



# PM Presets – PM Sequencer 3

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## Overview

In “Sequencer 3” a rather unusual way is gone to build up a stepper. Saw signal from *Voltage LFO* controls a *P.Moon Switch 1* to 8. That’s it!



## Functional Sections

### Clock Generator

The LFO frequency determines sequencer speed.

### Step Generator

Pure LFO saw signal would not match anticipated stepping. That’s why a *P.moon Transform* module is added. It helps to adjust switch timing. Transform converts triangle voltage (-5 to +5 V) to “cv in” (+0.50 to +4.49 V). This voltage results in

selecting “out 1” to “out 8” of **Switch 1 to 8**. Eighth step is only to get a pause of one step length.

## “Transport Control”

Because **Switch 1 to 8** here only switches a boolean signal (5 volts = ON), it’s “signal input” can be used as “PLAY” signal. **P.moon Buttons 2/1** module lets you reset LFO with one click on button 2. Toggle button 3 works as PLAY switch.

## KEYB signal

All **Tone Event**’s KEYB sections are chained. First “keyb in” gets signal from host, so that keyboard tracking is possible.

Only **Tone Event**’s “cv outs” are used in this setup. A **P.moon Switch 8 to 1** collects these signals to a single KEYB voltage for the tone oscillator.



## GATE signal

To get the common GATE signal for the stepping melody, a special function of **Switch 8 to 1** (most right in upper shelf) is used. It creates a “trig out” pulse of 5 milliseconds everytime, when port selection by “gate in” or “cv in” changes between “1” and “8”. So we get 7 pulses at every sequencer cycle.



This short pulse will be enlarged by *Pulser*. Please note, that enlarged pulse must be shorter than a *Stepper's* step. Otherwise it's output will stay ON continuously and ADSR will remain at "S" level.

## Shape Switch

A little sound variation is done by another *Switch 8 to 1*. It changes between several tone shapes. Selection is done by a triangle shaped control voltage. This comes from the *LFO* and is adapted with help of most left *Transform* module.



Example preset:

[PM Sequencer 3.voltagepreset](#)