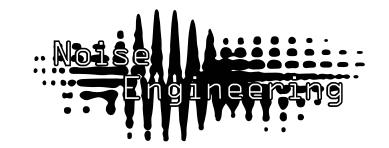
#### Noise Engineering Bin Seq

A-step switch gate sequencer



#### Overview

Type	gate sequencer
Size	4HP Eurorack
Depth	.8 Inches
Power	2x5 Eurorack
+12 mA	30 mA
-12 mA	8 mA

Bin Seq is an eight-step switchable gate sequencer. Each switch has three positions: off, tied gate, or short gate. Reset in allows you to make the sequence as short as you want. Ideal for creating and manipulating rhythmic sequences in live sets.

## Etymology

Bin -- from Latin Binarius: "two"

Seq -- from Latin Sequentia: "sequence"

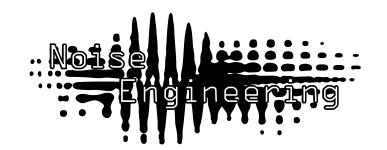
## Input & output voltages

Bin Seq expects an input clock voltage of at least 2.2v. It outputs gates at approximately 6 volts.

<sup>&</sup>quot;A sequence of switches"

### Noise Engineering Bin Seq

8-step switch gate sequencer



#### Interface

Time: 8 switches that control whether a gate is output at each clock step. Each switch has three positions: to the left is off. In the middle is long gate, where BS ties the beat to the next one. To the right is short gate, where the gate remains high only until the clock falls.

**Beat:** Clock input. Advances the current step on a rising edge.

Measure: Optional clock input to indicate the start of a measure. Acts as a reset to restart BS at the beginning of the pattern.

Advance (Adv): Momentary button to manually advance the step. Works with or without clock in.

Reset (Rst): Momentary button to manually reset the cycle. Works with or without clock in.

Out: Gate out.

#### Patch Tutorial

Patch a clock into the Bin Seq and the output of BS to the trigger input of an oscillator such as Basimilus Iteritas Alter or Manis Iteritas. Toggle switches to get a pattern you like.

# Design Notes

Bin Seq was created to fulfill Stephen's desire for a simple and hands-on way to generate rhythmic sequences that he could play with while jamming. We had a few revisions trying to decide on switch arrangement and function -- the first version had the switches in a straight vertical line, for example, but we settled on the offset wavy version as we found it easier to navigate. The first prototype also had only on/off but if we could pack in extra functionality at no extra cost or space, we thought it was worth it.

