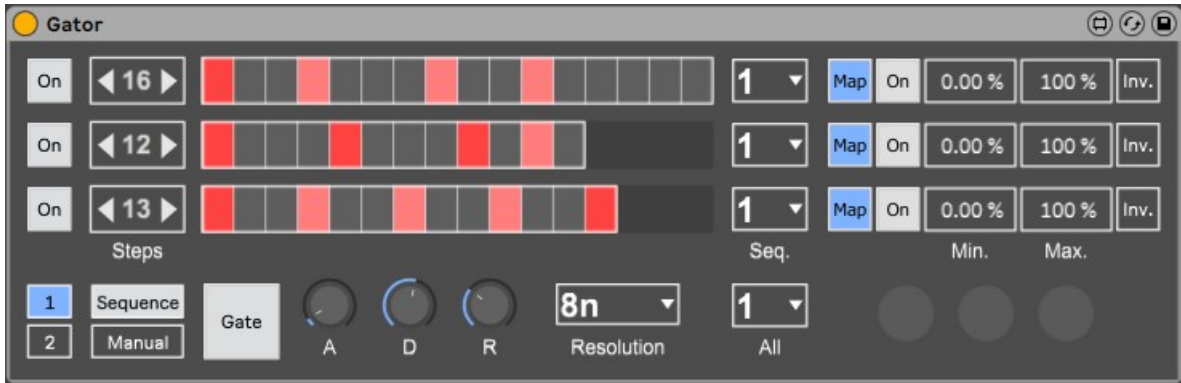


# Gator

Idmdesign.org



Gator is designed as 3 gate sequencers with ADR envelopes for triggering parameter changes for any mapped parameter. Based on the gating functionality of the Alligator plugin in Reason, the intention of the device is to be mapped to the gain of 3 separate chains of an Audio Effect Rack. With each chain loaded with different effects, the device can create rhythmical changes in the effected output of any sound. It also includes probability per step, manual triggering, and 2 parameter mappings with individual ADR envelope per sequencer.

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# Sequencers

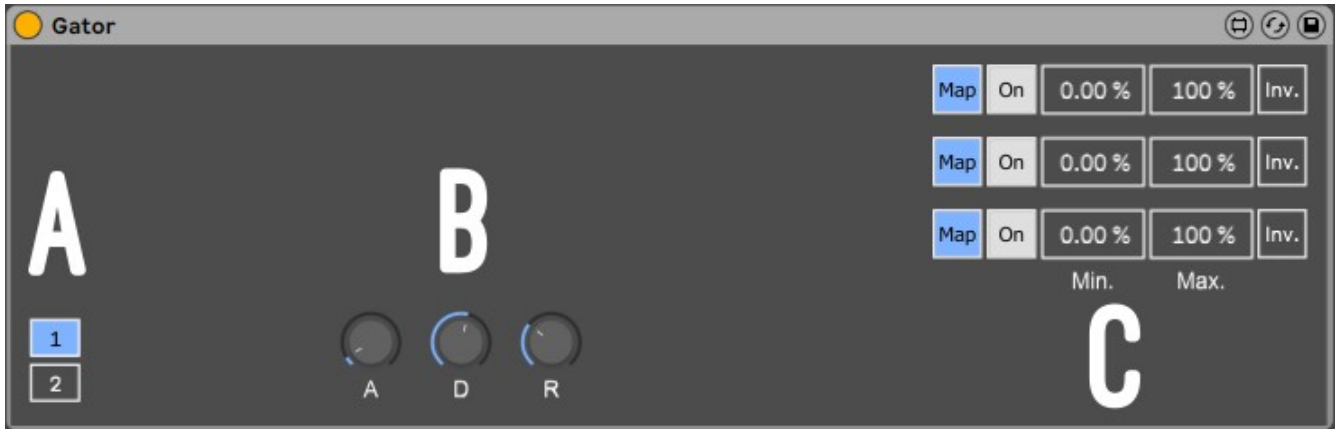


Here we have 3 sequencers with individual number of steps and 16 possible saved sequences.

- On/Off – Turn on or off the sequencer
- Steps – Set the number of steps per sequencer up to 16 steps
- Gate/% – Switch between the gate sequencer and the probability for each step. In probability mode, each step is a slider to set the probability (see below)
- Sequencer – Click on or off the gate for each step in the sequence
- Resolution – Select the resolution of the step duration
- Sequence no. - Select the sequence number to edit and play. The number of steps is included in the saved sequence
- All – Change all of the sequences at once



# Mapping



Two parameters can be mapped for each sequencer, and the ADR envelope can be set differently for each group of mappings.

- a) Mapping Group – Selecting a mapping group will display the appropriate mapping controls on the right and the ADR envelope below for that mapping group
- b) ADR – Set the attack, decay and release levels for each step being triggered.

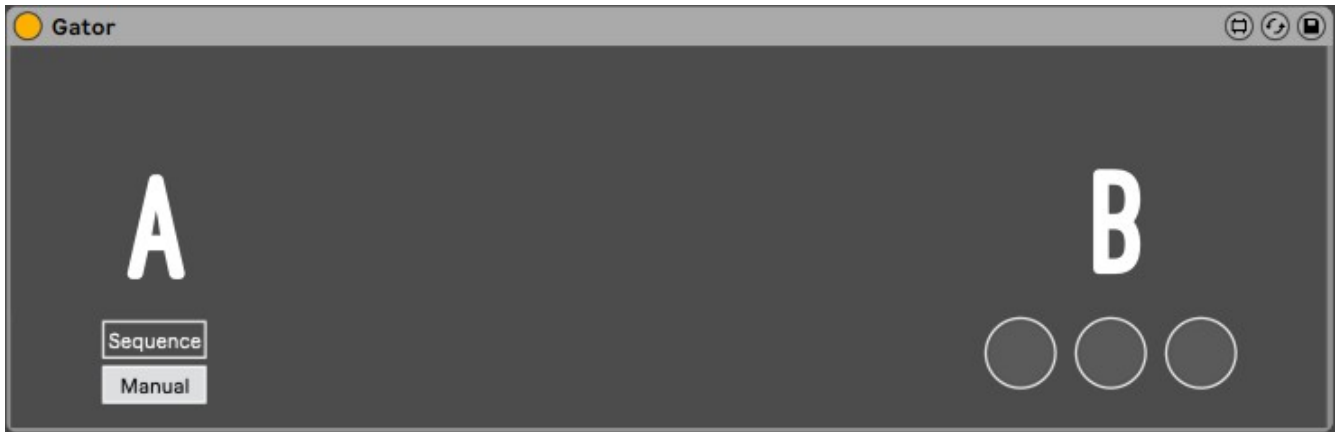
The attack is from zero to the length of the step.

The sustain is by default at 0, so the decay will set the time taken to drop to 0. If Decay is set at full, the sustain will essentially be at 1. When the clip reaches its end, the release level will set how fast or slow the gate closes again down to 0. The decay also goes up to 2 X the step length at maximum, which simply means that the gate will not close down fully during the length of the clip even if not at 100% (sustain at 1.).

The release can go from 0 to 3 steps in length.

- c) Mapping – Click the Map button and then move any parameter in Live which can be mapped. The on/off switch will then turn the control on or off. Set the minimum and maximum values relative to the parameter to set what level it will move to on opening and closing the gate. You can also invert the mapping so that steps will close rather than open the gate.

# Manual Triggers



Instead of using the sequencers, you can manually open and close the gates using the buttons on the right.

- a) Mode – Switch between sequencer and manual mode
- b) Buttons – Map the buttons to a midi controller for tactile triggering, click with the mouse, or automate them in Live.