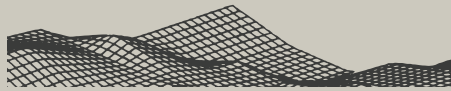


# ONWARD



## DYNAMIC SAMPLER

Onward is a sampler controlled by your playing. It moves when you do, capturing the sounds you make to create rich musical landscapes. Each of the two channels capture a sample of your audio that is then run through Onward's various sections to bring it to life.

You will find layered accompaniment.  
Swelling synthetic reimaginings.  
And a whole heap of glitching dreamscapes.

### A MIX

Sets the balance between input signal and Onward (controls both Freeze and Glitch).

### C SHAPE & ERROR SECTIONS

**SUSTAIN** - Determines how long sounds will hold before fading away. Lower settings can be used to create short blips, strange echoes, and synth-like effects.

**FADE** - Sets how quickly sounds fade in and out.

- SLOW - Soft and swell-y.
- USER - Custom user setting.
- FAST - Immediate and responsive.

**ERROR** - Sets the likelihood of an error, as well as its intensity.

**TYPE** - Selects the type of error.

- TIMING - Changes the sample size.
- CONDITION - Introduces mutes and sample rate shifts.
- PLAYBACK - Destabilizes playback speed and direction.

### E GLITCH

Tap to engage the Glitch effect. Hold to lock and preserve the current sample.



### B SIZE

Sets the length of the Glitch and the overall timing of Onward's various parts.

### D EFFECTS SECTION

**OCTAVE** - Blends in an additional voice that is either half speed (lower octave) or double speed (upper octave). Noon = Off.

**TEXTURE** - Introduces digital or analog-style grit. Noon = Off. Sample rate reduction to the left, soft clipping to the right.

**ANIMATE** - Can be used to engage two different types of movement.

- VIBRATO - Speed set by the SIZE knob.
- NONE
- CHORUS - Always set to a slow, atmospheric speed.

### F FREEZE

Tap to engage the Freeze effect. Hold to lock and preserve the current sample.

## G CUSTOMIZE

You can use Onward's various dipswitches to configure the pedal to your liking:

### MISO

Mono In, Stereo Out. Splits a mono input signal into a stereo output.

### SPREAD

Turns on stereo processing to generate movement and create an expansive stereo image.

### LATCH

Changes the hold function for each footswitch from momentary to latching, so that it will remain engaged until the footswitch is held again.

### SIDECHAIN

Engages a pumping effect on the Freeze channel. The Freeze will momentarily dip in volume whenever the Glitch resets, creating a linked alternating effect.

### DUCK

Engages a dynamic ducking effect on both channels.

### REVERSE

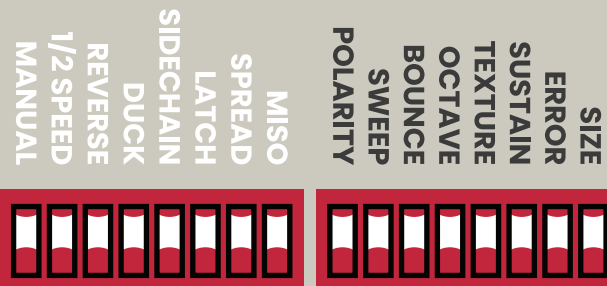
Causes the Glitch side to play in reverse.

### 1/2 SPEED

Cuts the recording quality in half for the Glitch side. This doubles the SIZE setting for longer samples and introduces a slightly lo-fi quality.

### MANUAL

Deactivates dynamic control, instead allowing you to manually resample by tapping the footswitches.



## H HIDDEN OPTIONS

Hold down both footswitches to fine tune various aspects of Onward.

### SENSITIVITY

Sets how easy it is to trigger Onward with your playing dynamics.

### BALANCE

Adjusts the relative loudness of the two channels.

### DUCK DEPTH

Controls the sensitivity and intensity of the ducking and sidechain effects.

### ROUTING

Each toggle gives you the ability to isolate its related section, applying it to only one channel or the other.

### I ERROR BLEND

Lets you blend in the other two unselected error types so that you can mix all three.

### J EQ

A two-sided EQ that lets you thin out or darken the signal.

### TAP TEMPO

If you want to sync things manually, you can! Tap both footswitches to put Onward into tap tempo mode.

### DRY KILL

Hold down the **GLITCH** footswitch while powering up the pedal to remove the dry signal from the output.

### TRAILS

Hold down the **FREEZE** footswitch while powering up the pedal for a smooth fade-out upon bypassing.