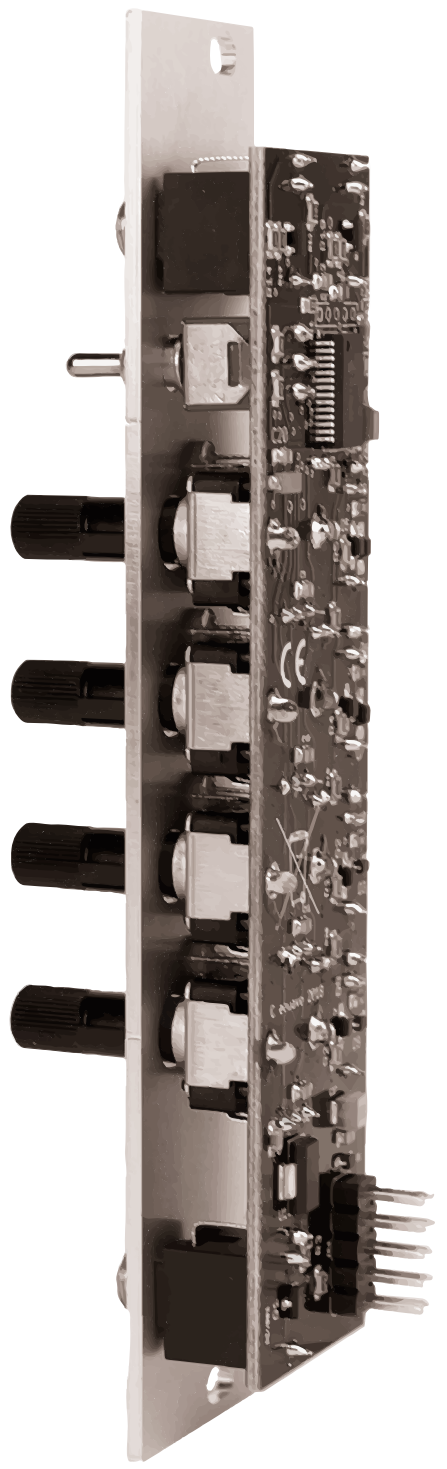
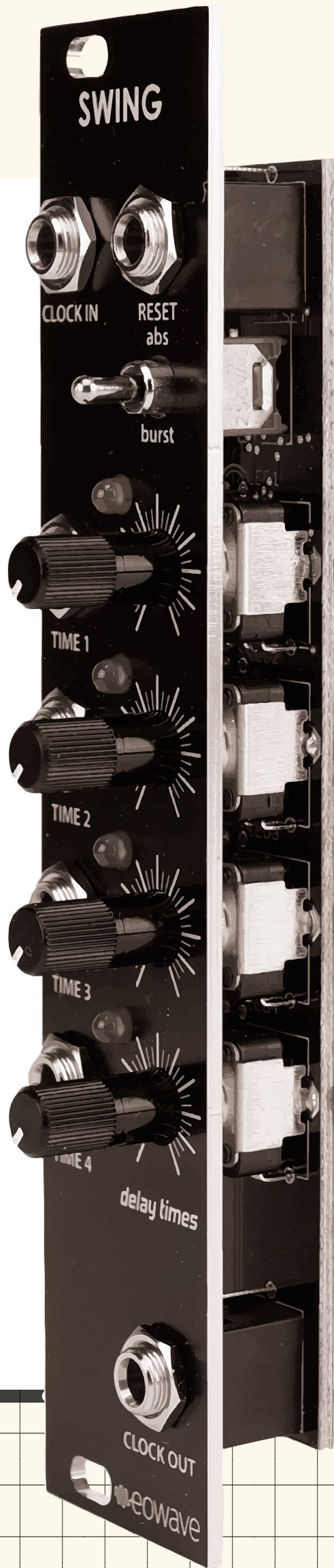


S → I → G  
W → n



# Inputs / Outputs

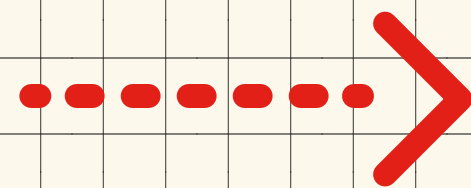
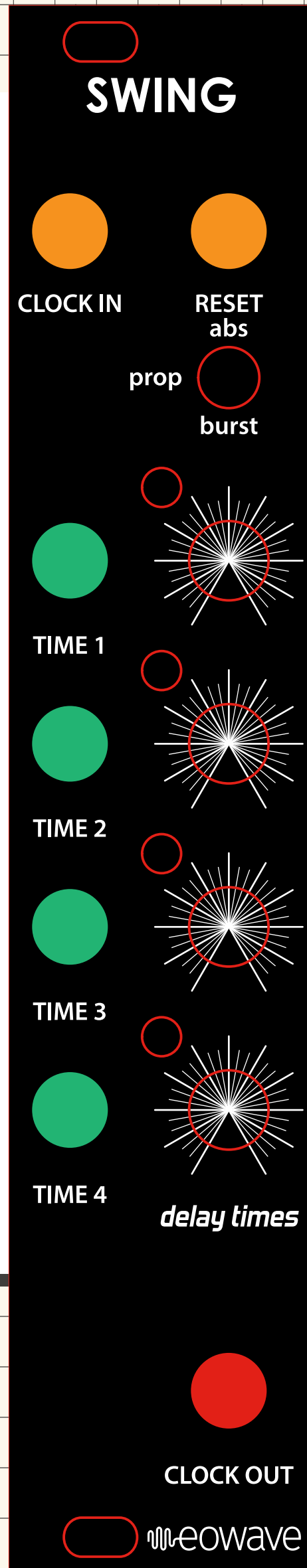
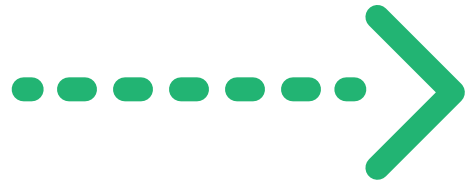
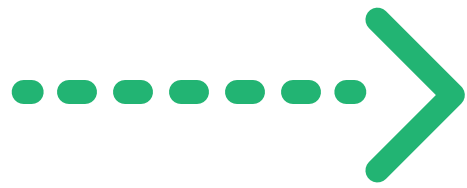
clock  
in



Reset  
in

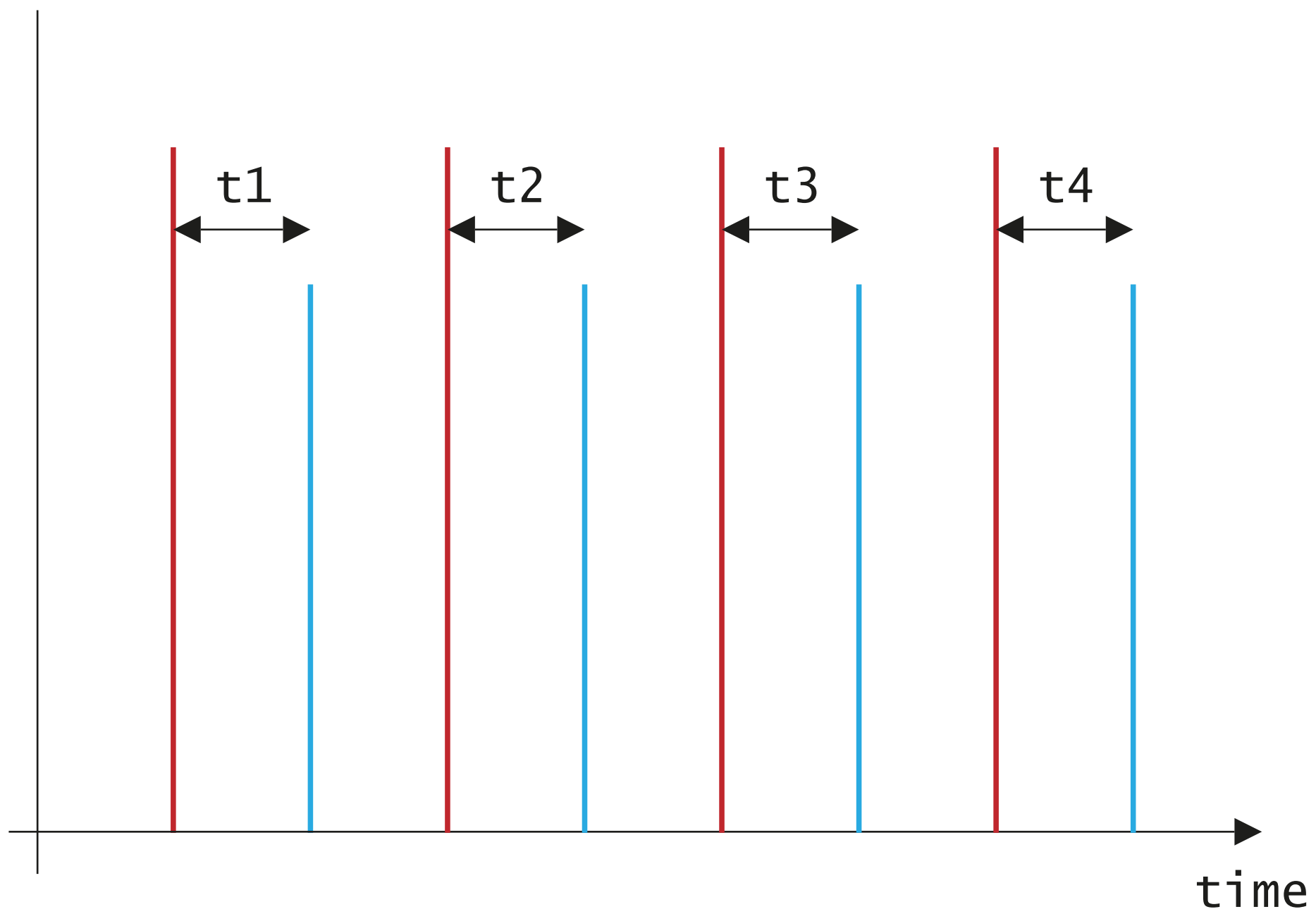


CV in  
(0-5v)



clock  
out

# Absolute mode

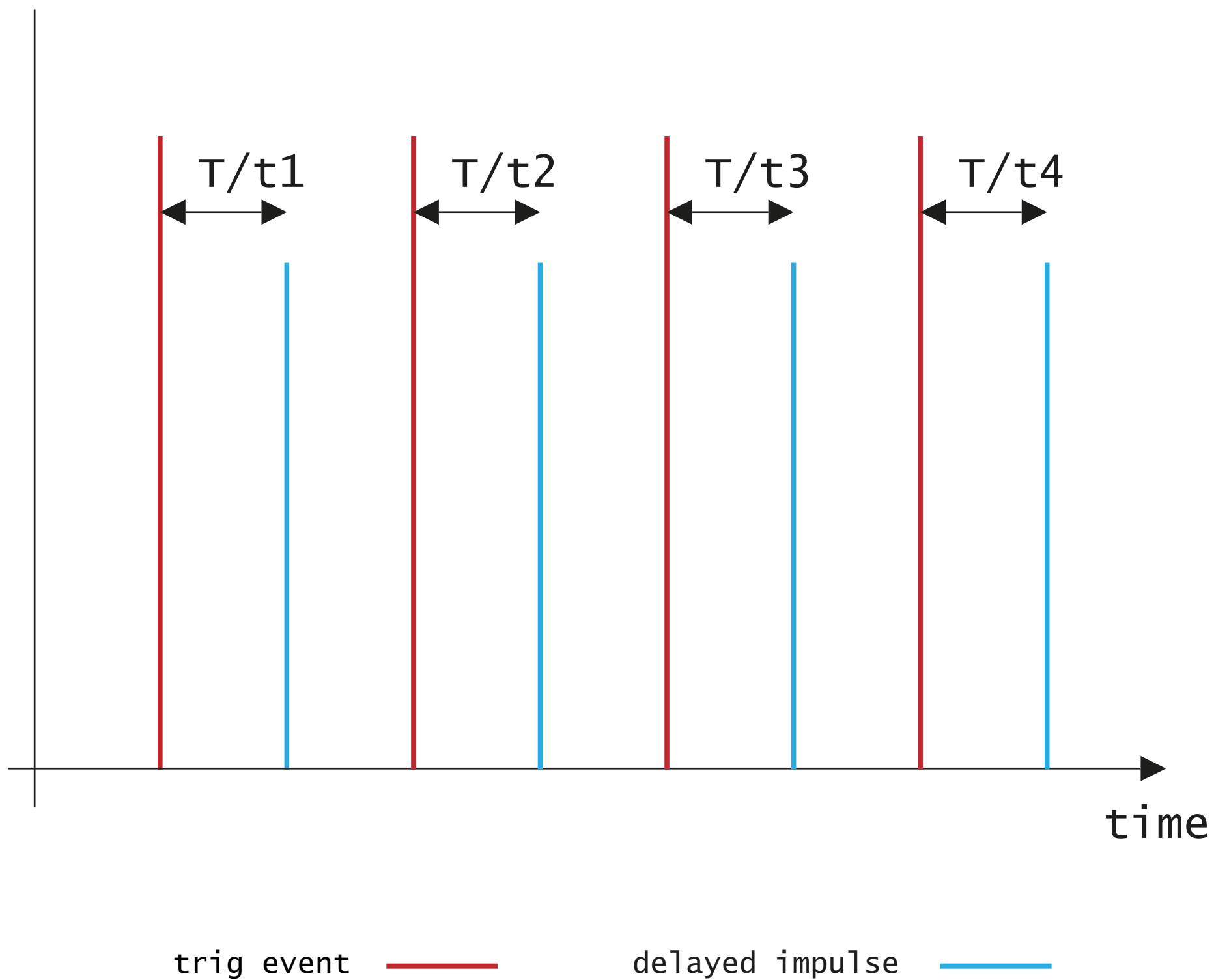


trig event 

delayed impulse 

Reset returns to t1

# Proportional mode

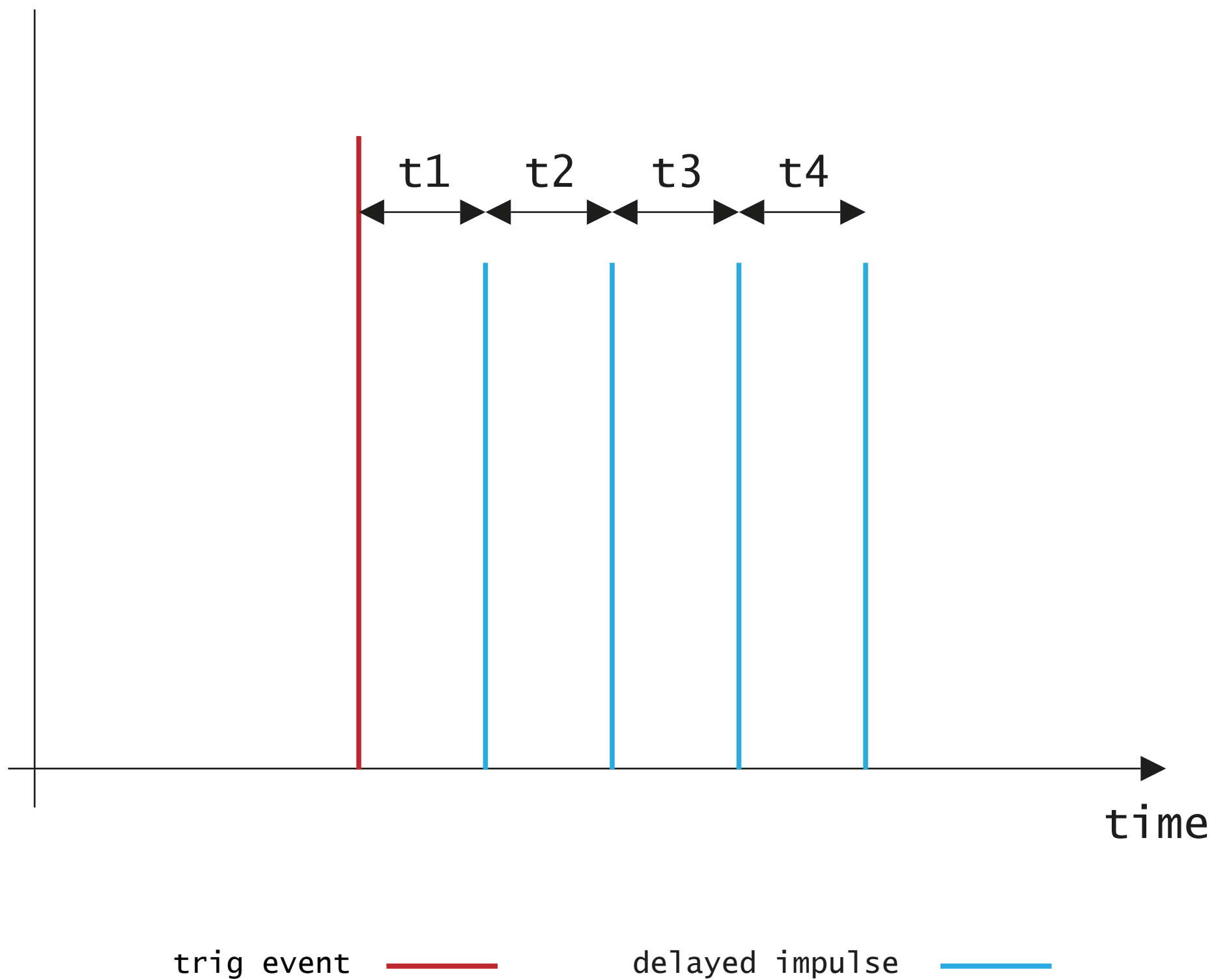


$T$  is the elapsed time between 2 triggers (constantly calculated)

Reset returns to  $t_1$

A classic swing effect would be with  $t_1$  &  $t_3$  on minimum,  $t_2$  and  $t_4$  between 0 and 50%

# Burst mode



The reset input has no function

The maximum delay between events is a bit more than a second