rené mk2

_travelers guide
_for charting cartesian space

3	16	64
channels	snake patterns	states in 4 banks

[←] press [←] hold › then ‹ + › = both arrows pads 1 – 16 from bottom left

three-channel cartesian sequencer · 16 knobs, 16 touch pads · 64 states in 4 banks · 34 hp

make noise rené (2018) · firmware v133

blue = hold

01 three channels

rn_01 · fig.02

X · red	snake channel · X-CLK steps it along one of 16 snake patterns
Y · green	snake channel · Y-CLK, its own pattern, fully independent of X
C · orange	cartesian · X-CLK moves it across, Y-CLK moves it up
outputs	each channel: a CV out (0 – 4 oct) and a gate out (0 / 8 V)

02 getting around

rn_02 · fig.03

[←] [→]	step through the program pages · the lit page name shows where you are
[x] [y] [c]	choose the channel · knobs + pads light in its colour
[x] again	the latch page for that channel · again to leave
[←] + [→]	state pages and back
knobs	per channel + state · a turned knob plays when its step comes round

03 program pages

rn_03 · per channel per state

[access]	pads off = locations the channel skips
[gate]	pads on = locations that fire the gate out
[glide]	pads on = slew into that location · X Y time follows the clock, C fixed
[snake]	pick one of 16 paths · X Y only
[fun]	three rows of options · C gets the top row only
[quant]	top row = octave range · lower rows = notes

07 quant

rn_07 · fig.01

top row	pads I – IV = 1, 2, 3 or 4 octave range
none lit	no quantiser · full range + resolution for timbre, time …
notes	lower three rows = C to B · the playing note flashes
major	turn off D♭ E♭ G♭ A♭ B♭
range	changing it spreads the same knobs over more octaves

_fig.01 : the pad grid

location · quant · fun · global

fun.op	13 – default · cal X	14 sleep cal Y	15 trig cal C	16 scan revert
fun.mod	9 reset	10 clk	11 runstp	12 dir
fun.cv	5 add	6 loc	7 snake	8 s&h
gbl	1 z.on	2 z.reset	3 bus	4 store

fun.op	I	II	III	IV
fun.mod	A♭	A	B♭	B
fun.cv	E	F	G♭	G
gbl	C	D♭	D	E♭

number = location, 1 = bottom left (access · gate · glide · latch · states) · brass = quant notes, orange = octave range · coloured = fun option · grey = global page

04 fun · op

rn_04 · top row

[sleep]	off: skip to the next access location · on: CV rests a step on each skipped one, gates carry on
[trig]	off: gate follows the clock width · on: short triggers
gate ties	trig on + a run of gate-and-glide locations = one held gate (v133)
[scan]	writes all sixteen knobs onto this channel now

06 fun · cv

rn_06 · what the cv input does

[add]	cv added to the step, then quantised
[loc]	cv picks the location along the snake · C gets ¼ the range
[snake]	cv picks the snake pattern
[s&h]	add, sampled on each mod rising edge · not with add
pot	cv in normalled to 5 V · pot alone sets it · C ignores add, s&h, snake

_fig.02 : sixteen snake patterns

snake page · fun.cv.snake



grid seen from the front · 1 – 8 drawn from the dot to the arrow · 9 – 16 numbered in step order · X and Y each pick their own

09 states · the z axis

rn_09 · ← + → › y

a state	every knob + page of all three channels
64	4 banks × 16 · state LED: blue · orange · red · green
touch	green = enabled · orange = current · touch to go there
[y] again	bank view on the top row
[←] + pad	disable a state · at least one stays on
z-mod	next enabled state · z-cv picks one, 0 – 5 V
only here	Z inputs work on this page unless z.on

11 global

rn_11 · ← + → › c · bottom row

pad 1 · z.on	Z inputs live on every page · edit while states change
pad 2 · z.reset	state changes also reset all three channels
pad 3 · bus	select bus · off free · red lead · green follow
pad 4 · store	saves everything, 8 – 10 s, sequencing stops
pad 13	current state back to default
pad 16	revert to the last store
[c] again	firmware version display

05 fun · mod

rn_05 · what the mod input does

[reset]	rising edge = back to the access location nearest 1
[clk]	mod pulses add steps · a held clock masks them
[runstp]	gate high runs, low stops
[dir]	high forward, low reverse · not with runstp · C ignores it
unpatched	the pad itself does it: reset · step · stop / start · flip

10 m-paste · mesh

rn_10 · ← + → › x

mesh	red states copy every edit you make, from any state
[x]	multi-paste: current (orange) state onto every red one · sparkle = done
[x] again	bank view · paste into one bank at a time
after	pasting clears all the reds
safe	nothing is kept until store · revert undoes

12 jacks · power

rn_12

clk · mod	over 2.5 ms and 2.5 V
cv in	0 – 5 V · X Y with combo pots, Z-CV direct
cv out	0 – 4 octaves, 1 V/oct
gate out	0 or 8 V · window lights in the channel colour
size	34 hp · 235 mA +12 V · 0 mA –12 V
select bus	INT.CV line · leads tempi, disting mk4, general cv, vari-gate, ssm · follows storage strip
calibrate	global page, [←] + pad 13 / 14 / 15 for X / Y / C · VCO square into X-CLK, tune till row 2 lights, press the pad, store

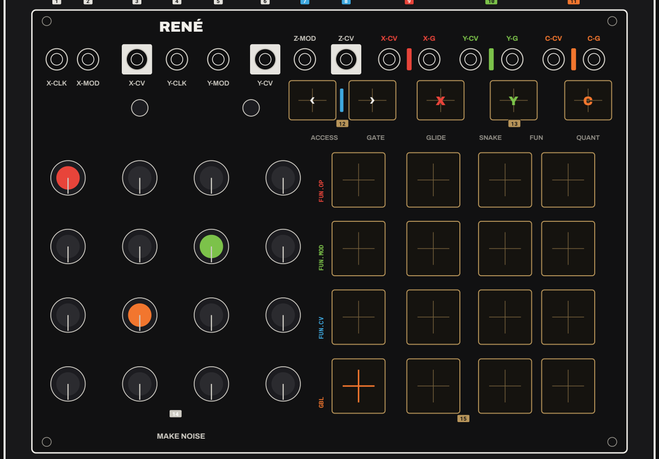
08 latch

rn_08 · press the lit channel again

touch	jumps there and fires a gate · tune a step with its knob
several	clocks travel only the latched pads, every one gates
look	all page names lit · a flashing channel button = latch on, access + gate ignored
kept	not stored · survives state changes with z.on

_fig.03 : front panel

34 hp · 15 tags



1	x-clk · steps X · C across	2	x-mod · reset · clk · run · dir
3	x-cv · 0 – 5 V · combo pot	4	y-clk · steps Y · C up
5	y-mod · reset · clk · run · dir	6	y-cv · 0 – 5 V · combo pot
7	z-mod · next enabled state	8	z-cv · pick a state · 0 – 5 V
9	x out · cv + gate · red window	10	y out · cv + gate · green window
11	c out · cv + gate · orange window	12	‹ › · pages · both = states · blue LED = bank
13	x y c · channel · latch · state pages	14	knobs · cv per location
15	pads · the page's 16 settings · fig.01		

_where things hide

no menus · rn_15

presses

- ‹ + › state pages · again = back
- channel again latch · bank view
- c again on global version

holds

- hold x on m-paste paste
- hold ‹ + a state pad disable it
- hold ‹ + pad 13 – 15 calibrate