New features from firmware version 1.2

6equencer can be updated using midi.
More info about the process and how to find the
currently running firmware:
https://tubbutec.de/6equencer-firmware-update/

Analog clock divider / DIN-sync

The incoming analog clock can be divided and the divider
adjusted in the config menu. This allows speed adjustments,
but also provides a direct way to connect a DIN-Sync signal
to 6equencer.

In the config menu, press FUNC + BACK to open the
analog clock divider page. The table below shows the
possible dividers along with their DIN-Sync24 speeds:

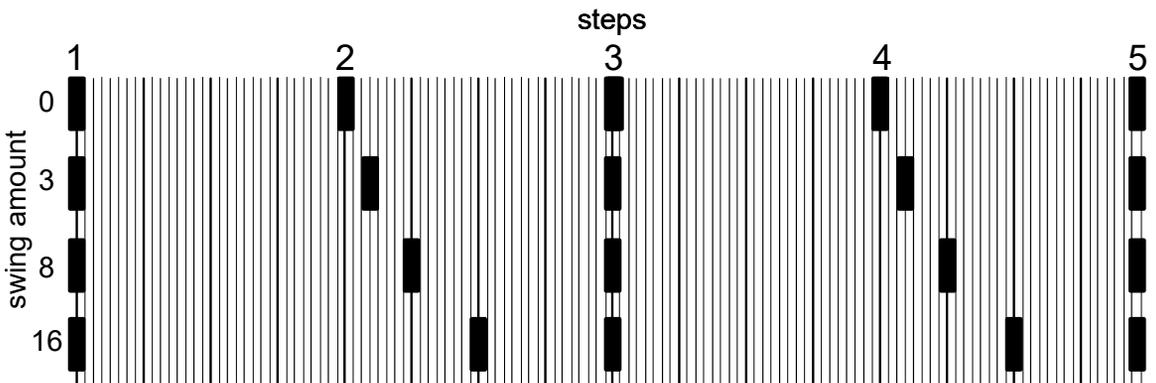| AC	BD	SD	LT	HT	CY	OH	CH	BACK	FWD	SONG	PAT	TAP	MUTE	CLEAR	L.STEP
48	36	32	24	18	16	12	9	8	7	6	5	4	3	2	1
1/2	3/8	1/2T	1/4	3/16	1/4T	1/8	3/32	1/8T		1/16		1/24	1/32		

Swing

6equencer includes a swing clock generator that works with all types of clock inputs.

When swing is activated, every second step is delayed by a time proportional to the step length. Fifteen swing amounts are possible ranging from 1/32th to $16/32^{th}$.

The maximum setting of 16 results in a 3-to-1 rhythm, a setting of 8 in a 5-to-3 rhythm.

You can use one of the trigger outputs to clock other gear, effectively converting a straight clock into a 'swung' clock.

Swing amount can be set in the config menu by pressing FUNC + FWD and then selecting the amount from no swing (AC), to 16 (LSTEP).

AC	BD	SD	LT	HT	CY	OH	CH	BACK	FWD	SONG	PAT	TAP	MUTE	CLEAR	L.STEP
OFF	1	2	3	4	5	6	7	8	9	10	11	12	13	14	16

Flam / Ratchet

6equencer includes a flam or ratchet effect that can be used to create subdivisions of steps as well as various kinds of tuplets, e.g. triplets or quintuplets.

One of the 8 instruments is selected as flam trigger and one or more instruments can be selected as flam targets.
Each time a flam trigger is played, it will trigger the flam effect on the target instruments if a step is also set here.

Multiple flam types are available. Three of them create subdivisions of a single step. Assuming a step to be a 16th note, these would be 2x 32th, 3x 32th tripplet, and 4x64th notes.
There are also four flam settings that span multiple steps:
16th tripplet (3 beats in the duration of 2 steps), dotted 16th (2 beats in the duration of 3 steps)
8th tripplet (3 beats in the duration of 4 steps), and
8th quintuplet (5 beats in the duration of 4 steps).

Setting a closed hihat at every second step, selecting 16th triplet as type and triggering the flam effect by the hihat itself will result in a triplet hihat groove for example. But you could also trigger the effect only occasionally, which creates alternating 8th notes and 16ths triplet notes.

The flam trigger instrument is also affected by MUTE and Probability. This allows sequences with flams or triplets inserted randomly.

Flam menu page

Flam can be configured by pressing FUNC + LSTEP (long-press).

You can see the following settings:
The flam trigger instrument in blue, the selected flam target instruments in red (AC – CH), and the current flam type in red (BACK - L.STEP).
To select the target instruments, press one or more of the instrument buttons. To select the flam type, press one of the non-instrument buttons according to the table below. Finally, to select the trigger instrument press FUNC + an instrument button.
Exit the Flam menu by pressing FUNC + LSTEP.

	1	2	3	4	
BACK	■				(no flam)
FWD		■			32th
SONG	■	■			32th triplets
PAT	■ ■	■			64th
TAP		■	■		16th triplets
MUTE			■		dotted 16th
CLEAR		■		■	8th triplets
L.STEP	■	■	■	■	8th quintuplet