

# Tubbutec – 6m0d6

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

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## Creative Eurorack Patch Ideas with 6m0d6

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The **6m0d6** is a TR-606-inspired analog drum module with deep CV, MIDI, and sound-sculpting capabilities. Beyond its strong base as a high-fidelity and highly modifiable drum voice (including all 7 classic instruments), 6m0d6 can act as a sound source, percussion texture, or even synth voice in your rack. Here are some creative ways to expand its musical potential:

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### 1. CV Sequencing and Randomization

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- **Voltage Sequencers (e.g. Make Noise Pressure Points, Malekko Varigate):**
- Sequence the **Noise Tune**, **Metal Tune**, **Decay**, or **Accent CV** with a sequencer for morphing percussive timbres and dynamic patterns.
- **Random CV (e.g. Mutable Instruments Marbles, Wobblebug):**
- Feed random voltages to the **Accent Amount** or any CV input for shifting drum accents or lofi noise textures.

## 2. Paraphonic/Drone Synthesis

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- **MIDI Side:** On MIDI channel 1, use a MIDI keyboard, sequencer, or random MIDI generator to “play” the metal oscillators—instant metallic drones or string synth sounds.
- **With External FX (e.g. Clouds, Erbe-Verb):** Route “drone” cymbals/hats/snare through granular processors or reverbs to make eerie, evolving soundscapes or shimmering textures.

## 3. CV-Controlled Drum Synthesis

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- **Envelope Generators (e.g. Maths, Intellijel Quadra):**
- Modulate the decay of snare, hats, or cymbals for dynamically evolving rhythm tracks.
- **LFOs (Low-Frequency Oscillators, e.g., Batumi, Zadar):**
- Slowly sweep **Metal Spread** or **Noise Tune** for evolving, non-static drum timbres.

## 4. Dynamic Triggering and Accenting

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- **Varying Trigger Amplitudes (e.g. Mutable Peaks as drum triggers):**
- Use adjustable trigger voltage modules to exploit the 1V-15V trigger range for softer or harder drum hits.
- **Accent Gate Automation:**
- Use a sequencer or logic module (e.g. Pamela’s PRO Workout, Ornament & Crime) to animate the Accent Gate, producing extra punch or ghost notes in your patterns.

## 5. Hybrid Analog/Digital Percussion

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- **Combine with Other Analog Drum Modules (e.g. Erica Synths Drum Series, Tiptop Audio 808/909):**
- Mult the clock and triggers to both systems, creating a hybrid analog drum machine with lushly layered rhythms.
- **Bit-Crushed Noise Sources:**

- Modulate the noise bit reduction with stepped/random CV for Atari-style percussion, or glitchy percussive fx.

## 6. Metallic/Noise Voice as SFX

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- **Utility Mixers & Switches (e.g. Doepfer A-138, Mutable Branches):**
- Dynamically switch between the three noise sources for each instrument mid-performance.
- **Ring Mods & Filters:**
- Run the metallic outputs through additional analog ring modulators and filters for even more industrial or sci-fi textures.

## 7. Advanced MIDI Control/Performance

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- **MIDI Sequencer (e.g. Squarp Pyramid, Elektron Octatrack):**
- Sequence the triggers, but also automate CC messages to morph decay, tune, and pulse parameters for each drum instrument.
- **Velocity Mapping:**
- Take advantage of MIDI velocity for expressive, nuanced performance, especially at lower velocities which change envelope shapes.

## 8. Paraphonic "Drum Chord" Pads

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- **Multi-Channel MIDI Keyboard/Splits:**
- On MIDI Channel 1, assign six keys/zones to the metal oscillators, then CV/gate modulate Metal Spread to detune into metallic "chords"—layer with reverb and delay for lush pads.

## 9. Linking with Tubbutec 6equencer or Other Gate Sequencers

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- Create a cohesive, tightly integrated drum machine by connecting the **6equencer**—or route only certain triggers externally for controlled chaos.
  - Use trigger sequencers with retrigger or ratchet capabilities (e.g. Euclidean Circles, Pamela's PRO Workout) for stuttering fills or rolls.
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### Recommended Module Types for Experimentation

- **CV Sequencers:** Westlicht PERFORMER, Korg SQ-1, Malekko Voltage Block
  - **Function Generators/Utilities:** Maths, 4ms PEG, Intellijel Quadra
  - **LFOs:** Batumi, Pams
  - **Envelope Followers/Random:** MN Function, Marbles, Wobblebug
  - **Effects:** Mutable Instruments Clouds/Beads, Strymon Magneto, Tiptop ZDSP
  - **Logic/Trigger Processors:** Mutable Branches, 2hp Logic, ADDAC 206
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### Further Exploration

- Experiment with **crossmodulation** by feeding the module's own output (or other audio-rate signals) back into its CV inputs.
  - Patch a drum instrument's individual output through an **external envelope follower**—then use this envelope to modulate other synth voices in sync with your rhythm.
  - Get creative with stereo placement: Combine mix and individual outs for flexible panning in stereo mixes.
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For more details and the latest updates, check the [official 6m0d6 manual PDF](#).

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