

2hp – Rnd

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2hp Rnd Module - Cheat Sheet

2hp Rnd is a compact dual random generator for Eurorack—perfect for modulation and unpredictable rhythmic sources.

Panel Overview

Top to Bottom: 1. INT/EXT Switch
2. CLOCK Jack
3. RATE Knob & LED 4. GATE Output 5. SMOOTH Attenuator & Output 6. QUANT Attenuator & Output

Controls & Jacks Reference

Label	Type	Description	Range / Function
INT / EXT	Switch	Selects clock source: Internal (L) or External (R)	-
CLOCK	Jack	- INT: CV for internal clock rate - EXT: Clock input	CV Input: 0V-10V

Label	Type	Description	Range / Function
RATE	Knob & LED	<ul style="list-style-type: none"> - INT Clock: Internal clock rate - EXT Clock: Gate randomness rate - Smooth: Rate of change 	Slow (L) → Fast (R)
GATE	Output	<ul style="list-style-type: none"> - INT: 50% duty cycle clock output - EXT: Random gate output 	0V (low), 10V (high)
SMOOTH Attenuator	Knob	Sets output level of Smooth random voltage	0V–10V
SMOOTH	Output	Continuously changing random voltage, rate set by Rate knob	0V–10V
QUANT Attenuator	Knob	Sets output level for Quant output	0V–10V
QUANT	Output	New random voltage at every clock pulse (stepped)	0V–10V

Quick Operation Guide

- **Internal Clock Mode:** (Switch left)
 - Use RATE to set clock speed. GATE outputs steady clock, QUANT changes every tick.
 - CLOCK jack can take CV to modulate clock rate.
- **External Clock Mode:** (Switch right)
 - CLOCK jack receives external clock.

- GATE outputs random gates ("eruptions"); RATE sets probability/rate of rand gates.

- QUANT outputs new stepped random voltage every external clock pulse.

- **SMOOTH Output**

- Continuously changing random voltage.

- Rate of change and output level set via RATE and SMOOTH ATTEN.

- **QUANT Output**

- New value each time the module is clocked (internal/external).

- Output level set via QUANT ATTEN.
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Voltage Ranges

- All outputs (GATE, SMOOTH, QUANT): **0V–10V**
 - CLOCK CV Input: **0V–10V**
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Patch Tips

- Use **GATE** to trigger envelopes or events unpredictably.
 - Use **SMOOTH** for organic, flowing modulations (filters, FM, etc).
 - Use **QUANT** for stepped random sequences or pitch modulation.
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