

RNG outputs a randomly evolving loop of CV and gates. On each clock pulse, the sequence is advanced one step. But, there is a chance for that the value at that step to be randomly mutated, resulting in musical but always-evolving sequences. While the left side of the module controls the CV output, the right side controls a trigger output. Each step, a trigger will be played on one of two channels based on the primary output.

## Chance

Adjusts the probability values in the loop being mutated before they are played. At full CCW, the sequence is locked. At full CW, every value is random.

## Spread

Attenuates the range of primary CV output.

## Polarity

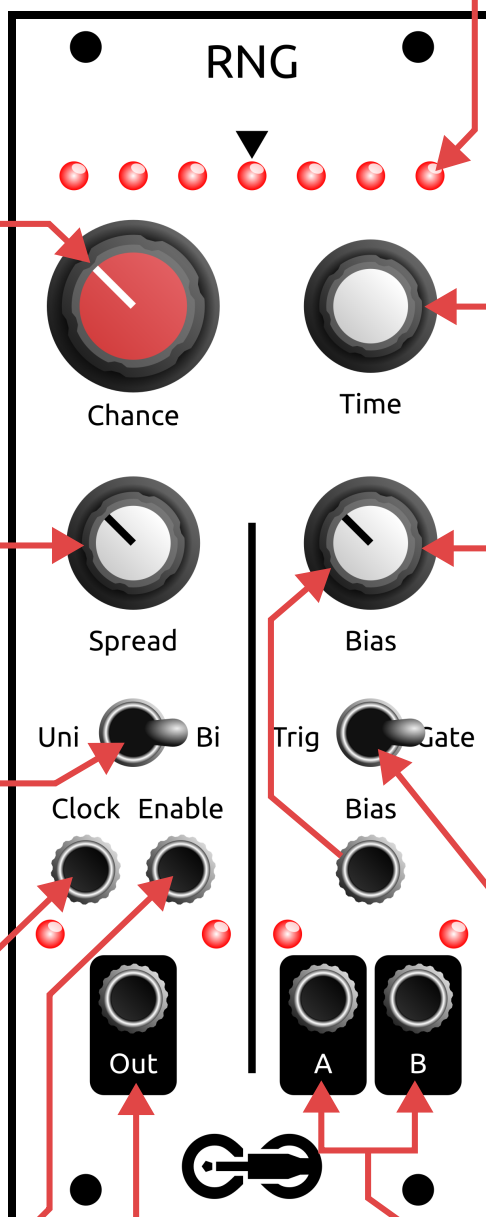
Switches output between unipolar (0v to 5v) and bipolar (-10v to 10v).

## Clock Input

Trigger rotate the loop forward one step and sends a new value to all outputs.

## Mutation Enabled Gate

Normalised HIGH. When pulled LOW, the sequence is locked



## LEDs

LEDs show a section of the current sequence. Lit LEDs indicate a value above the bias threshold. The center LED is the active value.

## Time

Changes the length of the loop from 1 to 32. LEDs briefly indicate the new length in binary. Normally adjusts in powers of 2; hold down the encoder to step by 1. Negative lengths (indicated by left-most LED) will cause the sequence to alternate direction.

## Bias

Sets the cutoff point for the gate/trigger output. On each step, if the output value is above the cutoff it will trigger output A. Otherwise, B.

## Trig/Gate Switch

**Trig** A or B will output a trigger at each step.  
**Gate** A or B will stay high (maybe for multiple steps) until they switch.

## Primary Output

Outputs the main semi-looping, semi-random stepped CV value.

## Trig/Gate outputs

Either A or B will output a trigger or gate based on the main output and bias.