUTE button (MUTE will not light up red).
Play notes on the keyboard. The MUTE button will turn green to indicate the GATE of the note (note length). The recorded note (or notes) should now play back in the loop.

Delete notes at the position by holding down the CLEAR button.

