

Swimmer



Overview

You can choose from four types of shapes for each block: noise, linear, saw, and sah. First, you decide the value of the point (I call it pin), which is the passing point of the parameter at the junction of the blocks. In the case of noise, you can set the slope. You can determine randomness and diversity for this and shift the passing point and slope. Only saw you can set the destination.

In addition, for noise, saw, and sah, you can further divide the block into grids. Just like pin, you can add randomness to the passing points and slope of this grid. You can choose whether to go towards the destination or parallel. You can also mix the shape of the next block.

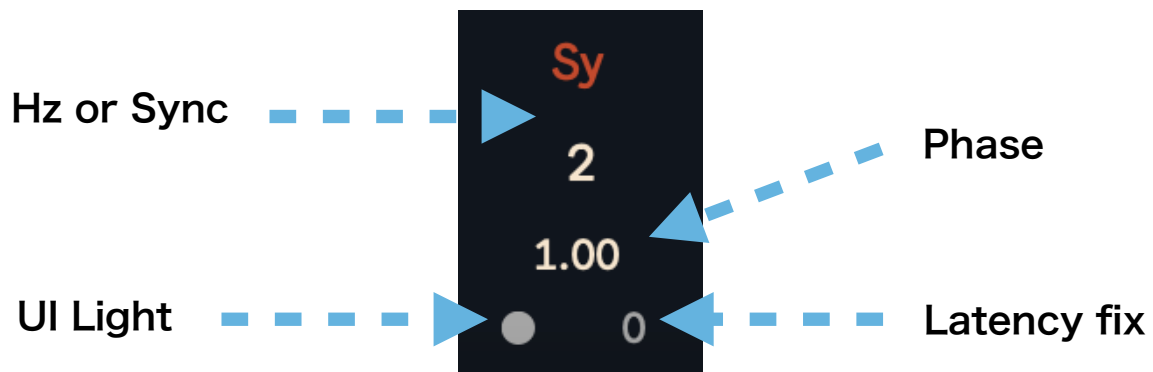
1. Basic Parameters

2. Each Block Parameters

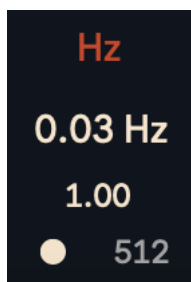
3. About Mapping and Picture

4. Tips

1.Basic Parameters



When Hz



Phase

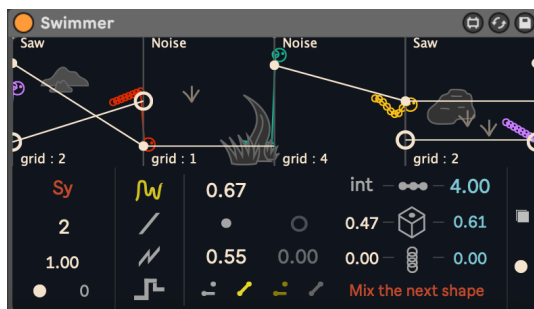
The maximum shift is one block from the initial state. At the maximum, four swimmers are evenly spaced.

UI Light

When it's off, you can click the UI to select the block you want to change. The selected block will be in hi-light state.

When it's on, all blocks will be hi-lighted and the currently selected block will be indistinguishable.

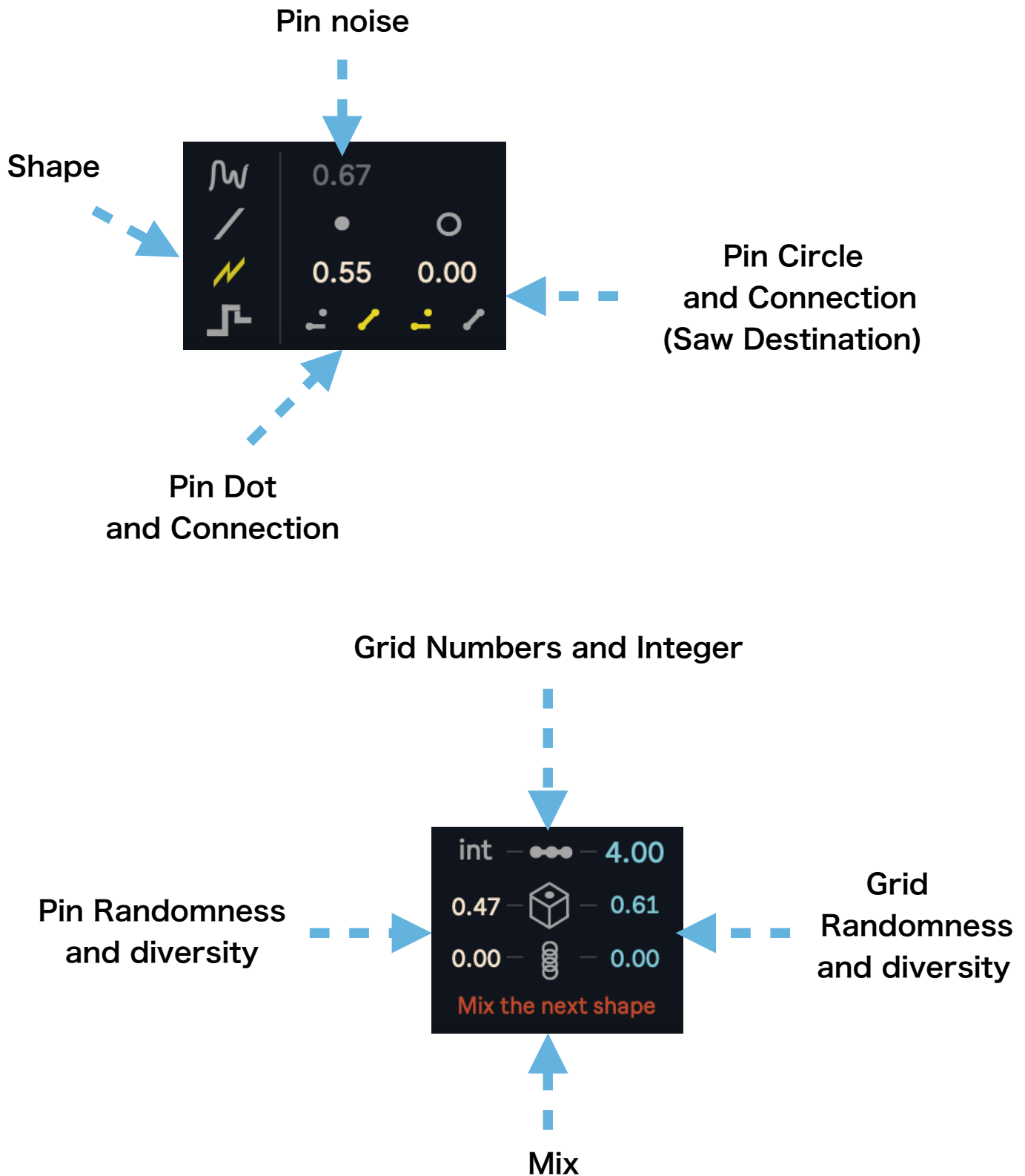
This is useful when using push or midi mapped hardware. The blocks you want to change are managed by the hardware, and it's easier to recognize the overall state in the UI.



Latency fix

Fix latency with vector size(not accurate)
basically, better set 0.

2. Each Block Parameters



Shape

4 type : noise(perlin), linear, saw, sah

Pin Noise

Noise factor (slope)

Check tips.

Pin Dot and the connection

Small dot position

Set the position of the small dot, this will be the basic passing point.

Connect next block pin or not (other than linear)

Pin Circle and the connection

Big circle position

Sets the position of the big circle, which will be the destination in the saw.

Connect next block pin(saw destination) or not
(other than linear)

If the previous shape is saw, This will be active.
Because it is the saw destination.

Pin Randomness and diversity

You can determine randomness and diversity for this and shift the passing point and slope.

Grid Numbers and Integer

You can further divide the block into grids.
and also fix it to integer.

Grid Randomness and diversity

You can determine randomness and diversity for this and shift the passing point and slope on grid.

Mix

Mix of the shape of the next block

3. Mapping and Picture

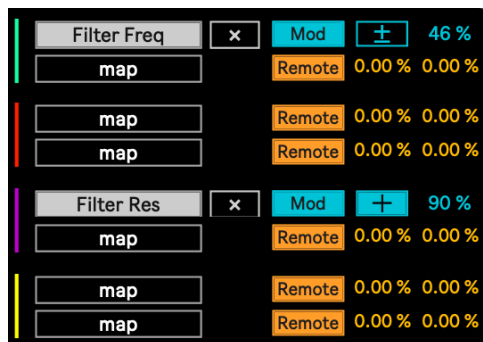
You can download two version.



Mapping tab

Pic Switch

Swimmer.amxd



SwimmerFor11.amxd



Pic Switch

If you like, this on.

4. Tips

Parameter reflect timing

The parameter value is reflected when entering the previous block (because if it is not decided as the destination, it will change suddenly), so care must be taken when writing automation.

About inactive parameter when mix on

When mix is on, the parameter will be enable depending on the shape of the next block even if inactive. For example, if it is currently linear, connect is not used, but if the next block is saw and mix is on, it will be effective even if the connect setting is light off.

About pin noise slope

If you select noise in the previous block, the pin noise value(include random) in the next block will always affect the previous block.

