

# Tubbutec – 6m0d6

---

- [Manual PDF](#)
- 

[6m0d6 by LPZW & Tubbutec – User Manual PDF](#)

---

## Modulating the 6m0d6 Eurorack Module for Experimental, Hard, and Atmospheric Sounds

---

The 6m0d6 module is a powerful percussive voice inspired by the classic TR-606, but provides extensive CV, MIDI, and sound-engine modifications for deeply creative sound design. Here's how you can leverage its features for **distorted beats**, **wild basslines**, and **atmospheric pads**.

---

### 1. Distorted Percussive Sounds

---

**Key features to exploit:** - Selectable **noise sources**: White, Metal, XOR - **Noise Bit Reduction** (via Noise Tune knob and CV) - Individual **decay**, **tuning**, and **click** parameters per drum sound - External **dynamic triggers** and **CV inputs** for accent/level

**Techniques:** - **Bitcrushing for Grit**: Set the Noise source to 'Noise' and turn down the Noise Tune for intense bit reduction. You can CV modulate this with stepped or random voltages for constantly shifting lo-fi textures. - **Accentuated Distortion**: Use an external envelope or random LFO in the Accent CV input; combined with trigger amplitude modulation, this creates aggressive dynamic range and clipped artifacts. - **Metallic Industrial**: Choose the Metal or XOR source for Snare or Cymbals, then modulate **Metal Tune** and **Spread** with audio-rate LFOs or sequenced CV. This

produces clangorous, syncopated metallic scrapes and cracks. - **Decay**  
**Smearing:** Set decay times unusually long (especially on Snare or Toms), then rapidly modulate them with stepped or slewed CV for sludgy, smeared drum tails.

---

## 2. Crazy Basslines (Dubstep/Drum & Bass Style)

**Key features to exploit:** - **Bass Drum:** Powerful decay, tune, and click controls - **Sub Tom:** Changes Low Tom pitch to sub-bass territory - **Metal Tune** (1V/Oct compatible CV input) - **MIDI:** Use channel 1 to play metal oscillators as tuned synth voices

**Techniques:** - **Percussive Reeses:** Set Sub Tom ON. Use a fast ADSR envelope or a pitch LFO (preferably audio-rate) to modulate Tom or Bass Drum TUNE CV. Layer with long decay for moving, talking bass effects. - **Tuned Metallic Bass:** Use MIDI channel 1 to play the Metal oscillators chromatically. You can sequence paraphonic lines or chords using the allocated 6 voices; combine this with low METAL TUNE and high SPREAD for thick, detuned bass. - **Rhythmic Wobble:** Send clock-synced LFO or stepped random voltages to the Bass Drum or Tom decay, or Accent CV. Velocity over MIDI or dynamic triggers further accentuate movement and punch.

---

## 3. Haunting Atmospheric Pad/Drone Sounds

**Key features to exploit:** - **Cymbal Pulse Shaper Bypass:** Lets you use the Cymbal as a long-decay or continuous sound source - **Multi-voice Metal Oscillators:** Can be played continuously via MIDI - **Noise Tune:** Emulation of analog white noise and bit-reduced digital noise, controllable via CV - **Wide-range Tuning and Envelope Controls**

**Techniques:** - **Cymbal Drone Mode:** Disable the internal pulse shaper via CY.PULSE (or MIDI CC). Trigger the cymbal with longer pulses or gates, or hold via MIDI for sustained, bell-like textures. Modulate TONE, DECAY, and select Metal or XOR sources for richer harmonics. - **Shimmering Pads:**

Send chords over MIDI channel 1 to the Metal oscillators. Modulate METAL SPREAD and TUNE for evolving pad foundations. Blend in NOISE source and modulate with slow LFO for airiness. - **Evolving Textures**: Use slow random or cyclic CV on NOISE TUNE and ACCENT CV. Play with high decay and overlapping triggers to “smear” drum tails into evolving washes. - **Atmospheric “Ghost Hits”**: Send very low amplitude triggers (1-2V) for ghostly, understated percussive hits, then layer their long, modulated decays.

---

## Patch Examples

**Distorted Clanging Snare:** 1. Snare Noise Source: XOR, METAL TUNE & SPREAD at mid, NOISE TUNE CV with stepped random. 2. Snare DECAY controlled via envelope follower from another module. 3. Accent CV input modulated with a sequencer or stepped random.

**Wobble Bass Drum:** 1. Bass Drum TUNE modulated with fast LFO or sequencer. 2. Sub Tom ON, tuned low. 3. Accent Gate clocked so some hits are accented, others not.

**Haunting Pad:** 1. Cymbal: Pulse shaper OFF, gate input held open. 2. MIDI channel 1 sends occasional chords to metal oscillators. 3. METAL TUNE and SPREAD modulated by slow LFOs. 4. Noise source blended in and tuned for shimmer.

---

[Download the 6m0d6 Manual PDF](#)

---

[Generated With Eurorack Processor](#)