BPMC Blood Sugar Sex Video Pro Magik
The pride n joy of Pig Bauper glitch video tools.

By Big Pauper aka Drew McIntyre aka Lil Sulky aka DJ Fig Newton 4000
Summer Twenty Seventeen (Updated 2020)
Made in Portland, OR**.**

NTSC Composite Video.
S-video has not been tested.

<u>INTERNATIONAL USERS:</u> THIS DEVICE RUNS ON 110V ONLY. THE POWER SUPPLIES SUPPLIED REQUIRE STEP-UP CONVERSION IN ORDER TO RUN ON 220V POWER. BPMC CAN NOT BE HELD RESPONSIBLE FOR POWERING THE *BSSVPM* ON 220V.

<u>NOTE:</u> Power supplies are the original Sima power supplies. Should you need to replace them at any point you will need a 12v DC 1A center positive power supply.

"Thank you for your purchase of the BLOOD SUGAR SEX VIDEO PRO MAGIK. Undoubtedly my favorite consumer grade video circuit to fuck with of all time. Why must you be so rare little box? If only I had a couple hundred of these things to work with. Alas, they are near extinct… and it's not like I caused their extinction. I've maybe only gotten my hands on 18 to 20 of these things by now. In its unmodified state it is indeed a little lack luster…. Useful, yet lackluster. It's got a couple of different strobe rates, an inverse mosaic effect & an incredible feature that sequentially divides your screen up into 4 and 9 frames. I've hacked off all the audio functionality, removed a source select switch (YOU CAN ONLY USE VIDEO INPUT 1) and transplanted some new controls that harness the hidden beauty of this machine. It is definitely aesthetically unlike any other circuit I modify and sell. The circuit in it's modified form can be a little particular but I've outlined a number of steps to help you get the most out of your BSSVPM. Please read thru this entire manual as the onboard functionality is rather confusing. I know it does not help that I painted over the original labeling but it's a hell of a lot prettier now. Please take super good care of these machines and peep the warranty unique to this machine included in this document. Thank you for your support and read on." -**Big Pauper**

Basic Functionality outlined:

Before firing up your BSSVPM be sure you are supplying it with a strong composite video source like a DVD player, a laptop (via converter) or camcorder. Overlay effects may vary if your signal is of mediocre integrity or stability. More on this in the "Getting the Most Out of Your BSSVPM" section. Make sure you've got your primary video source in the ONE input. A secondary source cannot be used. Upon powering on the unit you will notice you've got a clean signal. The BSSVPM powers up into a clean signal bypass. You'll also notice that in this mode none of the knobs do anything. You've got to select an onboard effect for the frame buffered signal to be visible. Choose from any of the following: STROBE, PAINT, MOSAIC, PinP or SEQUENCE. They each have their strengths and weaknesses and interact with the glitch effects differently.

STROBE: The strobe and freeze effects correspond with all of the modified effects. This mode is safe for viewing all effects. A number of the effects (knob 1 for instance) are only viewable from this button set alongside the SEQUENTIAL button-set. <u>I PRIMARILY OPERATE THIS MACHINE ON THE LOWEST STROBE SETTING. IT'S WHAT I DID ON ALMOST ALL THE DEMO CONTENT.</u>

PAINT: Most modified effects are viewable in one of the three paint modes (minus knob 1 I believe). You will not notice a significant difference in the modified effects based on what paint mode you select. Their subtleties are lost in the glitch. The same effects activated under the STROBE functionality look different in PAINT modes.

MOSAIC: Personally the mosiac functionality is not all that dope in combination with modified controls. You don't get a lot of play. I have not found myself using the MOSAIC section all that much.

PinP: The PinP section, due to omitting the second source does not do anything. I assure you however that you are not missing anything.

SEQUENCE: The sequence section is terrific to use in conjunction with the modified controls. It responds well to KNOB 1's buffer corruption effects and a solid number of the more illustrative effects like KNOB 2 & 3. You will notice a couple of effects when used in conjunction with SEQUENCE mode provide a real-time glitch overlay which is a pretty useful look in my book. Definitely experiment with activating glitch effects while freezing frames. Some effects
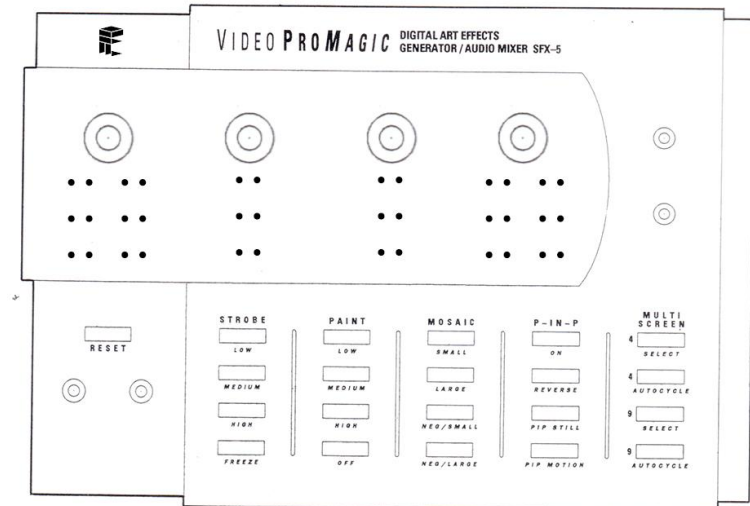
Ex. 1 Interface. Please zoom in for detail.

stick and some do not. Some effects make you drop color a bit but this can be temporarily remedied by de-activating the effects and or exiting SEQUENCE mode.

Switching Between Onboard Effects:

This is very important to note as it causes an awful lot of confusion if you don't know about it. To switch back and forth between different onboard effects banks you need to press the yellow BYPASS button. For instance if you have a STROBE feature activated and you want to jump over to a MOSAIC feature you need to press the yellow BYPASS before you can activate a MOSAIC effect. This is not true of the STROBE and PAINT banks as the two of them can be combined. So yes, if ever in doubt hit the RESET button.

Knob Range:

You may notice that the knob range is super short. This is because almost all of the effects occur in the 0-20ohm range. The smallest value potentiometers they sell is 1k so this gives you a large dead zone on each knob. I thought there was enough range however to warrant going with knobs over switches. A number of

effects give a nice little flutter of animation if you dial them in just right. Also a lot of effects drop color or roll a little which can easily be remedied by pulling back on the knob a little bit. Not always, but most of the time.

Magnet docks:

What are those extra sets of points above each knob on the top of the unit you may ask? They are just magnet docks in case you want to place replacement magnets. They are not wired in to anything and thus do not create any effects.

Inputs on faceplate:

There are two inputs on the faceplate of the unit located in the bottom left corner. This is leftover functionality from the original unit. In order to modify this delightful machine all audio functionality was hacked out of it. These were microphone inputs. While they would have made excellent CV inputs the BSSVPM is not all that CV friendly without additional vactrol circuitry so they remain non-functional.
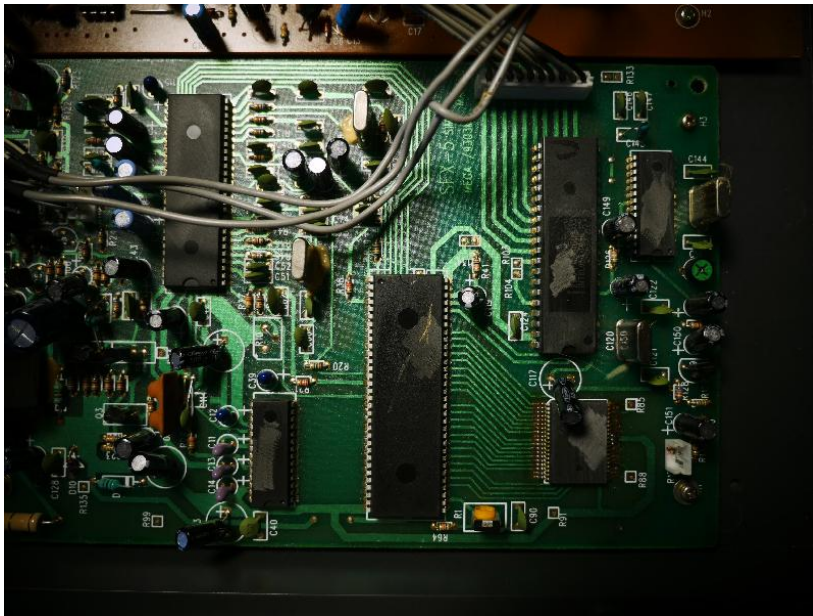
Pauper's Quick-tips for Getting the Most Out of Your BSSVPM:

-Experiment with sources. Like I said, newer sources like DVD players, laptops & Raspberry Pis provide an excellent stable video output unlike most consumer VCRs. With a source like a VCR many of the effects will provide more instability than potentially desired. With a stable source the effects are presented as I intended them. If you are finding yourself dissatisfied with the glitch results please experiment with a different source.

-Use another video fx processor with a STROBE effect. The wj-ave5 or WJ-ave3 or BPMC TVC15 are terrific for this. Some effects create a slight blur and this is a way around that. The WJ-AVE3 or TVC15 are perfect because they have a really tight (short) strobe setting.

-Avoid deep stacking. I understand the desire to seek out complex knob combinations. While this perhaps can at times unveil interesting looks most of the time it just comes out look like garbage… or too much perhaps. Each effect is designed to stand on it's own and while knob 2 & 3 play off of the same glitch point and thus combine nicely a lot of others just give way to a mess.

-Video wall controllers. The SEQUENCE option evenly splits out to both 2x2 video wall controllers and 3x3 video wall controllers. This is a fantastic installation opportunity for those fortunate enough to own both a video wall controller and a BSSVPM. :)

-Take good care of your machine. Due to the lightweight plastic enclosure and the extreme obscurity of this circuit I highly recommend you take extra special care of your BSSVPM. To extend it's life please power it off when not using it for extended periods of time. It is also a good rule of thumb to always use a TBC when running other glitch gear into the BSSVPM. This item is near impossible to replace. Please see the warranty at the end of the document for more information regarding servicing and replacing the BSSVPM.

-CRT versus Digital capture. Despite being a digital analog video processing device video capture of this device is best served by CRT capture and not computer capture. You will see the two are very different if you A-B them. You can definitely see the difference on some effects, they just perform better and have a little more twinkle…. That's not to say that computer capture is frowned upon or something. Just sayin!
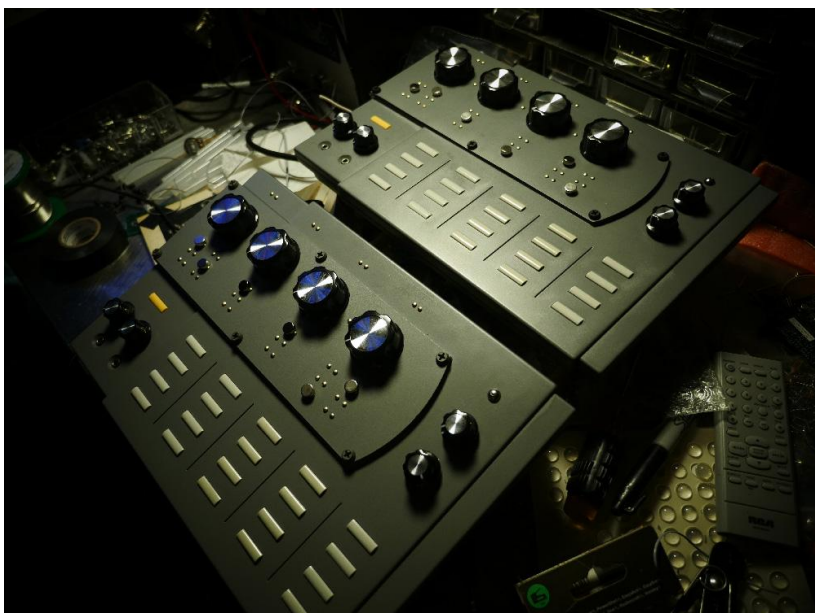
Warranty Information:

BPMC covers any and all repairs that may occur in the first six month. This includes shipping, parts, etc. After six months the buyer covers shipping and parts. Due to the obscurity of this circuit a circuit repair or replacement might not always be possible in a timely manner. Should an IC corrupt for some reason I do not have the means to re-flash them. In the case of a non-working or ruined PCB I will do my best to replace them. BPMC does not cover replacement due to improper powering, drops, spills or corruption due to third party glitch gear.

Please contact me with any and all issues at **bpmc@glitchart.com**

Thank you again for the purchase of another fabulous BPMC product! Yow!
http://glitchart.com

IMPORTANT
VideoPro *Magic* Demo Program Included

The VideoPro *Magic* has a built-in continuous program which demonstrates the various effects available.

In order to get maximum benefit from the Demo Program, both inputs should have a source connected to it. This can be done in two ways.

1) If two playing inputs are used:

    A. Connect the VideoPro *Magic* OUTPUT to a TV input.

    B. Connect two different camcorders or VCR's to the two VideoPro *Magic* INPUTS and put both of them into the PLAY mode.

2) If one playing input is used:

    A. Connect the VideoPro *Magic* OUTPUT to the input of a VCR.

    B. Connect the VHF output of the VCR to the VHF input on a television.

    C. Connect the output of the VCR to INPUT 2 on the VideoPro *Magic*.

    D. Connect the output of a playing camcorder or VCR to INPUT 1 of the VideoPro *Magic*.

To activate the Demo Program, hold down the RESET button when the power switch is turned on and then release it. The Demo Program is about two minutes long and will continually repeat.

To stop the Demo Program, depress the RESET button.