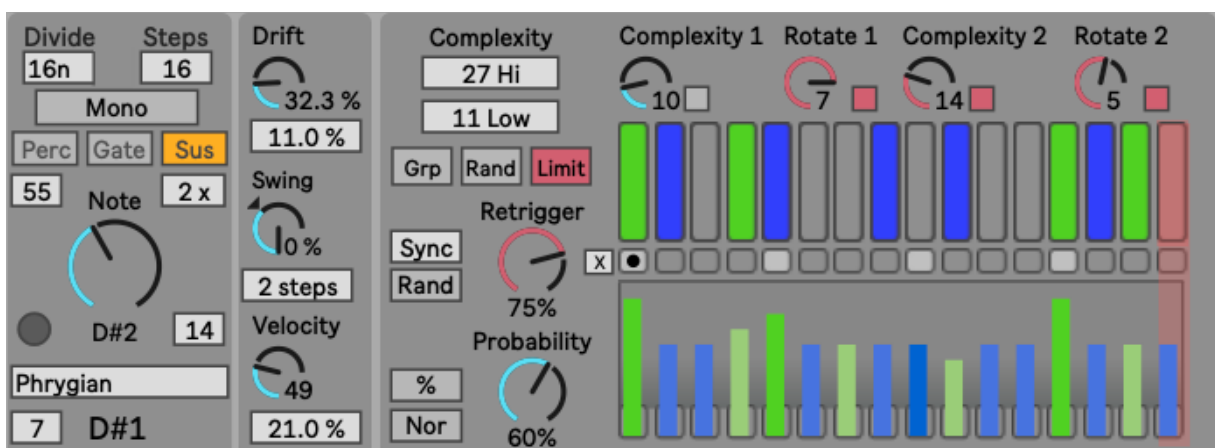


SitannSpin

Overview

is an MIDI plugin that generates MIDI notes for percussion or melodic purposes.

Quick Start: First to understand the uniform pattern to the complexity dial make sure there are green triggers and turn only the complexity boxes on, make sure the rotate dials are set to 0 and the retrigger is turned off (orange box colours). As you go from 0 to 35 you can see the pattern. This pattern can be changed or rotated by using the rotate dial. Using these 2 dials is a way to make variations that are repeatable. Now load a simple synth after this plugin. Select a note and click on a major scale. Set the number box above to 8 notes. Turn the Retrigger dial to 100% and the Probability to 50%. Press play and see how the retrigger is working. Manually click to add your own triggers to go along with the generated ones. Do the same with the probability sliders below.



I hope this comes in handy. Enjoy!

Section One: Tempo and Notes

Divide / Steps - This controls the beat subdivision of the sequencer and the number of beats played.

Mono / Dual - This controls whether one or two notes are triggered by the sequencer.

Perc/Gate/Sus - This controls the duration or envelop of the trigger. If Perc is used it will be very short perfect for triggering percussion/drums. Gate will make the triggered MIDI note as long as the divided tempo duration. Sus lets the note sustain till another note is triggered.

Off - 100 – When enabled this shows the possibility of either the gate or sustain of a note. At 50 there is equal chance of either. At 25 there is a 75% chance of the gate & 25% of sustain and at 75 there is a 25% of the gate and 75% of the sustain.

1x-50x – This multiplies the sustain. 1x equalling 1/16th note and 16x equalling one measure.

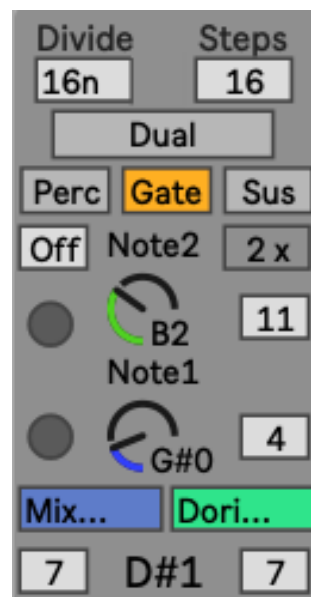
Note(s) - This designates the note or the root note played if the number box next to the dial is more than zero. (More on this in the next section). When in Dual mode the triggers are colour coded so the manually set triggers are the green (Note 2) and the random generated notes are the blue (Note 1).

0 - This number is the amount of note steps that the random generator will make.

Off / scales - This shows what scale is used when generating the random notes in the sequencer. These are also colour coded for correlation with which note in Dual mode.

0 - This number is the amount of note steps is in the selected scale. This is used to help know how many notes are in an octave if using the random note generator.

Blue and Green Lights (Triggers) - This shows when triggers are engaged.



Section One: Tempo and Notes (cont...)

Drift – Controls the amount of delay for each trigger. 100% delays the trigger to the next step.

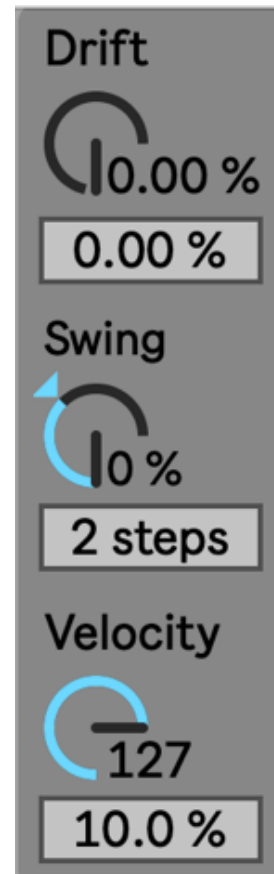
0-100% - This controls the probability AND amount of the drift engaged. 0% means every trigger will be whatever the drift dial setting is. If set to 50% and the Drift is set to 10%, this means that half the time the variation in drift will be triggered and half the time it will not be. BUT when the variation is engaged, it will be some amount between the drift dial amount and zero.

Swing - This goes twice as far to create unusual rhythms.

2 Steps- This is the ratio of swing. Typically, swing is every other note so 2 is the traditional setting. Setting it to 8 means beat 1 and 8 will be swung.

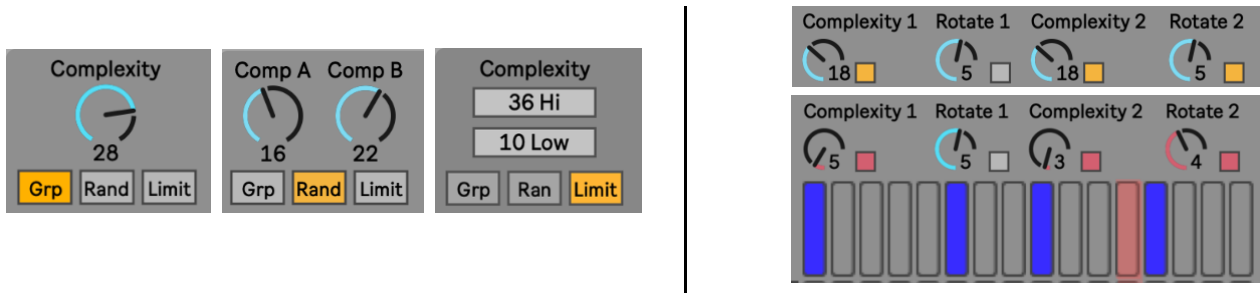
Velocity – Controls how loud the notes are.

0-100% - Controls the amount of random velocity for each note. If the Velocity is set to 127 and the percentage is set to 100% = random velocity between 0-127. 75% = random velocity between 32-127. 50% = random velocity between 64-127. 25% = random velocity between 96-127. 0% = no random velocity.



Section Two: Sequencer

This section is colour coded to help with seeing what dials are connected to which parameters. The sequencer can control two different triggers (green and blue) or they can be combined to control just one trigger. Red signifies that it is being controlled by the retriggerer.



Complexity Type (Grp/Rand/Limit) - This controls the number of triggers in the sequence. Each setting (1-36) increases in density from 1 trigger to all being filled. This dial can be used in Grp mode to control both the Complexity 1 & 2 dials mirroring the Complexity dial. In Rand mode, every time the Rand button is clicked or retriggered the Complexity dials randomly go to any number up to the Complexity dial number. In Limit mode, every time the button is clicked or retriggered it picks a number between the 2 low/hi settings.

Complexity 1 & 2 – This controls the density first 8 steps and last 8 step of the sequence.

Rotate 1 & 2 – This rotates each two, 8-step sequence. When the box is engaged (yellow) it will be randomly triggered by the Complexity dial and (red) by the retriggerer.

Red Box – This turns on/off the retriggerer function (see page below).

Green / Blue Markers – Clicking on this area generate green marks that designate a step to be triggered. The blue is created by the Complexity dials. Green is manually entered and blue are generated by the algorithm.

Section Two: Sequencer (continued)



Sync (2-15) - This controls when the retrigger is engaged. Sync is after every bar (16 beats). Set to 8 means on the 8th beat the retriggering occurs.

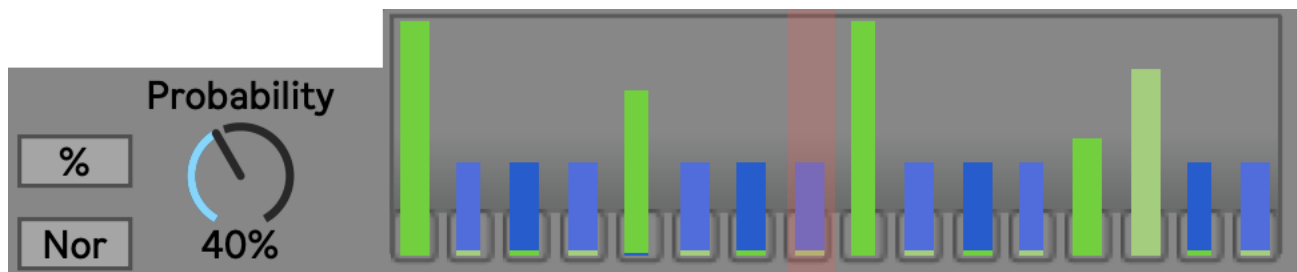
Rand – Similar to the complexity limit button. When engaged, the retriggering is random to any step up to the number set above.

Retrigger 0-100% – This sets the probability of retriggering to occur. When turned off the complexity dials can be controlled. Once activated the complexity dials are controlled by the retriggering. The Red Boxes next to Complexity 1 & 2 and Rotate 1 & 2 turn off the retriggering of each section.

- – This rotates the whole sequence

X (2-16) – Similar to the complexity limit button. When engaged, the retriggering of the sequence rotation is random to any step up to the number set above.

Section Two: Sequencer (continued)



Green & Blue Sliders - This controls the probability of the triggers. Green is the colour of manually set probabilities and blue is that is set by the left dial. These green settings are used by the green or blue trigger markers above.

Probability (0-100%) – This sets all blue trigger markers to the given probability of triggering.

% (100%) – This is so you can quickly set everything to trigger at 100%.

Nor (Rev) – This flips the probability so all green settings are now what the blue settings are and vice versa.