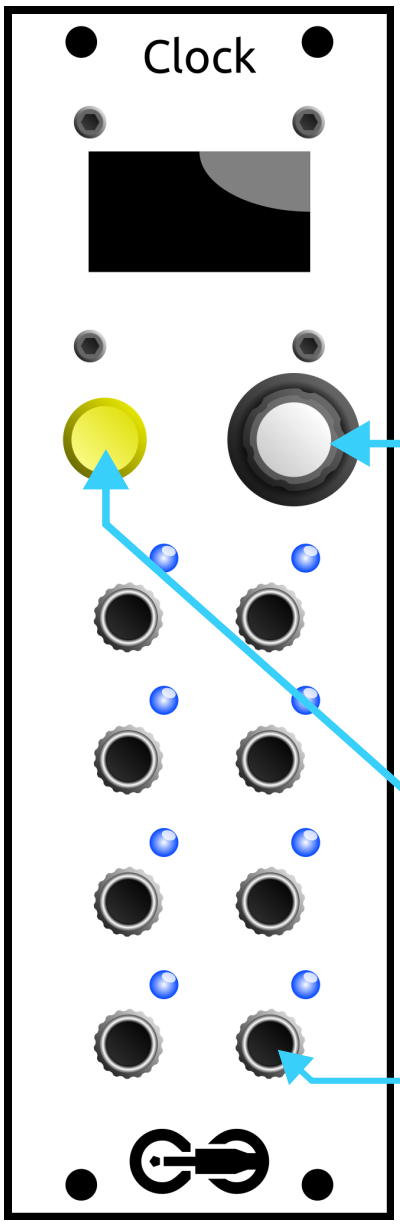
Free
Modular

Clock



BPM page

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

Navigation knob
Rotate, click, or press and hold to navigate the menu.

Play/stop button
Press to stop and reset the sequence. Press again to start. Hold for 2 seconds to reset the whole module.

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 **STOP**. In this mode, the channel will be on only when the module is paused (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 a 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 channel's 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 **INT** (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 fraction of this channel's period. From -32/64 (180° out of phase backward) to +32 (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.