













PATTERNS



 CLOCK	 OUT1	 OUT2
 RESET	 OUT3	 OUT4
 PATTERN	 RST	 CLK

COPY PASTE PROB SWING
1 2 3 4
LGTH CLEAN MUTE
5 6 7 8
DIV SHIFT REC HOLD
9 0 ↵


PATTERNS USER MANUAL

RESET	CLOCK	SAVE	LOAD
			

PAGES

1	2	3	4
			
CH1	CH2	CH3	CH4

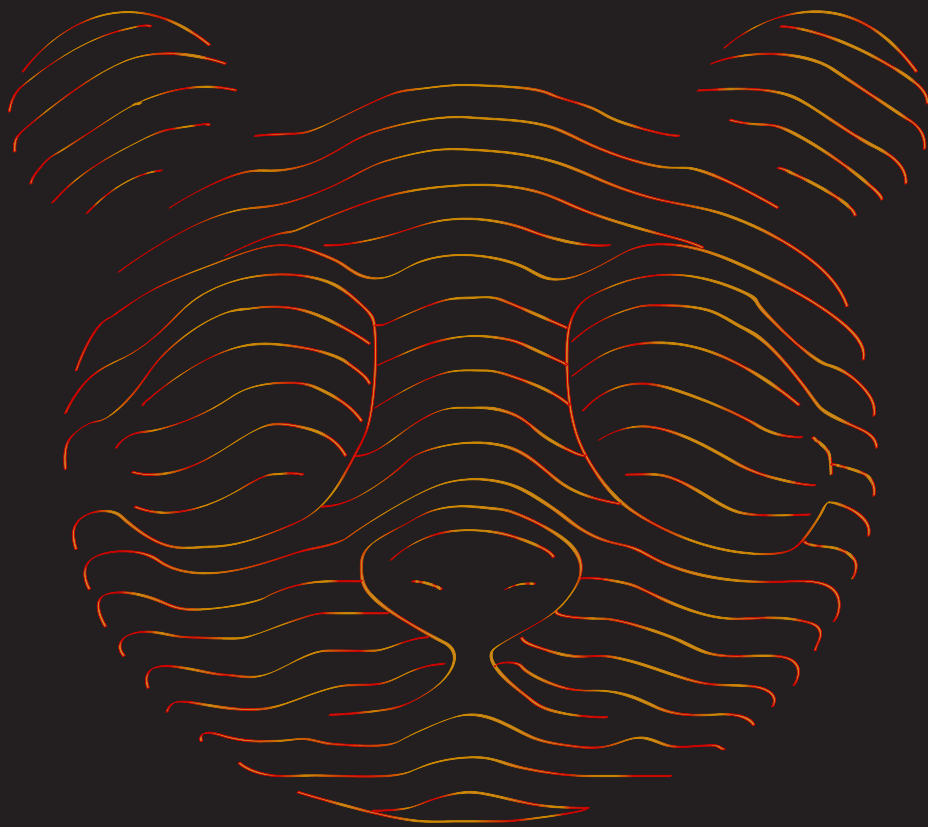
CHAIN

		
MENU	PATTERN	PLAY

+

Patching Panda





INTRODUCTION:

Patterns is a 4 channel Eurorack sequencer designed for deep flexibility and hands on performance. Each channel supports up to 64 steps, with essential creative tools like randomisation, probability, gate length control, swing, clock divisions, and more, giving you everything you need to build evolving, dynamic rhythms.

Its 4x4 grid layout makes programming intuitive and performance friendly, letting you quickly visualize your sequences and punch in steps with ease.

But the real power of Patterns lies in its dedicated Pattern button, your instant gateway to 16 different pattern slots. Switch between them on the fly, program your custom pattern chains, or use CV to jump between patterns and create unexpected breaks, fills, and experimental grooves.

Whether you're building complex arrangements or just jamming, Patterns gives you the immediacy and depth to stay in the flow.

INSTALLATION:

- * Disconnect your synth from the power source.
- * Double check polarity from the ribbon cable. Unfortunately if you damage the module by powering in the wrong direction it will not be covered by the warranty.
- * After connecting the module check again you have connected the right way, the red line must be on the -12V



Panel Controls and Inputs/Outputs

Jacks:

A: Clock Input — External clock signal input.

B: Output CH1 — Trigger output for Channel 1.

C: Output CH2 — Trigger output for Channel 2.

D: Reset Input — Receives a reset signal to restart the sequence.

E: Output CH3 — Trigger output for Channel 3.

F: Output CH4 — Trigger output for Channel 4.

G: CV Input Pattern — CV input to switch patterns instantly.

H: Reset Output — Sends a reset pulse.

I: Clock Output — Outputs the internal or passed through clock.



Step Grid (Buttons J–Y)

Each button corresponds to a step in the sequence. Buttons light up to indicate activity:

Dimmed — Step is inactive.

Fully lit — Step is active and will trigger an output when the clock passes.

Steps are grouped into 16-step pages. Use the bottom PAGE section to toggle between pages for editing.

Channel and Page Navigation

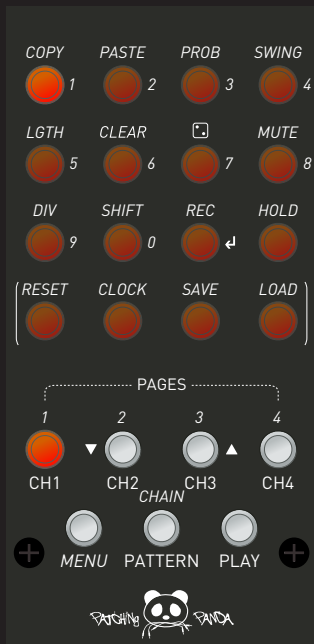
Z / \$ / & / i — Select Channel 1–4.

Blinking LED — Indicates the selected page within the channel.

Fixed LED — Indicates the currently selected channel.

MENU + Z/\$/&/i — Select a page for the active channel.





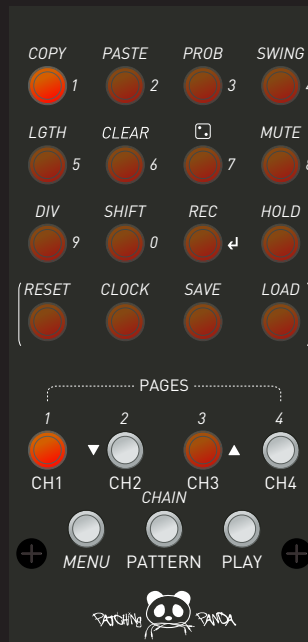
Step Grid

Each button corresponds to a step in the sequence. Buttons light up to indicate activity:

Dimmed — Step is inactive.

Fully lit — Step is active and will trigger an output when the clock passes.

Steps are grouped into 16-step per page. Use the bottom MANU + PAGE section to toggle between pages for editing.



Channel and Page Navigation

Select Channel 1–4.

Blinking LED — Indicates the selected page within the channel.

Fixed LED — Indicates the currently selected channel.

MENU + CH_BTN— Select a page for the active channel.



Menu Functions (MENU + Button)

To access a menu feature, hold the MENU button and press the corresponding numbered button. The selected button will blink to indicate active menu mode and the MENU BTN LED will be ON indicating we are inside a menu function.

Copy (MENU + Btn1)

Copies active steps from the current page of the selected channel.

Inside Patterns menu, copies the pattern selected.

Paste (MENU + Btn2)

Pastes the previously copied steps into the current page.

Pastes the previously copied pattern into the current pattern.

To assign probability:

Tap a step button multiple times to change:

1 blink = 25%

2 blinks = 50%

3 blinks = 75%

Solid dimmed = 100% (default)

Exit: Press MENU.

Swing (MENU + Btn4)

Applies swing (timing delay on even steps).

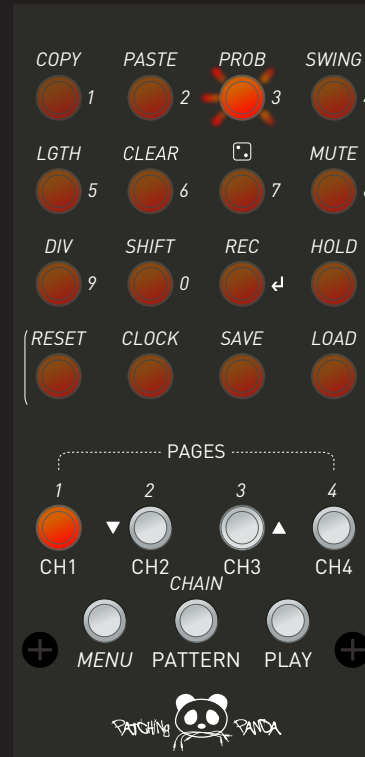
Use two-digit number input (buttons 1–9) to set swing %:

Range: 50–99%

E.g. Press 6 then 8 for 68% swing

Any number <50 + disables swing.

Exit: Press MENU.



Length (MENU + Btn5)

Press any step button (1–16) to set sequence length.

Steps beyond this will not play.

Exit: Press MENU.

Clear (MENU + Btn6)

Press Btn6 again to clear all active steps in current page/channel.

Exit: Press MENU.

Warning: This will delete all steps on the page.

Random (MENU + Btn7)

Press Btn7 again.

Steps will now play in random order.

Toggle: Press Btn7 again to revert to forward play.

Exit: Press MENU.

Mute (MENU + Btn8)

Press CH1–CH4 buttons to mute/unmute.

LED ON = muted.

Exit: Press MENU.



Menu Functions (MENU + Button)

To access a menu feature, hold the MENU button and press the corresponding numbered button. The selected button will blink to indicate active menu mode and the MENU BTN LED will be ON indicating we are inside a menu function.

Clock Divisions (MENU + Btn9)

Press any number button (1–16) to divide clock rate.
Each channel can have independent division.
Exit: Press MENU.

Shift steps from current page (MENU + Btn10)

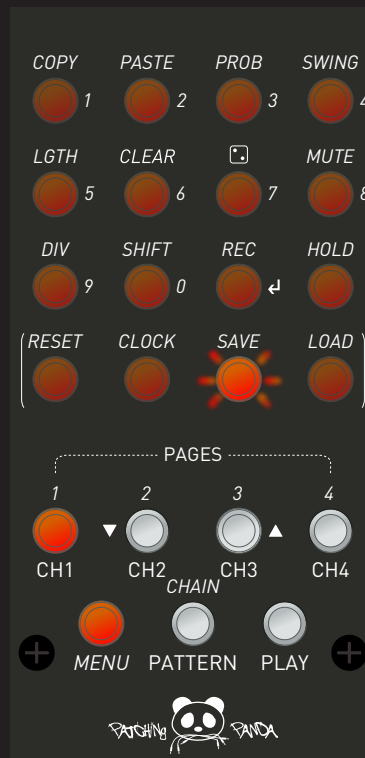
Enter: Press MENU + Btn10)
Press CH2 BTN ▼ = Shift left
Press CH3 BTN ▲ = Shift right
Exit: Press MENU.

Record Menu (MENU + Btn11)

While running, press CH1–CH4 to record steps.
Tap steps in real-time to record to the clock.
Exit: Press MENU.

HoldMenu (MENU + Btn12)

Press any active step to apply hold.
LED stays ON = gate will remain high until next trigger.
Exit: Press MENU.



Reset clock (MENU + Btn13)

Resets all channels to step 1 instantly

Clock Menu

Clock source & Rate Setting (MENU + Btn14)
Press Btn14 again while in the Clock Menu to toggle between external and internal clock.

External Clock: The sequencer follows the incoming 4 PPQN clock from the CLOCK input jack.

Internal Clock: Patterns generates its own clock signal.

If you're using the internal clock, you can manually set the BPM.

Do this by pressing two numeric buttons (0–9) to enter the BPM value (e.g., 1 + 2 = 120 BPM).
Then press ENTER (Btn11) to confirm.

Save Menu (MENU + Btn15)

Press one of 16 buttons to choose a save slot.
Press again the same button to confirm.
Exit: Press MENU.

Load Menu (MENU + Btn16)

Press one of 16 buttons to choose a saved slot.
Press again the same button to load the saved sequence.
Exit: Press MENU.



PATTERN MENU: Patterns lies in its dedicated Pattern button, your instant gateway to 16 different pattern slots. Switch between them on the fly, program your custom pattern chains, or use CV to jump between patterns and create unexpected breaks, fills, and experimental grooves.

1. Enter/Exit Pattern Menu

Press the PATTERN (>) button

2. Switch Pattern Slots

Press any button (1–16) to load a different pattern.

Transitions happen after 16 steps (quantized switching).

3. Copy & Paste Patterns

Inside PATTERN mode:

MENU + Btn1 to Copy

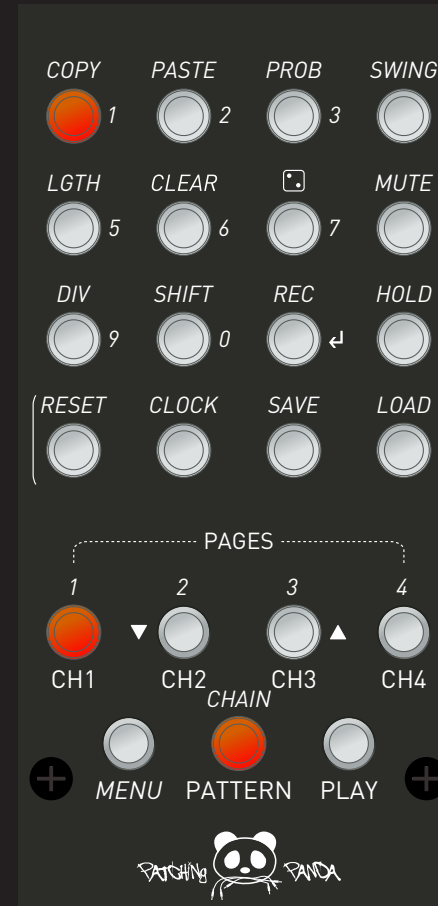
MENU + Btn2 to Paste

4. CV Pattern Switching

Use CV Input (G) to switch patterns on-the-fly.

Pattern will change immediately on CV input.

Can be modulated or triggered for unpredictable results.



CHAIN MODE: Allows you to program a sequence of patterns that the module will automatically play in order, one after the other, with each pattern playing for 16 steps before moving to the next.

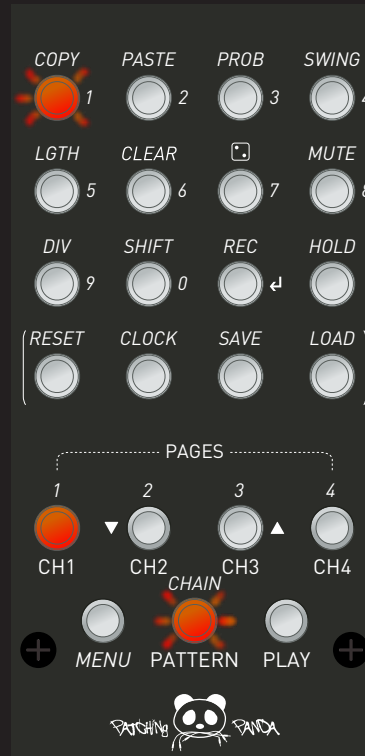
What Chain Mode Does:

Lets you automate a longer structure by linking multiple patterns (like chaining pattern 1 → 2 → 4 → 4).

Each pattern in the chain plays for exactly 16 steps, ensuring rhythmic continuity.

Great for building full song structures, drum variations, fills, or breakdowns.

Playback loops the chain continuously until stopped or changed.



Enter Chain Mode:

Press MENU + PATTERN button.

The PATTERN button will start blinking = you're now in Chain Mode.

Enter Chain Sequence:

Press any pattern buttons (1–16) in the order you want them to play.

You can repeat patterns (e.g., 1 → 3 → 5 → 3 → 2).

Play the Chain:

Press PLAY to start the sequencer.

the clock will follow your programmed chain automatically.

Erase the Chain:

Press the PATTERN button while still in chain mode

Exit Chain Mode:

Press the MENU button.

The PATTERN LED will stop blinking, confirming exit

