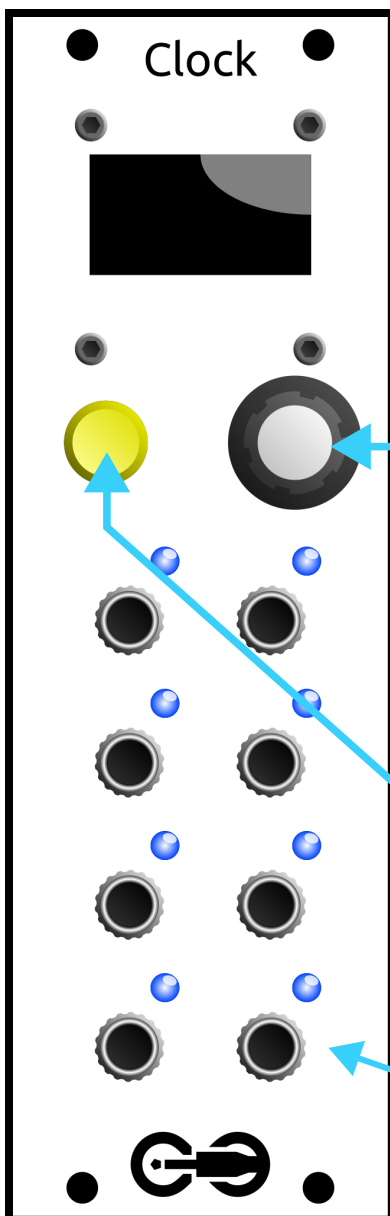




# Clock



## BPM page

Click the knob to toggle editing BPM. Scroll down to get to channels overview page

128  
BPM

## Navigation knob

Rotate, click, or press and hold to navigate the menu

## Play/stop button

Press to stop clock and set all gates LOW, press again to restart from the beginning of the sequence

## 8 gate outputs

LED indicates output for each channel

## Channels overview page

Use the knob to scroll through two pages of four channels each matching the 8 outputs on the module. Click once to enter fast edit mode (edit channel tempo in powers of two). Press and hold on a channel to enter the detail edit page for that channel.

x means that the tempo is a multiple of the bpm, i.e. faster

/ means that the tempo is divided, i.e. slower



**Cursor:** click to edit

The slowest speed is **ONCE**. It will send a trigger only once, when the module first turns on or after the play button is pressed. This is useful e.g. to reset sequencers if you want the play/pause button to be a master start/stop button for your rack

## Channel Detail Page

Scroll through channel options with knob. Click to toggle editing property. Long-press or select **Exit** to return to main menu

**Tempo:** the multiple or division of the core clock BPM for this channel.

**PulseW** (pulse width): the percentage of the channels period where the output will be high. At 50% the channel is HIGH and LOW for equal amounts of time. At the lowest setting, **TRIG**, the channel will only output a fixed, 5ms trigger regardless of the tempo. The same is true for **INVT** (inverse trigger) which will be high except for a brief pulse



**Phase** (phase shift): the delay for this channel relative to the core clock as a percentage of this channel's period. From -50% (180° out of phase backward) to 50 (180° out of phase forward)

**Swing:** Swing is just like phase shift except that it is only applied to every other cycle of the channel. If a combination of swing and pulse width would cause consecutive gates of the channel to overlap, the channel is always brought low for at least 5ms between cycles.