2hp — Rout

- Manual PDF

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Creative Patch Ideas for 2hp Rout

The 2hp Rout is a compact, voltage-controlled gate switch, offering dynamic routing of a single gate/trigger input to any of four outputs. Here's how you can creatively integrate it into your modular system:

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1. Rhythmic Pattern Distribution

Modules Needed:
- Sequencer (e.g., **Make Noise Rene**, **Intellijel Metropolix**)
- Drum modules (kick, snare, hi-hat, etc.)

Patch Idea:
Feed a single rhythmic gate pattern from your sequencer or clock divider into Rout's INPUT. Use a CV sequencer, random source, or any modulation source patched to SEL CV to dynamically select which drum voice receives the gate at any moment. This creates constantly evolving drum patterns from a single sequence.

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2. Generative Percussion Shuffling

Modules Needed:
- Random CV generator (e.g., **Make Noise Wogglebug**, **Mutable**

Instruments Marbles)
- Drum voices or sound sources
Patch Idea:
Send random stepped CV to Rout's SEL CV, and the master clock to INPUT. Each clock pulse triggers a different drum or percussion voice, scrambling the groove for generative rhythms.

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3. Voice Allocation for Shared Gate Patterns

Modules Needed:
- Polyphonic voice modules or several mono synths
- Quantizer
Patch Idea:
Send an arpeggiator or rhythmic gate sequence to INPUT. Use manual SEL or CV-controlled SEL for live or sequenced voice allocation, letting a single pattern "jump" between different voices or timbres for evolving melodic lines.

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4. Accent Routing

Modules Needed:
- CV sequence (accent pattern)
- Drum module/sound source with accent in
Patch Idea:
Feed a main clock or trigger into Rout’s INPUT, and use SEL CV (patterned with accents) to choose when to send triggers to an accent input, opening up full/partial accents depending on SEL position.

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5. Performance-Based Output Switching

Modules Needed:
- Manual offset generator (e.g., **Intellijel Planar**, **Doepfer A-174-2 Joystick**)
Patch Idea:
Use Rout as a manual performance router by controlling SEL with a

joystick or offset knob. This allows "live switching" of gate outputs to different voices on the fly.

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6. Step-by-Step Gate Distribution from Sequencer

Modules Needed:
- Multi-channel step sequencer
- Four different drum modules or effect triggers

Patch Idea:
Use a CV sequencer channel mapped to 0–5V to step through outputs in sync with your gate pattern. Rout distributes the main trigger sequence in a linear or custom sequence across four destinations.

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7. Probability-Based Routing

Modules Needed:
- Probability gate module (e.g., **Mutable Instruments Branches**)
- Random CV source

Patch Idea:
Combine a probability gate and a random CV source to occasionally switch Rout's outputs based on probability thresholds, making some drums or events less or more likely depending on performance context.

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8. Layered Effects or Fill Switches

Modules Needed:
- Effect modules with gate/trig input (e.g., gating a delay/reverb)
- Drum fill trigger source

Patch Idea:
Send your groove's "fill" trigger to Rout INPUT. SEL CV determines which effect or fill gets engaged, making fills less predictable and effects timbrally varied.

Tips for Best Results

- **Sequence SEL with quantized CV sources** to ensure neat output changes.
- **Stack Rout with other sequential switches** for more complex routing hierarchies.
- **Use LEDs as indicators** when patching live: the Rout's out LEDs are helpful for visual troubleshooting.

By using Rout for gate/trigger signal routing under voltage control, you can bring order, chaos, or new complexity to your rack's rhythm and event structure.
