

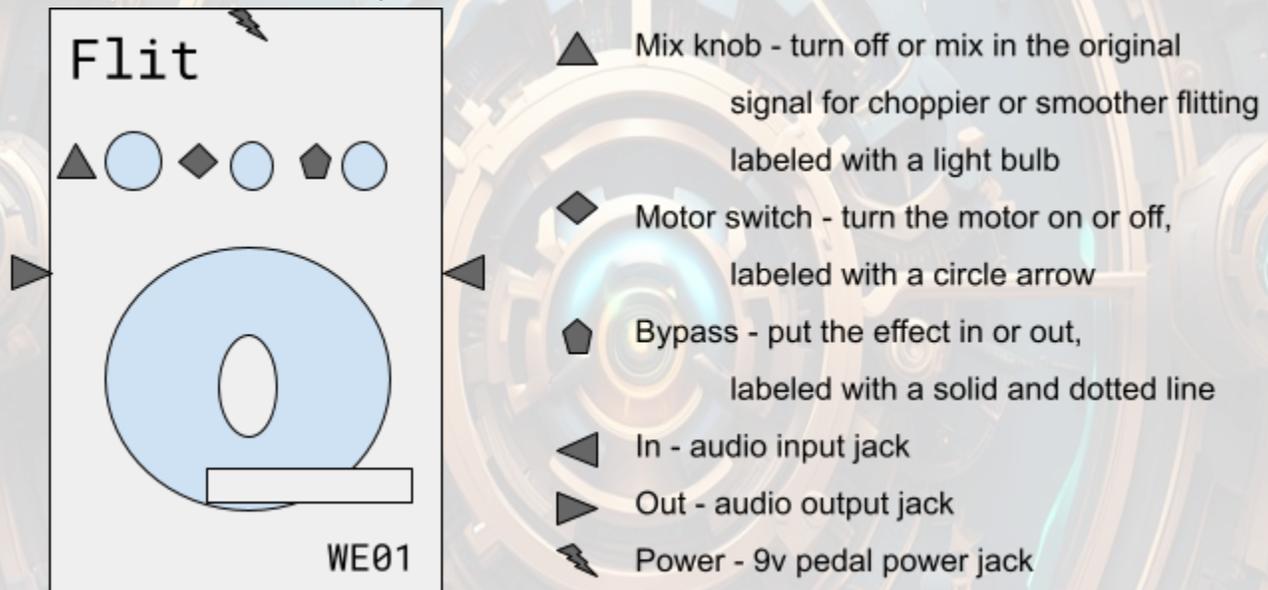
WE01 Flit Manual

The idea for the Flit effect comes from a few different inspirations. I wanted to make a device that added a stutter type function that added some variable playability. Thinking of different concepts of an electrical switch, the disc and its rotation contained the function options of the larger concept. With the lo-fi aesthetic and diy energy driving me, I liked where the idea was going but I wanted some more flexibility with how to use the effect. I kept working with motors and how the disc was attached so I could manually move the disc until I accidentally got it. Also while testing, I decided that a fixed motor speed pushed me to be more creative since I could not try to time the disc rotation to the tempo. The result was a wonky, groovy, and sometimes glitchy rhythm.

Note that the noise and low-tech approach is intentional. For sake of comparison, imagine this pedal like a record player. There is a little fragility in the design. If you dropped a record player, you'd be alarmed that it might break and no longer work. The pedal is more durable than that but there are parts that could snag or break so please treat it with care.

Device and Controls

Use a standard 9 volt, pedal power supply. For basic operation, connect audio to the input and connect the output to a mixer or sound output. Refer to the diagram for the other controls.



The arm that holds the top contact for the disc may need to be adjusted at times. Carefully adjust where the arm exits the enclosure. That's to the lower right of the disc on the top. The way the print layers work, you may feel notches as you pull the arm up or push it down. If you want to remove the disc for easier modification, gently pull up in a pinching motion on the arm.

The disc has a piece fastened to it with a slot for the piece that fits on the motor axle. You can pull the piece on the axle off to manually move the disc for effect operation or to remove the disc. The flat side of axle is noted on the disc piece and axle holder so you can easily line up the pieces.

Intended Functions

Here are some intended ideas for Flit use. Let creativity guide you.

1. **Mechanical stutter:** Engage the bypass switch to put the effect inline. The motor switch should be on and the metal disc should have some sort of cover on part of it. The tape pattern on the disc will affect the speed and duration of the stutter.
2. **Manual stutter:** Engage the bypass switch to put the effect inline. The motor switch is in the off position and the axle holder piece on the metal disc should be removed. The metal disc should have some sort of cover or tape on part of it. Rotate the disc so the covered path disrupts the signal thereby turning the signal off and on.

Disc Modding

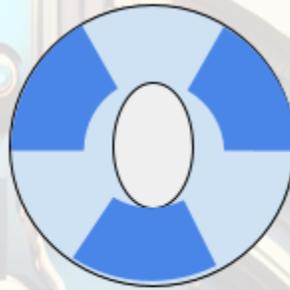
Use temporary, no-residue masking to mod the disc. The disc rotates at approximately 75 rpm. The following ideas can help you achieve some music results.



Divisor 2 \approx 75 bpm



Divisor 4 \approx 150 bpm



Divisor 6 \approx 225 bpm or
112.5 bpm



Mixed

When taping the disc, be sure to leave the outer edge free. Interference on the outer edge could cause the washer to stick during rotation. Note that thin widths of tape set close to each other may not allow enough room for the contact switch to trigger. Experiment and have fun. There will be more discs with the holder and axle part available.

Another note about the disc mods, you can approximate various rhythms like a waltz swing visually with how you mod the disc. I like to randomly place tape and play off the rhythm that creates.

Where To Start

A recommended starting place is to use either a droning tone or a steady rhythm. For example, synth chords that sound for a bar, hi-hats playing 16th notes, guitar chords that ring, or a chugging guitar rhythm. Tape your disc with a pattern and see what happens.

My experience with guitar, as opposed to sequenced notes, is that you will tend to play to the rhythm of the effect instead of the rhythm of what you are playing. For example, if playing chords for a song and using the effect, you may change your playing tempo to match the effect. Alternatively, if playing to a drum beat and you engage the effect, then you get a more interesting result. Just a performance note there.

Explore the seeming polymeters that the effect enables. You can find some groovy, funky ways to use the effect as well as some aggressive stuttering. The first working prototype I had, I spent hours having fun trying different ideas with the mechanical rhythm. I hope you find a source of fun like that.

A current manual will be available at walzeffects.com.