

# TABØR

Avalanche Rhythmic Sound-source



Tabør is a rhythmic analogue sound-source based on the unpredictability of four avalanche transistors in a continuous oscillation state.

These core oscillators are related to each other and their contamination creates complex rhythmic sound textures that can be controlled and triggered with external CV inputs.

## features:

Four avalanche oscillators with two controls each:

- F** regulates the distance between the single sawtooth waves
- M** the amount of cross-modulation of each core with the others

Every oscillator has a defined role and acts differently depending on the state of the others:

- 1** is the most percussive and predominant, the beat
  - 2** is obedient to 1 rhythmically
  - 3** is strictly related to 2 but can set-aside 1<sup>1</sup>
  - 4** can act as a shutter to filter, change or interrupt the whole communication
- \*these variables can all be controlled individually with vactrol CV inputs*

To start oscillate and communicate the sound engine needs around 16v to 22v and any value below that point will stop hierarchically its operation:

- RM** this input act as an attenuator to the oscillators, limiting their power supply

The result of the whole sound engine is given in three different outputs:

- TR** a "squared" always positive 0-7v trigger / cv source
- NM** the dry audio signal straight out of the oscillators
- ZZ** an auxiliary fuzzed output from the internal diode-based distortion circuit

## technical specs:

Current draw: 40 ma +12V, 30 ma -12V, 0ma +5V

Dimensions: width 12HP, depth 5cm

web ⇒ [www.jolinlab.com](http://www.jolinlab.com)

email ⇒ [jolinlab@gmail.com](mailto:jolinlab@gmail.com)

instagram ⇒ [@jolinlab](https://www.instagram.com/jolinlab)

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<sup>1</sup> due to its autonomy from the beat and to keep the communication balanced it's lacking the F and M control potentiometers. Its values can be changed only with external input CVs.