

Robaux – DCSN-3

- Manual PDF
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[Robaux Decision Tree \(DCSN3\) Manual PDF](#)

Robaux Decision Tree (DCSN3) Eurorack Module Cheat Sheet

Type: Randomized Gate/Trigger Router & Clock Divider

Power: ±12V (30mA on +12V)

Width: (Check official specs)

Depth: (Check official specs)

Panel Reference

b c d
/ \ / \ / \
e f g h i j k l m
n (Knob)
o (Button)

Inputs

Jack	Function	Voltage Range
a	Main gate/trigger or clock input	0-5V or 0-10V (typical)

Jack	Function	Voltage Range
m	Hidden Reset input (in certain modes)	0-5V or 0-10V (typical)

Note: The specified voltage range isn't detailed in the manual. Generally, 0-5V triggers/gates are expected for this type of module.

Outputs

Jack	Function (depends on mode)	Output Voltage
b, c, d	Main gate/trigger outputs (random or divided clock)	0-5V (typical)
e, f, g	Sub-outputs for main output b	0-5V (typical)
h, i, j	Sub-outputs for main output c	0-5V (typical)
k, l, m	Sub-outputs for main output d	0-5V (typical)

- **Random/Pattern Mode:** Trigger signals routed randomly or via patterns to these outputs.
 - **Clock Divider Modes:** Each output carries clock divisions as per chosen divider mode.
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Controls

Control	Type	Description
n	Rotary knob	Interpolates between fully random and 16-step repeating patterns. Used with o to select modes.

Control	Type	Description
o	Button	Tap for new random sequence. Hold + Turn n to select mode; hold on power up for debug mode.

Operation & Modes

Basic Gate/Trigger Routing

- Send a trigger/gate to input a.
- The module randomly routes to one (or more, in poly modes) of b, c, or d, then randomly to one of their 3 sub-outputs.

Mode Selection (while power is on)

1. **Hold o (Freeze button)**
2. **Turn rotary knob n**
Visual pattern (via LEDs) shows selected mode:
3. **Mono/Mono:** Random single path
4. **Poly/Mono:** Randomly to one or more main outs, each to one sub
5. **Poly/Poly:** Random polyphonic through all outs
6. **Latch** modes: As above, but output is held until new input/clock

Randomness vs. Pattern

- **Turn n:** Left = fully random, Right = repeating 16-step pattern
 - **Tap o:** Generate a new random sequence.
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Clock Divider Modes (selected by turning o knob in main mode)

Position of o	Mode	Output Assignments
Fully left	Classic Divider	b: /2, e: /4, f: /8, g: /16. c-h-m: 8-step sequencer.
Center	2/3/5 Divider	b-e-f-g: /2,4,8,16; c-h-i-j: /3,6,12,24; d-k-l-m: /5,10,20,40
Fully right	Spread	Successive integer divisions: /2, /3, /4, /5, /6, /7, ...

Reset & Debug

- **Auto-reset:** If input pauses, resets to first step.
 - **Hidden Reset Input:** m jack can act as a reset in loop mode; enable in debug mode.
 - **Debug Mode:** Hold o on power-up; outputs & LEDs will cycle for testing.
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Quick Mode/Modes Reference

- **Mono/Mono:** Random single path b/c/d → e-g/h-j/k-m
 - **Poly/Mono:** Randomly to several b/c/d, each picks one sub-out
 - **Poly/Poly:** Poly trigger through all main + sub-outs
 - **Latch variants:** Out is held till next gate/trigger
 - **Clock Divider:** See divider modes above
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General Tips: - Modes are visually indicated via LEDs for intuitive feedback. - Combines random logic, clock dividing, and switch routing in one compact module. - Excellent for generative rhythms, randomized sequence distribution, or complex clocking.

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