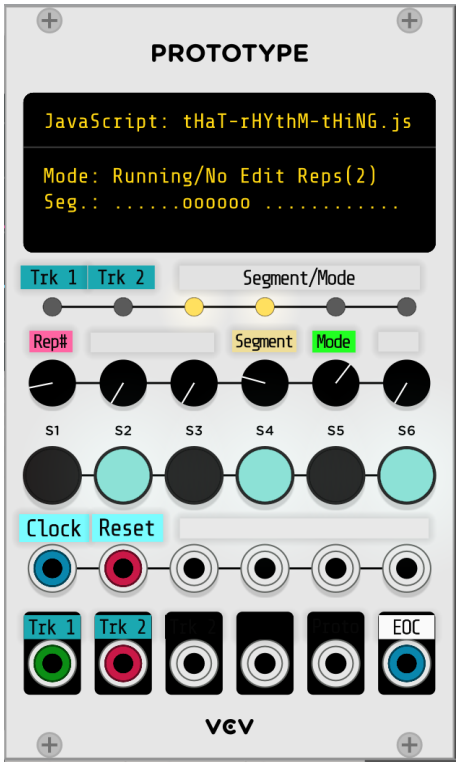

tHaT-rhYthM-tHiNG

That Rhythm Thing is a Javascript program that runs in the **VCV PROTOTYPE** module. Through it, two separate 12-step rhythm tracks are "played" simultaneously. The tracks are looped and linked to the same clock.

Playback is done in "cycles," where a cycle is the complete 12-step sequence repeated some number of times (1 to 8). At the end of each cycle, or **EOC**, the playback position of Track 2 is advanced one extra step and a new cycle begins. This results in an ever changing rhythm.

The PROTOTYPE module is a fixed design consisting of a display area and then 5 rows of 6: indicator lights, dials (knobs), switch buttons, inputs and outputs. As shown here, to the left, its generic design has been "modified" using Stoermelder's GLUE module to label (or hide) the standard labels. The labeling has no effect on the performance of the module or Javascript program. Loading the program into another PROTOTYPE module will not, unfortunately, replicate the labels there.

When the program is loaded into the module it sets a default rhythm sequence for both tracks. As the two sequences together have 24 steps, they can only be displayed on this module in segments, so the tracks are shown in two segments of 6 steps, each. They are displayed using the switch buttons. For steps that will send a trigger pulse through the appropriate track output, the corresponding button is "lit up". Use the **Segment dial** to change which of the 4 segments is shown. Indicator lights above the dial will show which segment is displayed. This is also indicated in the Display (e.g, `......oooooo ............` in the above image indicates segment 2 of track 1 is shown). In its default, or initial setting the segments cannot be edited. You use the **Mode dial** to enable editing and also to run or stop the sequence playback.

- If the dial setting is on the left side –◐– playback is stopped.
- If the dial setting is on the right side –◑– playback continues.
- If the dial setting is in the top half –◓– you cannot edit the segments.
- If the dial setting is in the lower half –◒– segment editing is enabled. To **edit a rhythm**, click on any of the displayed segment's buttons to toggle the trigger output for that step. *Unfortunately, the PROTOTYPE module doesn't accommodate saving new rhythms. When you reload the patch (or the Javascript) it will revert to the default pattern.*

Use the **Rep#** dial to change how many times (from 1 to 8) the sequence will repeat each cycle. Changes while the sequence is running will not be applied until the next EOC event.

The **Clock** input expects a standard clock pulse. The **Reset** expects a short trigger. It causes internal counters/pointers to be set back to zero (i.e., to step 1 of the first cycle). It does not change dial settings or rhythm edits.

The **Trk 1**, **Trk 2** and **EOC** outputs issue 10v trigger pulses. The EOC output is sent *after* a cycle has completed and *before* the next cycle begins.

© 2020 Paul Pomeroy. The "That Rhythm Thing" Javascript is licensed under a GNU General Public License v3.0 or later license.