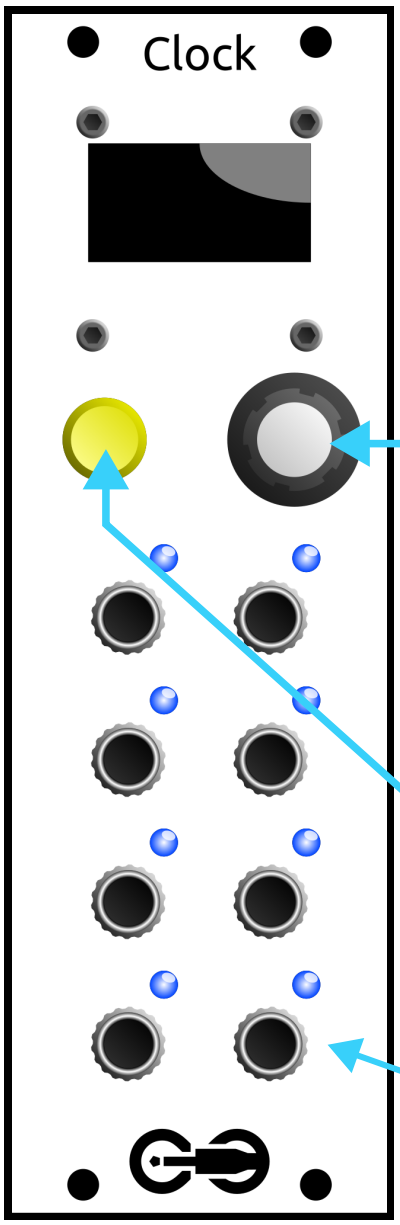
Free
Modular

Clock



BPM page

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

Navigation knob
Roatate, click, or press and hold to navigate 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 overivew 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 division 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 hight. At 50% the channel is HIGH and LOW for equal ammounts of time. At the lowest setting, **TRIG**, the channel will only output a fixed, 5ms trigger reguardless 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 channe'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.