BIVIO

Bivio consists of three probabilistic switches. That's a nice way of saying these three switches will decide for you if they want the switching to happen, or not. You can set the probability from “always” to “never”.

There are three switches:

- Bivio 1 and 2 are one input to two output switches
- Oivib 3 is a two inputs to one output switch

Overview:

On top are the inputs and outputs.
Tap-trigg will trigger Bivio's decision to make or not make the switch.
Probabilities will set the chance of the switching to happen. To the left: less chance, to the right: more chance. All the way to the left: no switching. All the way to the right: always switching (probability off, now it's just a triggered switch).
One-shot is a special mode, where Bivio will make a switch (still ruled by the probability setting), and then ignore all incoming switching requests (triggers or taps) until Bivio is **reset** by the reset button/trig input next to it, or by the **global reset** on the bottom, that will reset all three switches.

Patching suggestions:

- Bivio is a switch. So you can use it as an ordinary switch. Adding probability will add

unpredictability to your patch.

- One-shot is a great way to introduce a new element to your patch, at an unpredictable time, that will stay in the patch until you instruct it to go away again (or until the end)
- Triggering one-shot mode on and off introduces all sorts of nice ways to turn stuff on or off in your patch.

BRIDGES

Bridges is a dual controllable gate.
That means, Bridges can turn stuff on and off for you, and can add some probability to that process.
There are two identical sections: Bridge 1 and Bridge 2.

Overview:

On top are the **input** and **output**. The led in the middle will show whether the gate is open (green) or closed (grey).

Gate mode: Bridge can either respond to a trigger, or to a gate.
Gate mode ON: Use GATE IN. Bridge will open for the length of the Gate. Gate (Gate signal should be over 9V)
Gate mode OFF: use trigger input. Gate alternates between closed or open.

Probabilities will set the chance of the switching to happen. To the left: less chance, to the right: more chance. All the way to the left: no switching. All the way to the right: always switching (probability off, now it's just a triggered switch).
One-shot is a special mode, where Bridges will make a switch (still ruled by the probability setting), and then ignore all incoming switching requests (triggers or taps) until Bridges is reset by the reset button/trig input next to it, or by the **global reset** on the bottom, that will reset all three switches.

Smooth: Use this to avoid clicking