



Shakmat Bishop's Miscellany ^{MK2}

- 14HP Eurorack Module
- Built & designed in E.U.
- www.shakmat.com



Introduction

Instant riff maker, that's how the first version of the Bishop's Miscellany was described by the users, and it became a guiding mantra throughout the development of this new version.

The Bishop's Miscellany mk2 is a dual stepped CV/Gate engine built around three core components: a sequence recorder, a CV/Gate processor and a (Re)Generative engine. Sequences can be intuitively recorded, quantized, generated, edited, rearranged, mangled, stored and recalled with ease.

The module features a non-volatile memory on SD card, capable of storing thousands of sequences. Paired with its flexible playlist mode, it becomes a compact and powerful sequence player, equally suited to live performance and detailed studio composition.

Pattern looper, CV/Gate multi-effect, duophonic generative sequencer, two-track sequence player, the Bishop's Miscellany mk2 does it all, seamlessly shapeshifting from one role to another.



This quick start guide only describes the basic features and functionalities of the Bishop's Miscellany MK2. For the complete user manual, please check our website at www.shakmat.com/support

Specifications

Size

14 HP

Depth

29 mm

Current Draw

70 mA @ +12V

5 mA @ -12V

CV inputs

-3 to +7V

ACV inputs

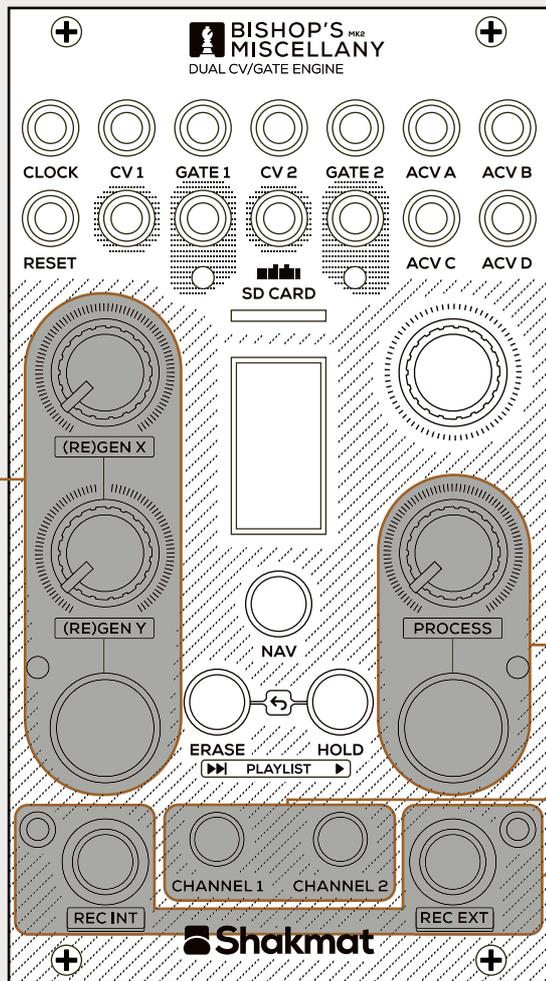
-5 to +5V

CV outputs

-3 to +7V

Gate inputs & outputs

0 to 5V



(Re)Gen

The (Re)Gen section offers a range of innovative algorithms that generate or transform sequences. From random sequence generation and arpeggiators to knob recording, sequence slicing, and dynamic transposition, the possibilities are numerous.

The (Re)Gen section is activated using the **(RE)GEN** button, while the parameters of the selected algorithm are controlled via the **(RE)GEN X** and **(RE)GEN Y** potentiometers.

Process

The Process section includes several handy tools to spice up your sequences, like slide, ratchet, gate length variation, vibrato, and noise. The active Process is engaged using the **PROCESS** button, while the **PROCESS** potentiometer sets the process parameter.

Channels

The Bishop's Miscellany mk2 includes two independent channels. Channel selection is performed via the **CHANNEL 1** and **CHANNEL 2** buttons, with the active channel indicated by an illuminated button. To link both channels for simultaneous operation, press and hold the two channel buttons.

Recorder

There are two dedicated record buttons: **REC EXT** and **REC INT**. The first one (external recording) captures incoming signals from the **CV** and **Gate** inputs, while the second (internal recording) records actions performed directly on the module (such as activating a Process or mangling the (Re)Gen potentiometers when a (Re)Gen algorithm is running).

Actions performed on the recording buttons are momentary, it is however possible to hold the recording by pressing one of the record buttons along the **HOLD** button.

Note that the Bishop's Miscellany MK2 is a dual monophonic recorder: overdubbing replaces the existing content in the recording buffers rather than layering on top of it.

Navigation

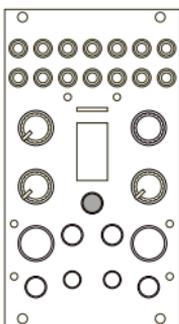
The Bishop's Miscellany mk2 interface features a screen to navigate through various menu pages. The page title is displayed at the top of the screen. Navigation and edition of parameters are performed using the encoder. To select an item, turn the encoder until the item is framed (A), then press it to enter edition. The selected item will be boxed in white (B), allowing its value to be adjusted by turning the encoder. Press the encoder again to exit the edition.



Shortcuts

MAIN

NAV button

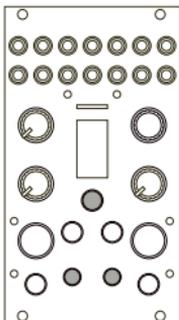


To browse through the pages, use the encoder to select and edit the page title. Alternatively, you can switch between pages by holding the **NAV** button and turning the encoder.

For quicker navigation, the **NAV** button can also be used alone or in combination with other buttons, such as illustrated here.

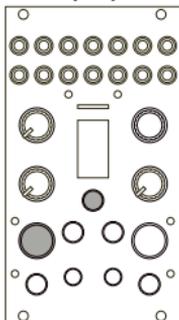
EDIT SEQ.

NAV+CHANNEL



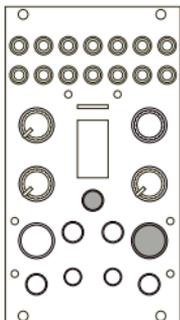
(RE)GEN

NAV+(RE)GEN



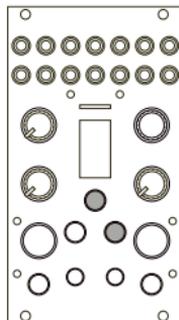
PROCESS

NAV+PROCESS



MEMORY or PLAYLIST

NAV+HOLD



Main page

The *MAIN* page offers direct access to key parameters of the Bishop's Miscellany MK2 sequences.

① Sequence Length

Defines the number of steps in the sequence, from 1 to 64.

② Clock Division

Sets the clock division rate from 1 to 16. The square icon in the upper-right corner blinks in sync with the selected division.

③ Progression

Displays the current sequence progression.

④ Semitones

Shifts the entire sequence by semitone. C corresponds to no-transposition, while C# shifts the sequence up by 1 semitone and B by 11 semitones. This transposition is applied after the quantization stage.

⑤ Octave

Shifts the entire sequence up or down in octaves, from -3 to +3 octaves.

⑥ Scale

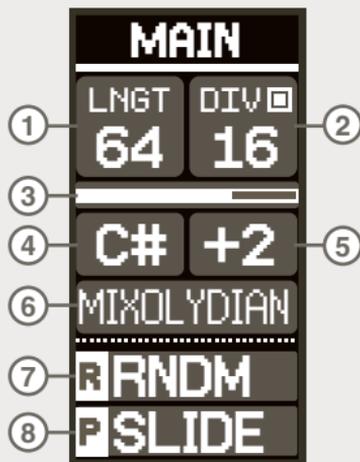
Selects the scale applied by the quantizer.

⑦ (Re)Gen

Sets the active (Re)Gen algorithm.

⑧ Process

Sets the active Process.



Process Page

The *PROCESS* page provides a detailed view of the selected process, its mode (if applicable) and the parameter and value of the **PROCESS** potentiometer

① Process Type

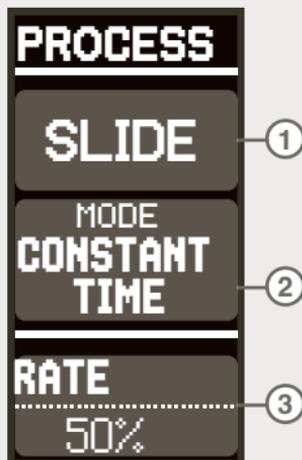
Sets the currently selected Process.

② Process Mode

Most processes offer multiple modes. For example, the SLIDE process can operate in CONSTANT TIME or CONSTANT RATE.

③ Process potentiometer parameter and value

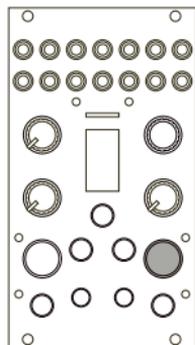
Indicates the current value set by the **PROCESS** potentiometer.



Shortcuts

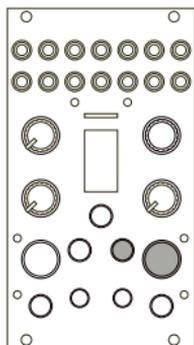
PROCESS BUTTON

Activate
the process



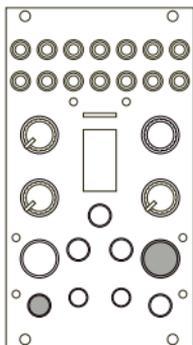
HOLD+ PROCESS

Hold the
process active



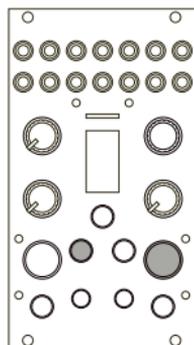
REC INT+ PROCESS

Record
the process



ERASE+ PROCESS

Erase the
process sequence



(Re)Gen Page

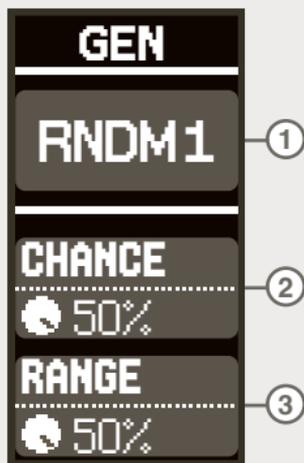
The (Re)Gen feature is a set of algorithms allowing live sequence generation and alteration. These actions are performative tools leading to many applications such as creating sequences without any external CV/gate signals, producing musical random, mangling recorded sequences or adding some variations to a playing sequence.

① (Re)Gen Algorithm

Indicates the currently selected algorithm.

②③ Potentiometers parameters and values

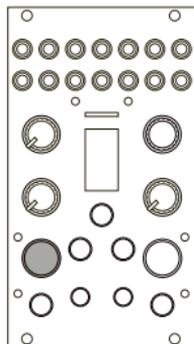
Each (Re)Gen algorithm has two parameters displayed under the algorithm name and controlled by the **(RE)GEN X** and **(RE)GEN Y** potentiometers.



Shortcuts

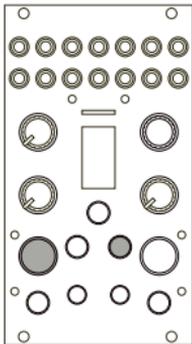
(RE)GEN

Activate the (Re)Gen



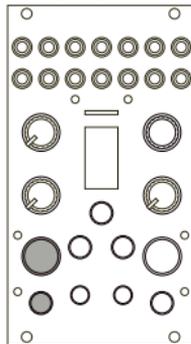
HOLD+(RE)GEN

Hold the (Re)Gen active



REC INT+(RE)GEN

Record the (Re)Gen



Memory Page

The Bishop's Miscellany mk2 features a non-volatile memory on microSD card, which stores sequences among other data. Sequences can be organized into playlists to prepare a live set or to build structured tracks.

The *MEMORY* page provides an overview of the current sequences on each channel and the active playlist. It allows you to manage sequences and playlists by performing load and save operations.

①② Channel 1 & 2 sequences

Displays the current sequence running on each channel. A sequence number marked with an asterisk (*) indicates that it has been modified since the last loading operation.

③④ Channel 1 & 2 Load/Save

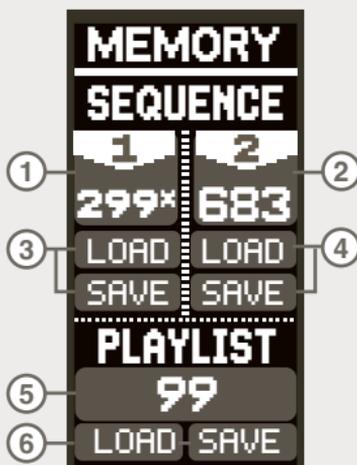
Use these items to load or save a sequence. A pop-up menu will appear to select a sequence and confirm or cancel the operation.

⑤ Playlist

Shows the currently active playlist, as displayed on the playlist page. A playlist marked with an asterisk (*) means it has been modified since the last loading operation.

⑥ Playlist Load & Save

Use these items to load or save a playlist. A pop-up menu will appear to choose the playlist number and confirm or cancel the operation.



Other pages

PLAYLIST

This page provides access to the active playlist. To play a sequence from the playlist, select it using the encoder and press it to launch the sequence. Alternatively, you can use the next (▶▶) and play (▶) buttons to skip to the next sequence and start playback. To edit a sequence slot in the playlist, select it and hold the encoder for two seconds.

EDIT SEQ.

The sequence edition page allows you to duplicate, shift, reverse, and transfer sequences and parameters between channels.

ACV

The Bishop's Miscellany mk2 features four assignable CV inputs (ACV) that can be routed to various functions, including transport control, Process actions, (Re)Gen duties, and transposition.

OPTIONS

This page lists settings to customize the module's behavior.

PROJECT

A project groups a pool of sequences and playlists. ACV assignments and configuration options are also stored at the project level.

Special features

Undo

The Bishop's Miscellany mk2 supports a single-level undo (↶) function, allowing you to cancel the most recent recording (whether it was an external recording, (re)generative or process recording). To undo, press **ERASE** and **HOLD** together.

Listen Mode

It is possible to monitor the **CV** and **GATE** inputs without affecting the recording buffers, we call this the Listen mode. To activate it, press **EXT REC** along a channel button (the external recording LED will slowly pulse to indicate that Listen mode is active).

Let's patch & play!

Feed the **CLOCK** input with a clock signal, let's start with a 1/16th clock. To keep the module in sync with your system, it is recommended to also patch the **RESET** input.

If you intend to create sequences using an external source, connect your favourite CV/gate keyboard, controller, sequencer, or modulation source to the **CV** and **GATE** inputs of CHANNEL 1. Then, send the **CV** and **GATE** outputs from **CHANNEL 1** to the module(s) you want to sequence.

Creating a sequence

Start by going to the *MAIN* page (press **NAV** button) to set the recording parameters. Select the desired sequence length, clock division, root note, octave, and scale.

There are two ways to create a sequence: either with an external source or using the module's internal generative algorithms.

If you're using an external source:

- 1 Press and hold the **EXT REC** button. While held, the **CV** and **GATE** outputs follow the incoming signals as the sequence is recorded. Note that if a scale is selected in the quantizer page, the cv output will be quantized.
- 2 Release the **EXT REC** button to stop recording.

If you want to go with the generative approach :

- 1 Choose a generative algorithm (*GEN* not *REGEN*) from the *MAIN* page or the *(RE)GEN* page (press **NAV+(RE)GEN** to access it). *RNDM1* is a good algorithm to start with.
- 2 Press the **(RE)GEN** button and set the **(RE)GEN** potentiometers
- 3 Press the **INT REC** button to begin recording the generated CV/gate sequence, release the **INT REC** and **(RE)GEN** buttons.

Applying processes

Let's now spice things up by adding slides, gate length variations, ratchets, vibratos, and noise. To do so :

- 1 Select the *SLIDE* process in the *MAIN* page or in the *PROCESS* page (press **NAV+PROCESS** to access it)
- 2 Press and hold the **PROCESS** button and set the *SLIDE TIME* using the **PROCESS** potentiometer.
- 3 While keeping the **INT REC** button pressed, play with the **PROCESS** button and potentiometer. Release the **INT REC** button to stop recording.

You've just recorded a slide sequence. Now, repeat the same principle with the other processes.

Adding sequencess variations

The sequence is now richer, but you want to add variations to it. This is where the (Re)Gen section can be very useful again.

- 1 Let's start with a regenerative algorithm, for example, the *SLICE* algorithm.
- 2 Press the **(RE)GEN** button and adjust the **((RE)GEN** potentiometers.

You are now mangling the sequence, which is a handy way to explore different approaches to generative music or to create breaks to your sequence. And of course, you can record the variations resulting from the regenerative algorithms. To do so, press the **INT REC** button along with the **(RE)GEN** button.

Multi FX



The module can be used as a CV/Gate multi-effect for external sequences. To do so, either hold the external recording or activate Listen mode. Process actions (or sequences) and regenerative algorithms are then applied in real time to the incoming sequence.