Tiptop trigger riot manual

No text content! Trigger Riot User GuideThanks for entry into Riot: Get ready for the sequence in a whole new way. TheTrigger Riot is a deep machine that combines great functionality in a non-intuitive interface. In this guide we start with a few simple fast start patchexamples so you get used to working with Riot, continues a deeper explanation of the functionby function function. We do our best to provide Riot with as few lopezes as possible, but if you come across strange behavior, please let us know (email is protected) so we can continue to update the intelligence built into Riot.Let Riot start, here's a quick start: In the following patch examples we'll use 808 drum modules and generators Lets get straight to the fun part: Learn Trigger Display DISPLAY TO ASSIGN TO MATRIX OF KNOBS - TRIGGER REVOLT CLOCK TIME PULSE - SHIFT MODE SHIFT MODE DIVIDE STEPS MUTE/SEL1 LOAD AND SAVE ABCD 1 PRESET IN BANKS, SET PRESET CHANGE P1 P2 P2 P2 MUTE/SEL2 1 MASTER KNOB USE TO SET BPM CYCLE, B1 B2 B3 B3 LENGTH AND OTHER GLOBAL SETTINGS SBYENACT CYCLE START ENDTAP TEMPO , CYCLE LENGTHSETTINGS, MATRIX ON OFF, INDEPENDENTASSIGN БОСС ДЛЯ SYNC BUS, / MATRIXMANUAL СБРОСА И CLEARALL, НАЧАТЬ ОСТАНОВКУ С 2GLOBAL НАСТРОЙКИ БОСС СБРОСИТЬ И ИЗ КРАНА BPM / MUTE / SEL3 ГОРИЗОНТАЛЬНЫЙ ТЕМП ЦИКЛА RST / CLR ТРИГГЕР ВЫХОДЫ 3 МАТРИЦЫ РУЧКИ ИЗ 3 MUTE / SEL4 В источник часов 4 DinSync сбросить F/L RESET 4 IN OUT A B C D CLOCK MUTE/ MUTE/ MUTE/ HOLD ON POWER-UP SEL A SEL B SEL C TO LOAD USB Tipt p' MUTE/ SEL D A u d CLOCK IN VERTICAL AND OUT TRIGGER OUTPUTS 2Riot патч 1: давайте играть - ТРИГГЕРНЫЕ ЧАСЫ RIOT ВРЕМЯ ПУЛЬСА - 4000 VC-EG SD808 BD808 РЕЖИМ СМЕНЫ СДВИГА ШИРИНА РАЗДЕЛИТЬ ШАГИ ВЕРОЯТНОСТЬ СКОРОСТИ АТК VC УРОВЕНЬ УРОВНЯ СКЛОНА MUTE/SEL1 ABCD 1 MUTE ROW 1 AA P1 P2 P3 P4 12 ТОН ТОН 1 MUTE/SEL2 D S B1 B2 B3 B4 2 sbyenact цикл начала конца MUTE ROW 2 INDEPENDENT 56 D SNAPPY DECAY /MATRIXMASTER 2KNOB BOSSCLEARBUTTON TAP BPM/ MUTE/SEL3 MUTE ROW 3 R ACCENT ACCENT TEMPO CYCLE RST/CLR SATTENUVERTER 3 - OUT 3 9 10 SOURCE OF THE MUTE/SEL4 ACCENT IN ACCENT IN DINSYNC RESET F/L 4 DEVIATER R - RESET VC OUT GATE IN GATE IN 4 IN OUT SHOOT A B C D GATE RETRIG SD OUT BD OUT CLOCK MUTE/ MUTE / MUTE/ HOLD ON POWER-UP SEL A SEL B SEL C TO LOAD USB Tipt MUTE/ Audio A u d io A u d ioModule is used: 3000 2040 MIXTrigger RiotBD808SD808-4000-3000'2040MIXER1. Turn your Riot ON, patch OUT 1 to the gate BD808 IN, patch OUT 2 to the gate SD808 In patch OUT 3 to gate 4000 IN.2. Use a master pen to set BPM to 120. Accidentally start turning the handles 1, 5, 9. When you rotate the handle, the display shows the separation you've set. Now turn the handles 2, 6, 10, you'll hear more triggers added to the thread. Continue to play with all the other lines handles 1, 2 and 3 to continue adding triggers to create templates.3 Click on MUTE/SEL 1, 2 and 3, LED turn red, trigger outs get muted; Click again to unmute.4. Go have some fun if you want to start a new riot just click and hold the RST/CLR button, it will clean it all up. 3Riot патч 2: OK Мне это нравится, пойдем proPRESETS - Триггер Бунт CLOCK ВРЕМЯ ПУЛЬС - SD808 BD808 SHIFT SHIFT WIDTHAND BANKS MODE DIVIDE STEPS SPEED LEVEL LEVEL MUTE/SEL1 ABCD 1 P1 P2 P3 P3 P4 1234 TONE TONE 1 MUTE/SEL2 B2 B2 B3 B4 2 sbyenact loopPM/ MUTE/SEL3 ACCENT ACCENT TEMPO CYCLE RST/CLR 3 OUT 3 MUTE/SEL4 ACCENT IN ACCENT IN CLOCK IN clock source 4 DinSync reset F/L GATE IN GATE IN RESET 4 IN OUT A B D SD OUT BD OUT CLOCK MUTE/ MUTE/ HOLD ON POWER-UP SEL : MIXTrigger RiotBD808SD808mixER1. Turn riot ON, patch OUT 1 to the gate BD808 IN, patch OUT 2 to SD808. Use a master pen to set BPM to 120. Click the BPM/CYCLE button, the display will show CYCE (this is short of the END cycle), use the master pen to set the endpoint of the cycle to 68. Click again on the BPM/CYCLE button, the display will show CYCS (short for Cycle Start), use the master pen to set it up to 4. You just installed Riot for a loop through 64 hour cycles, 64 step sequences. Installing CYCLE helps make things more repetitive, which is great for complex patterns, and is useful for time-preset changes, synchronization with external gear, and more.2 Turn pen 1 and set it to 4, turn pen 5 and set it to 8. The music is starting to play. Turn pen 2, set it at 10, you'll hear the new bass drum kicks, things are starting to get more interesting. Set the handle from 3 to 8, the oops nothing seems to happen, that is because 8 is a pretty number, so the trigger 4 from pen 1 already fills this place. So turn the stick from 3 to 15, now you hear it. Turn the handle from 4 to 61. As you can see, Knob 1 2 3 and 4 are all mixed out of 1. Looking closely at the graphics panel, you will see plus signs (me) next to the handle and the amount (I am) at the end of the line, pointing to the OUT 1 socket. 4Riot Patch 2: OK I like it, let's go pro Continue... PRESETS - Триггер бунт CLOCK ВРЕМЯ PULSE - SD808 BD808 SHIFT WIDTHAND BANKS MODE DIVIDE STEPS SPEED LEVEL LEVEL MUTE/SEL1 ABCD 1 P1 P2 P2 P3 P4 1234 TONE TONE 1 MUTE/SEL2 B2 B2 B3 B4 2 sbyenact loop start MUTE/SEL3 ACCENT ACCENT TEMPO CYCLE RST/CLR 3 OUT 3 MUTE/SEL4 ACCENT IN ACCENT IN CLOCK ИСТОЧНИК 4 DinSync сбросить F/L GATE IN GATE IN RESET 4 IN OUT A B D SD OUT BD OUT CLOCK MUTE/ MUTE/ MUTE/ HOLD ON POWER-UP SEL SEL Now that we've got the beat going, lets save it, tap and hold the P1' until the display says save. That's it, this sequence and cycle length are now stored in a preset one. The display will show P1B1, this Preset 1 in Bank 1 (if you are in the bank 1)4. Let's continue Riot, rotate pen 6 and set it at 13, set the handle from 7 to 17. Now lets you save this in pre-installed 2, click and hold P2 until the display is said to save. This sequence is now stored in pre-installed 2. Now try toggling between P1 and P2 as you like. To finish this patch, lets you clean everything, click and hold the RST/CLR button, Riot will clear all settings so you can start from scratch again. Presets are still saved if you want to download them. Clearly, it's great if you feel like you just want to experiment with things, you can always hit Clear anytime to clean it all up and start from scratch. To sum up, you just did the following: Set the length of the Riot cycle by setting the starting and endpoints to 64Set BPMSet different units for the bass drum on out 1Set different units for Snare Drum on OUT 2 It MutE/SEL buttons disable channels 1 and 2.Save the sequence PresetDo changes in sequence and save them in another PresetToggle between Presets.Clear Riot to start again. 5Riot Patch 3: OK this thing is really crazy, GIVE ME MOREMODE SELECT BUTTON MODES - TRIGGER REVOLT HOUR TIME PULSE - HATS909 SD808 BD808 SHIFT MODE MODE STEPS DIVIDE SPEED TUNE LEVEL LEVEL MUTE/SEL1 ABCD 1 MUTE ROW 1 P1 P2 P3 P3 P 4 P 4 3 P CH DECAY OH DECAY TONE TONE 1 MUTE/SEL2 B2 B2 B3 B4 2 sbyenact loop start end MUTE ROW 2 MUTE ROW 3 INDEPENDENT 5678 SOURCE MODULATION SNAPPYPY /MATRIX DECAY 909 FM ACCENT MASTER 2KNOB BOSS TAP BPM/MUTE/SEL3 RAW AM TEMPO CYCLE RST/CLR CV IN ACCENT 3 OUT 3 9 10 11 12 SOURCE MUTE/SEL4 FM/AM ACCENT IN ACCENT IN ACCENT IN DINSYNC RESET F /L RESET OH GATE VC-TUNE GATE IN GATE IN 4 IN 4 IN 4 IN OUT A B C C GATE HATS OUT SD OUT CLOCK MUTE/ MUTE/ MUTE/ HOLD ON POWER-UP SEL A SEL B SEL C TO LOAD USB TIP N' MUTE / NO Tiptop Tiptop SEL D Audio Audio U d ioModule Used: MIXTrigger RiotBD808SD808HATS9091. Lets start all over again by connecting OUT 1 to BD808, OUT 2 to SD808 and allows patch OUT 3 to open Hi-Hats 909. Lets you press and hold the RST/CLR button to make sure we're starting from scratch. Allows you to set the handle from 1 to 4, handle 5 to 8, and handle from 9 to 4. All three sounds will play. You'll notice that the hats hit right on the bass drum because both are tuned to 4. Click on the MODE button a few times until you get on CLOCK SHIFT, now turn Knob 9 to move the hat hits, set it to 2, you just moved this trigger to two 2. Click on MODE again to return to DIVIDE, turn on knob 10 to 32, you will notice a break in the hats, it is done by overlapping the trigger with a long pulse of the gate. Click on MODE to get to PULSE WIDTH, turn Knob 10 to set pulse width 0, you you Notice how you do that as the overlap gets shorter and more triggers that have been covered by a long pulse look again. As you can see Trigger Riot is both a gateway and a sequencer trigger put together and the interaction of the two can be creative. 6Riot Patch 3, OK this thing is really crazy, give me more sequel... MODE SELECT BUTTON MODES - TRIGGER RIOT CLOCK TIME PULSE - HATS909 SD808 BD808 SHIFT SHIFT WIDTH MODE DIVIDE STEPS PROBABILITY SPEED TUNE LEVEL LEVEL MUTE/SEL1 ABCD 1 MUTE ROW 1 P1 P2 P3 P4 1234 DECAY CH OH OH DECAY TONE TONE TONE 1 MUTE/SEL2 B1 B2 B3 B4 2 SbyENACT START END MUTE ROW 2 MUTE ROW 3 INDEPENDENT 5678 SOURCE OF MODULE SNAPPY DECAY /MATRIX 909 FM ACCENT ACCENTMASTER 2KNOBB BOSS TAP BPM/ MUTE/SEL3 RAW AM TEMPO CYCLE RST/CLR CV IN ACCENT 3 OUT 3 9 10 11 12 SOURCE OF THE MUTE/SEL4 FM/AM ACCENT IN ACCENT IN ACCENT IN DINSYNC RESET F/L 4 RESET OH GATE VC-TUNE GATE IN GATE IN 4 IN OUT A B C C GATE OUT SD OUT BD OUT CLOCK MUTE/ MUTE/ MUTE/ HOLD ON POWER-UP SEL A SEL C TO LOAD USB TIPT P' MUTE/ Audio A u d io MIX3. Click on MODE to get it on TIME SHIFT, the time change allows you to shift triggers in mini-clock steps, we would call it particle clocks. It pulls the trigger back or forth in time towards the master BPM clock, turn on the knob 9 as you turn it on you will start to hear it shift from the grid, becoming swingy. Tap and hold the P3 to save it until a predetermined 3.4. Have you noticed that the lights on OUT A and B are also flashing? This is because you are in Matrix mode. Matrix summarizes not only horizontal rows, but also vertical rows. So on OUT A you have the amount of triggers from Pens 1, 5, 9 and 13, or in this example the triggers of the bass drum, Snare and the combine hat. I wonder, isn't it? Give a patch of those to something; When you're done click and hold the RST/CLR to clean. To sum up, you just did the following: Set the units for all 3 soundsClock Shifted hats triggersAdded long gates using the department to overlap some triggersUse Pulse Width to cut the long gate and reveal the triggers underneath it. Use Time Shift to move hat triggers from the main grid of watches. Save for Preset 3Awareness Matrix mode on OUT A and OUT BClear all 7Lets make a break for a second to understand the nature of the pulse width of the watch divider, and how Trigger Riot allows you to use it creatively. Below are two drawings of the outputs of the watch dividers: on the left are independent breaker clocks, each set to a different value, and on the right are the sum of these dividers at the exit of Trigger Riot. The top picture is to see how the triggers would look if the pulse width was set at 0. In thatcase, all impulses one hour cycle so there is no overlap with other pulses other than those installed in the same subdivision or those that fill the fill mesh as divider 1. Exit is the sum of all these units. Pulse width up to 0 is very useful when drum sounds are triggered, as it allows you to set triggers with a long division, but has no overlaps that could disable other triggers. The bottom image shows what pulses with pulse width up to 25% look like, in which case the pulses look like the right watch divider, where the longer the division, the longer the pulse. This creates overlaps and as a result the output looks more interesting and is a combination of gate and trigger signals. It's very musical when using generators as it will dynamically change to support the support of a piece of envelope-like keys played on the keyboard. It is also very useful to insert mute drum sounds into pulsed voltages, as well as as a gate sequencer to hold long gate signals to control elements such as DIRECTION on the No.8000 sequencer. PULSE WIDTH 0%-DIVIDER 1 OUTPUT AMOUNT DIVIDER 1'2'3DIVIDER 2DIVIDER 1 PULSE WIDTH - 25% OUTPUT 1'2'3DIVIDER 2DIVIDER 3 8 PATCH 4: OK YOU RECEIVED MEMATRIX - TRIGGER RIOT CLOCK TIME PULSE - SD808 BD808INDEPENDENT SHIFT SHIFT WIDTHBUTTON MODE DIVIDE STEPS PROBABILITY SPEED LEVEL MUTE/SEL1 ABC D 1 HOLD DOWN TO EDIT CHANNEL 1 P2 P3 P4 123 4 HOLD DOWN TO TONE TONE EDIT CHANNEL 2 B1 B2 1 MUTE/SEL2 B3 B4 2 sbyenact loop START END INDEPENDENT 5 6 7 8 SNAPPY DECAY /MATRIX 9 10MASTER 2KNOB BOSSCYCLEBUTTON TAP BPM/ MUTE/SEL3 ACCENT ACCENT TEMPO CYCLE RST/CLR 3 OUT 3 MUTE/SEL4 ACCENT IN ACCENT IN CLOCK SOURCE 4 DINSync RESET F/L GATE IN GATE IN RESET 4 IN OUT C D SD OUT BD OUT CLOCK MUTE/ HOLD ON POWER-UP SEL C TO LOAD USB TIPT P' MUTE/ MUTE/ Tiptop Tiptop SEL A SEL A u d ioModule Used: HOLD DOWN TO No3000 No.2040 EDIT CHANNEL A - 4000 VC-EG MIX ATK VC SLOPETrigger Riot AABD808SD808 DM4000-3000 DM2040 SMIXER R SATTENUVERTVERT - DEVIATER R - VC SHOOT GATE GATERIG By default, Trigger Riot is activated in Matrix mode. This patch will use an independent mode. Click INDEPENDENT/MATRIX once. Patch OUT 1 to BD808, OUT 2 to SD808, OUT from A to 4000 pounds. Install BPM with the main pen.2. Make sure DIVIDE is selected, hold MUTE/SEL1 and turn Knob 1, set it to 5, release the button. As you can see, in INDEPENDENT mode, you choose a line or column you want to work on by holding the MUTE/SEL button down while the handles are spinning. Tap and hold MUTE/SEL2, turn the 5 stick to any value you feel like, then stick 6 to add more hits. Tap and hold MUTE/SEL A, turn pen 1, turn pen 5, add more triggers with pens 9 and 10.3. Tap and hold P1, the sequence will To Preset 1. Click Independent/Matrix, Riot will return to Matrix mode and download Preset 1, which has been saved in matrix mode from previous patch examples. As you can see, in each mode, either Matrix or Independent have eight banks four pre-installed each that you can save. Not bad? 9It's the end of a quick start guide, from here we go through a full in-depth feature description and theory of TheTrigger Riot, so let's start: Guide to Conventions: Buttons in Bold and I/O Jacks are in Bold Italics.Text in one quote (') denotes what is shown on display. Review: Trigger Riot is an innovative trigger sequencer never seen before, so learning how to use it can take some time and require an understanding of the concept. In this guide we go through all the different modes of operation and how they interact with each other, so that you can get a real understanding of how deep this machine is. The concept is very simple to understand, TRgenerates or takes in a clock signal, each of the handles can be used as one orboth of the following to create trigger streams and gate to the exits: Programmable Divider clock (divider)Watch sequencer (steps) Once they are installed, then a set of clock manipulator effects can be applied to trigger/gate streams. These Effects: Probability trigger output (probability)Trigger flow entire hours of displacement (clock shift)Trigger flow of fractional clock displacement (time shift)Trigger flow multiplying fractional clock extractor (speed)Impulse width modulator (pulse width) Trigger Riot is a highly current source of the watch: it has 8 outputs, Each canhave up to 4 hour departments and each of these units can be assigned aprobability Also, each output has 4 steps that are not repeated as adivision. 10Controls: Endless rotary pens:TEMPO: This pen is under an LED screen. It is used to adjust Tempo inBPM, internal start loop counter and endpoints, as well as other utility functions such as source lock, speed, and beat sync.4x4 MATRIX: These 16 knobs are used to set different parameters for each watch and effect. There are two ways to use 4x4 pens: Matrix and Independent. In Matrix mode, lines and columns affect the output of both output sets 1-4 and A-D. The independent mode allows you to set values for goals and columns separately. To select a line or column in independent mode, you'll have to press and hold the MUTE/SEL button associated with that output. Buttons:MODE: Mode button switches between the following parameters foreach division:1) Divide - sets the division of the clock2) Step - allows you to install one trigger on this count3) Probability - establishes the probability that the trigger will be prepared4) Speed - sets a temporary base in the internal hours5) Hour shift - delays of division at full hours6) Time Shift - delays dividing by fraction of the hour7) Four presets for matrix and independent modes for 16 in four banks. Tap and hold the button until the display changes to recognize the save ('SAVE'. Click preset quickly to remember it. If the preset is stored in the slot, nothing is done. Presets not only saves your patternsit also saves BPM and the cycle of the beginning and end of the point if installed. Switch the presets of the cycle and also sends a reset impulse to reset out of the socket to sync with other sequencers. Banks: Four banks with four presets in each. Changing the pot does not change the current preset before the Preset button is pressed. Banks have alternative functions when installing Preset Looping function and quantitative presetchanges in tact. Beat Sync (B1) - ('bEAt') quantitative manual preset changes by the beginning of the cycle (make sure to set the start and cycle cycle end). BeatSync Continue is on, withholding the B1/BeatSync button until the display changes to 'CONT'. In this mode, the presidents change without dropping the internal counter or sending a reset. BeatSync also controls Mutes as well as preset changes. 11Loop (B2) - Loop On/Off ('LOOP') turns the loop on and off, holding the button and then using the Tempo handle. Loop Start (B3) - Start of the Cycle ('LPSt'). Choose a pot and pre-set for the tobegin cycle. End of the Loop (B4) - End of the Loop ('LPEn'). Select The Bank and the Preset for the end of the cycle. Note: Loops can work back or forth. Also note that the internal value of Cyclemust must be set up to a non-zero value or an external reboot should be called to change the principles. BPM/CYCLE: This button switches between the following functions:1) Tempo ('bPm') - sets Tempo in Beats Per Minute (BPM)2) End of cycle ('CYCE') - sets an internal reset count. 0 sets the counter indefinitely. Values of 1 to 255 will reset the counter after that many hours and as mentioned earlier, this is a great way to make things sound more repetative.3) Cycle Start ('CYCS') - the value of the clock is reset to 1 to 255. Installation 4 will make the separation of four fires immediately after the discharge. This allows alignment with other devices like x0x style sequencers. Note: After a timeout, the handle returns to setting up Tempo in BPM. Everything that has been established has been preserved. START/STOP: Starts and stops the internal clock. Displays Strt and Stop on thedisplay. It also sends a reset pulse on the reset connector to synchronize other questers. Keep the button down to access these features:1 Watch Source ('CLOC'): Select from the inside ('Int'), External ('EXt'), SyncBus ('SYNC'). Internal Source of the Default Watch2) Watch Speed ('DIN'): 24 PP'DIN Sync or 16th notes for hours in and hours out.16th default notes3) Reset the first/last ('r FL'): reset for fire at the first account or the last score of the cycle. First, the default button keeps loops through these three functions and clicking on the onceexits button and comes back to After 20 seconds, the utility mode is relegated and returned to BPM. 12TAP TEMPO: Tap Tempo once, and the display will show 'tAP' and a noticeable tap tempo. Click the Tap Tempo button twice as long to install Tempo. The new tempo will be displayed on the display. Click the step: To enter the steps with the Mute/Sel button, hold the Tap Tempo 'tAPS' displays. Now a single tap on the Mute/Sel button will place Stepat, which is to beat when CYCE is not 0. The clicks are quantitative to the previous 16th note, and the trigger does not start until the next cycle. In this mode the chan-nels won't disable however. Hold the Tap Tempo button until the 'tAP' displays for the ReleaseStep Tap.RESET/CLEAR: Click quickly to reset the internal resetvalue counter (default 1) the display will show ('rSEt') and the reset pulse will be sent to the Reset socket to synchronize other sequencers to the starting point. Tap and hold to tap the current programmed state ('CLr'). Cleaning sets all units up to 0 (off), the probability up to 100 (on), steps, hours and time is compensated up to 0 (turn off) and pulse width up to 25%, the cycle start is set at 1, the end of the cycle is set at 0. The thatpo remains unchanged, and any saved proets are intact as well. To clear just one line or column, hold Mute/Selbutton next to a trigger from that row or column, then hold Clearbutton until the display is tinged ('CLr'). MATRIX/INDEPENDENT: This is between the default Matrix mode ('MAtr'), where lines and columns interact with each other, and The Independent Mode ('INdP'), where each exit on a line or column can have its own setting. Mute/Selbuttons on the under and right side of the module are concealed, and the de-sired handle is turned to set the values in this mode. Default Mode Is Matrix.Note: Options in two modes are separate, so changing modes doesn't affect any settings. That's twice the number of pre-installed settings stored in TheRiot.BOSS: Select this button will make Riot 'Boss' when using SyncBusbetween multiple units. SEL/MUTE: Four buttons at the bottom and four to the right of the module choose which line/column changes independently or is used to drown out the Output in Matrix mode. Click the button once to disable or disable anoutput in any mode. Tap and hold in an independent mode, then rotate the de-sired handle to select the feature for that particular output. For example, hold the Mut/Sel button next to Exit A and rotate the third pen in column A to divide the seta. Holding Mute/Sel to draw line 3 and turning the same pen will have a different value for output 3.

13Input/Output:CLOCK IN: Insert trigger 0-5V or gate source to control Trigger Riot when watch holding the Start/Stop button. The speed for the watch's incom-ing signal can be chosen by the function ('DIN'). These two bets are 1/16thnotes ('16th') or 24 pp' din ('DIN') based on the Roland specification. CLOCK OUT: Exits of each hour based on BPM and hours. The two points are the 1/16th notes ('16th') or 24 PP'DIN'DN Sync ('DIN') based on Rolandspecification and identical to what is set as Clock In.RESET IN: Resets the internal number in the Start.RESET OUT Cycle: Called when the internal account is reset or by an external trigger. OUTS: 0-5V trigger/gate exits. 14Use: Trigger Riot is loaded in matrix mode and divide mode, as indicated in LEDon to the left of the top LED string. In this mode, the encoder pen in the top left will set the session of the clock for both weekend 1 and A. The encoder handle to the right of it will set the value for exits 1 and B, below its 2 and A and so on. Hourly fissions range from 1 (each output of the watch causes output) to 255 (every 255clocks causes output), so very complex patterns are easy to program. Below is an example of the installation of two triggers - one to four and one to nine: Exit triggers on the clock: 4, 8, 9, 12 16, 18, 20, 24, 27, 28, 32, 36 (and then re-repeating pattern) In the hour-long division 1/16 this will result in 4-on-the-floor beat with trot accents. To give a few more options click Mode to goto Probability mode and dial the percentage for the 9 split back up to 50%. Now there is a 50-50 chance that every 9 hours the trigger will occur. Trigger Riot default counts 1 to 2 x32 (more than 4 billion), so extremely long models can evolve (e.g. 71, 181, 252, for example). You can limit the internal counter to create shorter patterns. In the 4 and 9 division example above, setting the internal end of the cycle to 16 will allow you to exit the following:4, 8, 9.12, 16 To add the entire rhythm to the second hours, change the step mode, and change one of the handles into 2. This will result in the following:2, 4, 8, 9, 12, 16Note that units count the clock until it is triggered, so that the separation 4 installation will waituntil the 4th hour after the reset to cause. Trigger Riot makes no distinction as rhythmic meters at all, so you can set whatever you like. But this can lead to clock-synchronized divisions with other hardware that has strict meters (e.g. 1.5,9,13 in 4/4 time for x0x-style drum machines). To solve this problem, you can reset a number not associated with 1 with the BPM button and with the 'CYCS' value. Value 4 will make this fireimmediately split on the reset thus lining up with a typical 4/4 pattern drum machine. 15Setting cycle: Click the BPM button under the Tempo handle until the display reads 'CYCE' for TheCycle End. Value 0 turns off reset and the internal meter works for years before resetting. Installing a value of 1 to 255 will return the number to 1 in that many ticks Counter counts from 1 so installation 8 will give 8 hours You can reset the internal countdown to a number not in 1 using Cyclebutton and setting Cycle Start ('CYCS'). Tip: If you want to install a 64 hour loop pattern with a bass drum set for the first hours, set the end of the cycle to 68 and cycle start to 4. Install the bass drum clock divi-sion up to 4.Note internal loop installed by CYCE and CYCS will function with external clock communication (16 or DIN). Note that with the '16th' clock the external resets in the coming willstill trigger (and reset out will cause as well), but DIN Sync has no thisability. Step mode: In step mode, single clock counts can be set to call on to give an exit. The value ranges from 0 (off) to 255 hours, and the value is limited to the value of the Internal Cycle. When you use an external source to start the reset, make sure that the step value is less than the reset time or it doesn't cook. Steps can also be entered using Tap Step mode. Hold the Tap Tempo button until 'tAPS'displays. Mute/Sel buttons will now enter steps rotating through all four posi-tions on the line/column. Once the Steps are entered, they can be edited using theencoders. Note - The step only works if either the internal loop is set or reset in the trig-ger at the interval, because the internal default counter will quickly run into thousands and not hit any Steps.Probability Mode: Using probability will add some randomness to the running of the units. Thevalues range from 0% or always off, up to 100% or always, with the setting 50% being a random coin toss. The default is 100%. Note: Riot uses a seeded generator to allow patterns to occur over long periods of time. Speed mode: Speed is the number of internal tickes of the watch on which the division is based. The Riot watch is currently running at 96 PPPs (or 1/384 note) and the default clock is 24 ticks ora the 16th note (1 quarter note 96 tickes/4 and 24 ticks). Any unit from 2 to 96 is available, and very thin rotating patterns can come out of the settings of a slightly set speed. Speed can be seen as a watch multiplier. 16 Common Speed Settings are displayed as their notation value (t - triplet, d dotted) :D The 464th 632t 832nd 1216t 1632d 1816th 248t 3216d 368th 484t 658d 724th 724th 96Clock Shift Mode: Shift Shift moves the trigger in time in a few hours. The range is 0 to 0,000, so division 4 can be moved to 3 p.m. ticks. Example: Divide 8, Clock Shift 0 triggers on accounts 8, 16, 24, 32...Divide 8, Clock Shift 5 triggers on accounts 13, 21, 29, 37...Time Shift: Time Shift moves trigger in time very small steps that are part of hourly split speed and are great for swing adding and offings Values in degrees from 0 to 360 giving a very subtle adjustment in timing. It is also calculated after the change of hours, so the time shift can be part of the ClockShift delay. 180 degrees is halfway between Hour shift and nextdivision. The combination of Hour and Time Shift will never be more than a total separation time. ExamplesDevid 8, Hour shift 0, Time Shift 180: 12, 20, 28, 36Divide 8, Hour Shift 4, Time Shift 0: 12, 20, 28, 36Divide 8, Shift 4, Time Shift 180: 14, 22, 30, 38 17Pulse: The width of the pulse is the duration of the output pulse remains high (5) and is one percent separation. Pulse width is calculated on the basis of the department plus Clockand Time Shift, so the shifted divisions will have a proportionally shorter pulse width. Installing pulse widths of up to 0 will set the pulse width to one internal loop of the watch no matter what the separation is, which is useful for starting the drum. The default is 25%. Examples:Divide 16, Pulse Width 25% : Trigger high on count from 16 to 19, Low 20 to31Divide 16, Pulse Width 75% : Trigger high at score 16 to 27, low 28 to 31Divide 16, Clock Shift 8, Pulse Width 25%: Trigger high count 24 to 29, low 30 to31Note: Pulse additive width so more units with a large pulse width can block departments from firing. Pulse width is a great tool for creating rhythmic accidents. Create a preset loop: Set the loop-click BPM/CYCLE until 'CYCE' displays.- Turn the master handle to select the watch number (in the 16th note) for the end of the template- Tap BPM/CYCLE to 'CYCS' - Turn the master handle, to set the beginning of the pattern- Example: Set CYCE to 68 and CYCS to 4 to have a 4 bar pattern of 16th note that resets on the 4th countTurn Looping On/Off:- Hold the Loop/B2 to 'LOOP' displays.- Use the Tempo handle to change on/off. 'LPOn' will be displayed if the loop is on 'LPOf' will be displayed, If the Start off-grid loop cycle:- Hold Start/B3 until 'LPSt' displays- Press Bank, and then Preset to select the cycle start of 18Set Loop End :- Press-end/B4 until 'LPEd' displays-Press Bank, and then Preset choose the end of the cycle- Press Bank and then Preset choose the end of the CycleNote: Loop End points can be up to the start point to change direction. SyncBus:The SyncBus is a unique synchronization standard that we have developed to sync our sequencers in amazing timing and intelligence. To achieve this goal, SyncBus uses high-speed parallel data communication and is a recommended method for synchronizing multiple trigger riots. Several trigger riots are connected to a special tape-cable on the back of the module. This connection allows you to change the pre-installed lock in advance and for one Trigger Riot to control other devices with very high responsibility, as well as change presets in sync. SyncBus: - High-clock synchronization- All resets/cycles on Boss have passed Slaves- Pre-installed changes at The Boss, followed by slaves back viewSyncBus Cable SyncBus Cable More trigger riots can be connected, exampleshows 3 for clarity. 19Turning SyncBus is very simple. After all the syncBus SyncBus cables Connect, press and hold the start/stop button when 'CLOCK' appears on the usethe master knob display to install it on SYNC. Do it on all the trigger riots that are connected to the bus. At the moment all the trigger riots connected are waiting for one to take the team, that is the boss. The boss clicks down information about the SyncBus settings THEBPS pre-installed for the game and resets. Any Trigger Riot can take control and become a new boss at any time, even during the game, holding the BOSS 'BOSS' button displayed on the screen. This feature allows you to control all sequencers from one at once, and at any time switch to control all sequencers from the other. As several Trigger Riotsmight be placed in different parts of your system it gives a lot of freedom to keepmoving around. Click the reset/clear button once to send a reset to all riots connected. Thissyncs their internal counters. 20 20