GlitchStorm
ByteBeat Synth

Source Code and Explanation see:

https://github.com/soggybag/glitch-storm

AUDIO OUT
(J1)

(C1)

C3

(U1)

LM386

VOLUME
(RV6 10k to
100k works
here)

VR4

(Pot values can be 1k to
100k, 10k is good)

VR3

VAR A (RV1)

VR2

VAR B (RV2)

R1
D1

R2
D2

VR1

VAR C (RV3)

R3
D3

R4
D4

VR5

Sample Rate
(RV4)

(D1-D4) LEDs show
Algorithm
(BINARY)

(R2-R5 470r
to 4k7)

Algorithm Next
(SW-1) Switch

SW1

Algorithm Previous
Switch
(SW-2)

SW2

Arduino Nano

GND   5V
D2
D4
D7   A3
D8   A2
D9   A1
D10   A0
C1   D11

(C4)

(A1 Arduino Nano)

V+   C3
47μ

+5v

GND

SW1
CK_KMS2xxGP

GND   1   2   SW1

SW2
CK_KMS2xxGP

GND   1   2   SW2

GND   R2   D1
1k   LED   Bit0

GND   R3   D2
1k   LED   Bit1

GND   R4   D3
1k   LED   Bit2

GND   R5   D4
1k   LED   Bit3

TX1   VIN   3V3   +5V
RX1   5
D2
D3   RESET   3
D4   RESET   28
D5
D6   AREF   18
Bit0 D7   A0   19   VarA
Bit1 D8   A1   20   VarB
Bit2 D9   A2   21   VarC
Bit3 D10 A3   22   SampleRate
      MOSI SDA/A4 23
C4   MISO SCL/A5 24
100n SCK   A6   25
            A7   26

A1
Arduino_Nano_Every

GND

+5v
C6
C8   100μ
220n

+5v
C5
100μ

GND   GND

RV6
10k

U1
LM386

C1
47μ

J1
AudioJack2_Ground

GND   S
         T

GND

C2
47n

GND   GND

R1
10r
C7
100μ

GND

GND

+5v
VarA
GND

RV1
10k

+5v
VarB
GND

RV2
10k

+5v
VarC
GND

RV3
10k

+5v
SampleRate
GND

RV4
10k