



GR2

**DUAL GATE
RANDOMIZER**

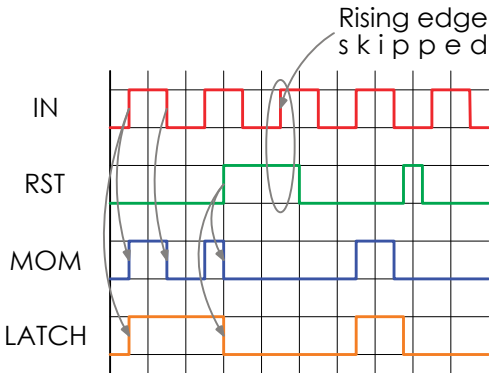
There can be many occasions when you may want to randomize a signal, whether to alter the clock input of a sequencer, its gate or trigger outputs, or even the square output of a VCO, making the randomized output feel like vintage arcade video-games explosions and noises.

Both channels of GR2 have a gate and Reset inputs, as well as Latching and Momentary outputs, with the top one normalled to the gate input of the bottom channel, possibly giving 2 distinct random, yet synchronized sets of outputs from a single source without extra patching needed.

Randomization is determined on each rising edge on the gate input. The Momentary output will stay high as long as the gate signal, while the Latching output may, or may not change its state on the next rising edge on the gate input.

The Reset input is asynchronous, and will force and maintain both the Latching and Momentary outputs to 0 as long as the Reset signal is high.

As a consequence, a rising edge on the gate input while Reset is high guarantees the step will be skipped and both outputs will stay at 0.



MAIN SPECS

FORMAT 1U : 12HP

3U : 3HP

DEPTH 35mm

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