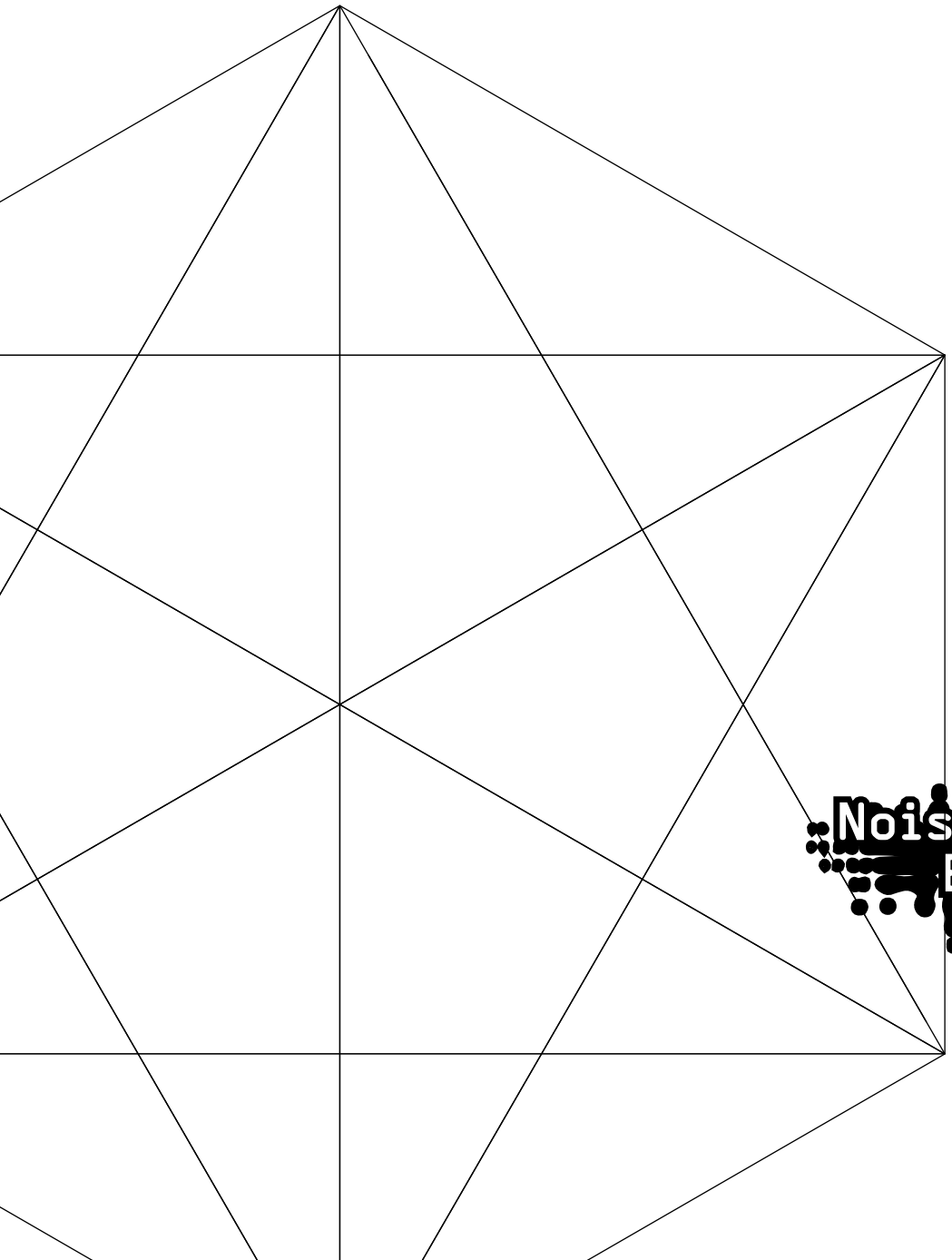
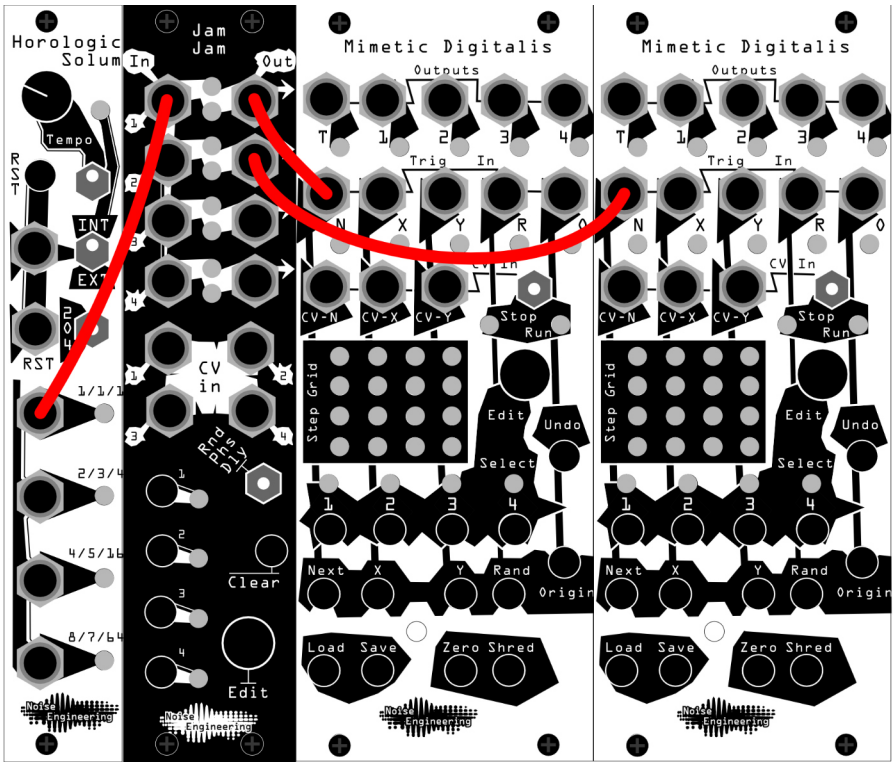
Jam Jam
Patchbook



Noise Engineering

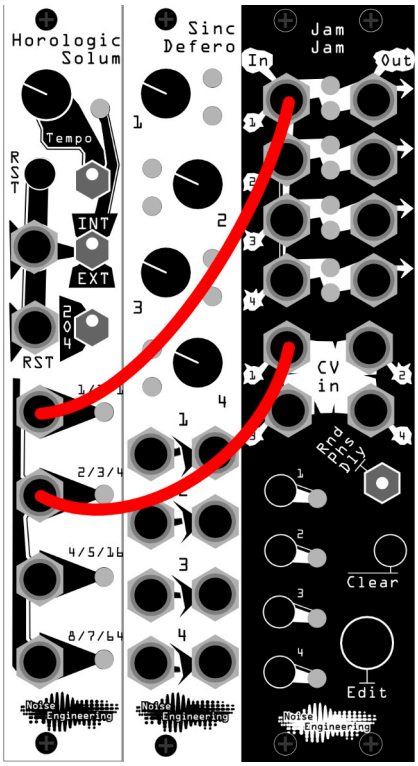


Wobbly clocks

Requirements: clock, sequencers, LFO (optional)

Set JJ to Phs mode. Patch a clock to In 1. Patch the outs to up to four different sequencers. Adjust their phase with the encoder to move sequencers slightly out of phase.

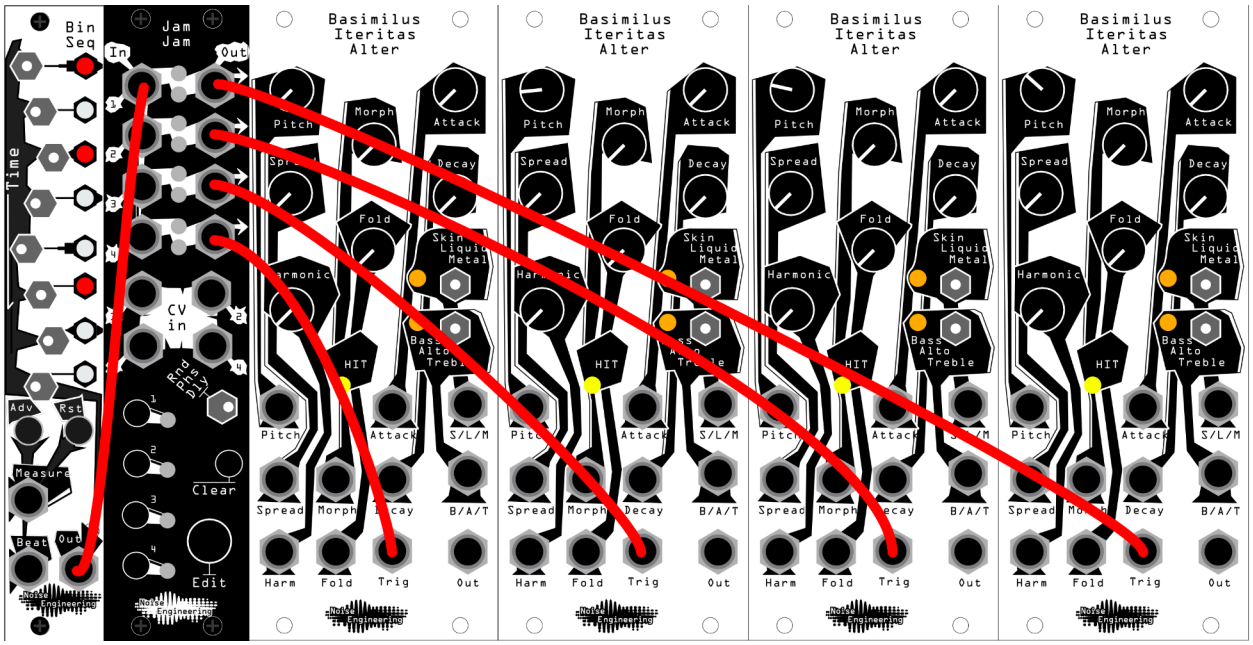
Or, patch in slow attenuated LFOs to the CV inputs to make sequencers fall in and out of phase.



Swing

Requirements: attenuator, clock, mult, clock divider (or a clock generator with divided outs like Horologic Solum)

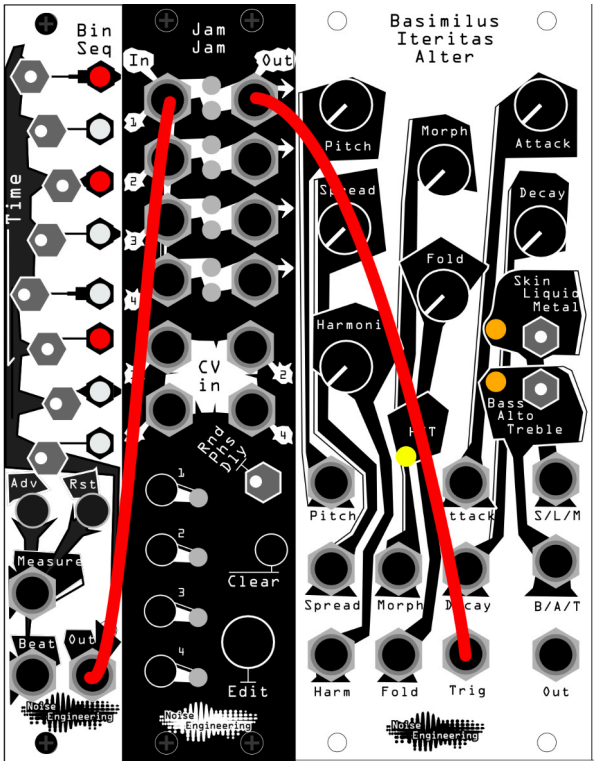
Set JJ to Phs mode. Mult a clock to JJ's In 1 and a clock divider. Patch a /2 version of the clock through an attenuator and into JJ's CV 1. Adjust the attenuator to increase the amount of swing coming out of JJ's Out 1.



Arpeggiated chords

Requirements: trigger/gate sequencer, 2-4 voices

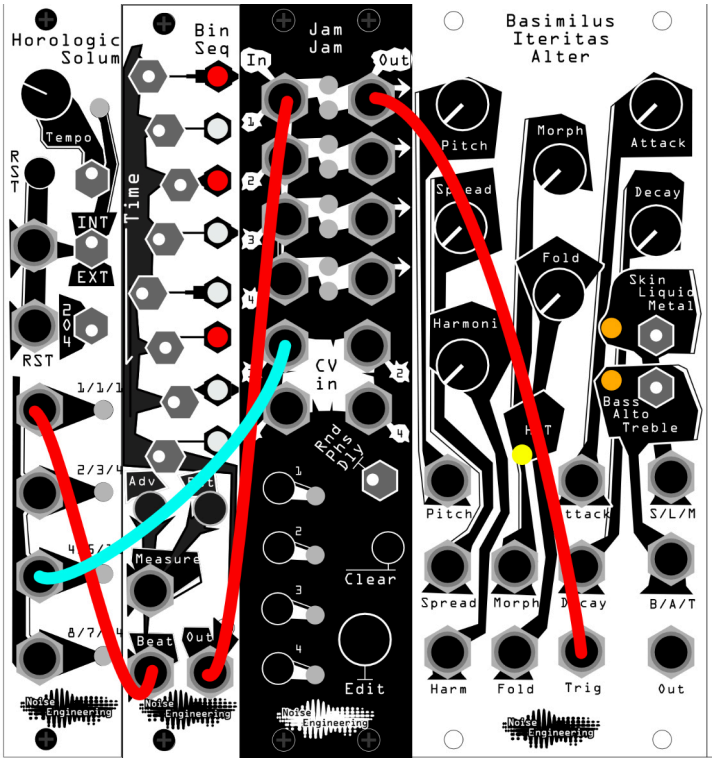
Set JJ's mode to Dly. Patch a trigger or gate pattern to JJ's In 1 and Outs 1-4 to four different voices, tuned to a chord. Set channels 2-4 to consecutively longer delay times. Each time JJ is triggered, your chord will be played as an arpeggio.



Basic random

Requirements: gate/trigger sequencer, voice

Set JJ's mode to Rnd. Patch a gate pattern to JJ's In 1. Patch Out 1 to the gate input of a voice. Adjust the channel setting to change the probability that each gate signal is passed from the input to the output.



Clock-influenced random

Requirements: trigger sequencer, clock divider

Set JJ's mode to Rnd. Patch a quick trigger pattern to In 1. Adjust channel 1's probability to be very low (passing through one out of every ten triggers, for example). Patch a slow clock division (like /4 or /16) to CV in 1. When the clock is high the trigger pattern will pass through unaffected, but when it is low only the occasional trigger will be output. This is useful for creating sequence-related fills in a patch.