

Centripidity

Pagan's Code



Introduction

Pagan's Code is a simple idea for a rhythm generator which, although not in any way random, gives you a novel opportunity to think outside the box in terms of generating new rhythms. Basically, it takes text as input and outputs a gate signal that is the Morse Code equivalent of that text. Often a new, useful rhythm can be generated by entering a single word or short phrase and having it, and hence the rhythm it produces, repeat in a loop.

It can be used to simply insert some Morse Code into a piece or to generate complex, irregular, but repeatable, rhythms. It is also possible to group several instances of the module to a common timing base so that changing the timing on one instance will automatically change the timing of all other instances in the group.

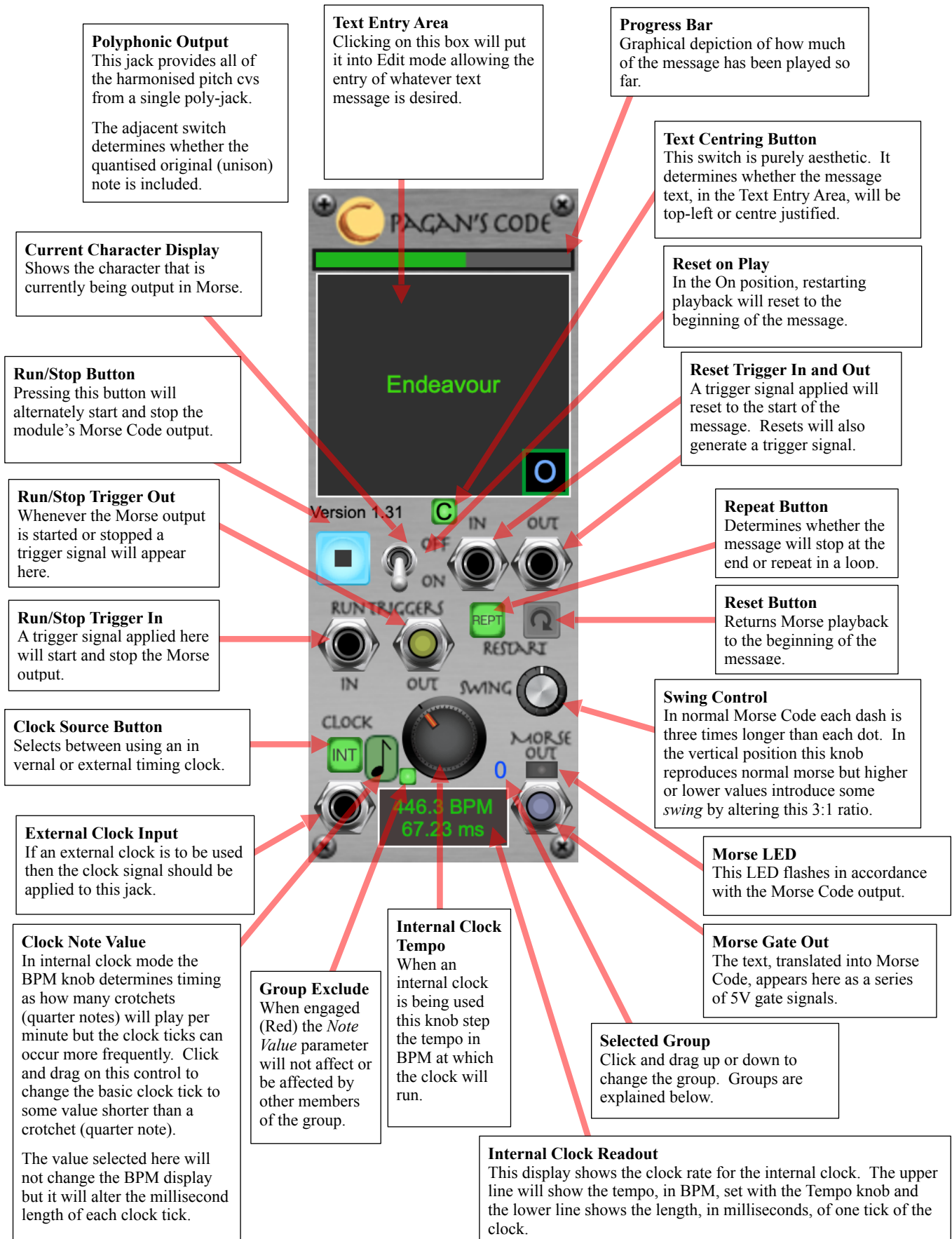
It supports all of the characters specified in the International Telecommunications Union's *International Morse Code Recommendation*.

The timing of the output can be either internally controlled, via Tempo and note-length controls, or from an external clock and, when using the internal clock, it is possible to modify the traditional 1:3 timing ratio between dots and dashes.

Playback can be stopped, started, reset and looped and has trigger inputs and outputs so it can act as a master or slave with other modules.

The Interface

The figure below explains all of the controls and displays available on Pagan's Code.



Groups

The groups control allows each instance of Pagan's Code to be assigned to any one of five separate groups. Instances with a common group number will always be locked to the same timing parameters.

Group 0

This is, in fact, not a group but an indication that the instance has timing independent of all other instances, including other instances assigned to Group 0.

Groups 1-4

These four groups tie all instances within the same group to the same timing. This means that adjusting the *Tempo*, *Note Value* or *Swing* controls on any grouped instance will set all other instances within the group to the same value.

Group Exclude

When this button is engaged it turns red and excludes the *Note Value* parameter from the list of parameters controlled within the group. Hence, any instance with this button engaged can have a *Note Value* independent of the other instances within the group. Changing the value will not affect other group members and changing *Note Value* on other instances in the group will not affect this instance.