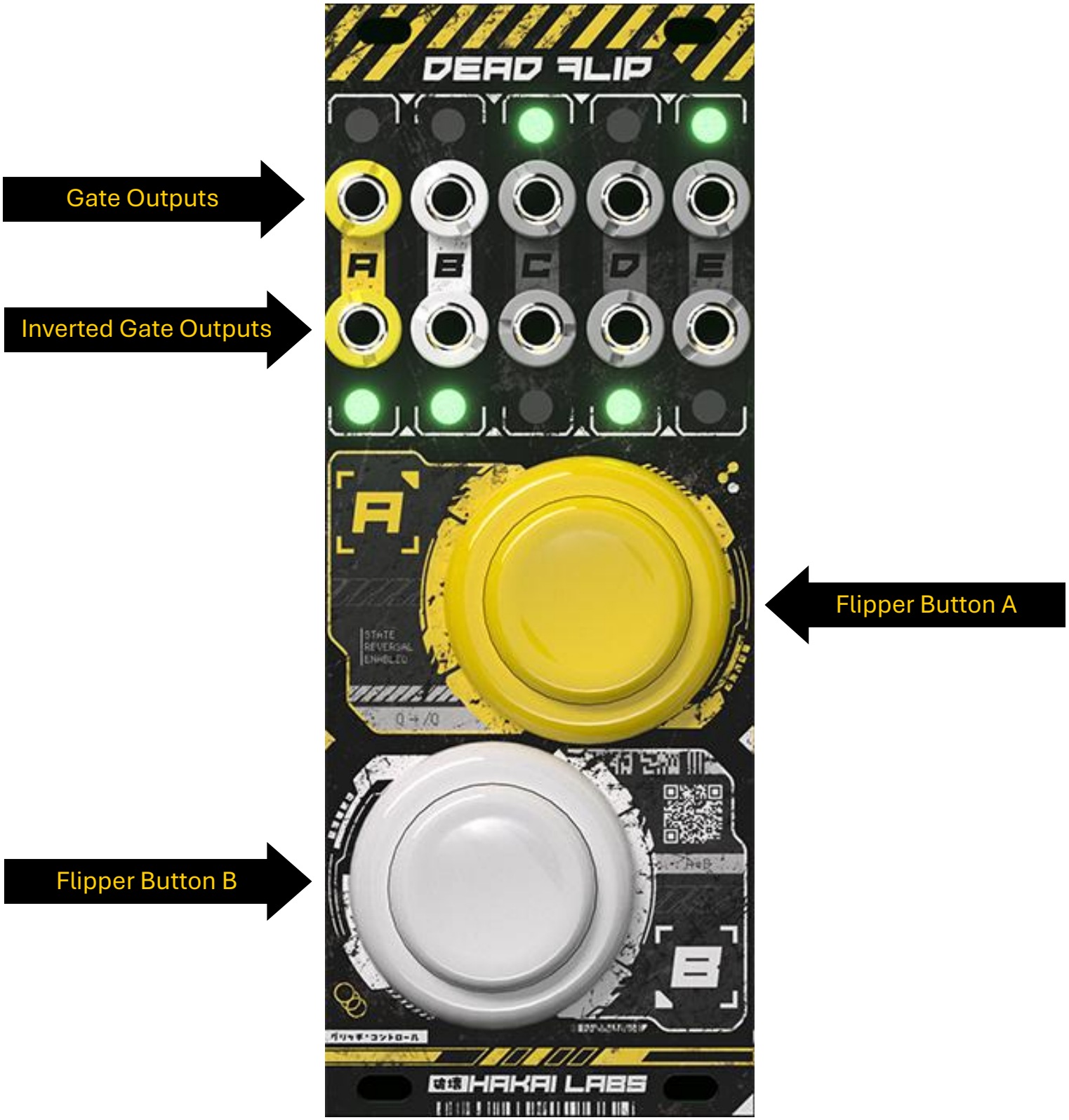
Thank you for your purchase of the Hakai Labs Dead Flip Eurorack Module! This guide will give you a good overview of the module and its functionality, allowing you to explore deeper on your own.

Don't bother RTFM'ing this thing, just plug the module in and start playing with it. 😊

## What is Dead Flip?

Dead Flip is a simple Pinball Flipper Button interface for Eurorack. This module allows you to add really satisfying gate controls to your rig for live performances.

# Front Panel / Outputs / Controls



# Gate Outputs

The Dead Flip module gate outputs will output 0 to 5vdc depending on the status of the LED near the output jack. The bottom row is always an inverted gate output of what the top row is outputting. This is hard wired in the circuit, so it will always be this way no matter which mode you are currently using. These outputs are ground short protected.

# Switching Modes

The Dead Flip module currently has 3 different modes installed. You can switch through these modes by powering off the device, pressing and holding the 2 buttons and powering on the device. Once the device boots, release the 2 buttons and it will switch tot eh next mode. The LEDs in columns C, D and E will flash with the number of which mode you are on. 1 flash = Mode 1, 2 flashes = Mode 2, etc.

The current mode persists after a power down and power up to be sure you don't need to worry about setting this before your live performance.

# Mode 1 – Standard Gate Mode

The standard gate mode has the following behavior.

- Output A: Gate activated when button A is pressed.
- Output B: Gate activated when button B is pressed.
- Output C (AND): Gate activated when button A and button B are pressed.
- Output D (OR): Gate activated when button A or button B is pressed.
- Output E (XOR): Gate activated when button A or button B is pressed, but not at the same time.

# Mode 2 – Latch Toggle Mode

The latch toggle mode has the following behavior.

- Output A: Gate activated when button A is pressed.
- Output B: Gate activated when button B is pressed.
- Output C (A Latch): Latch toggled when button A is pressed.
- Output D (B Latch): Latch toggled when button B is pressed.
- Output E (OR Latch): Latch toggled when button A or button B is pressed.

# Mode 3 – Binary Counter Mode

The binary counter mode is just that. It will count in binary using the gate outputs. Button A will count up, and button B will count down. I am not sure what people will use this for, but I thought it was fun. Please let us know what you end up doing with this!