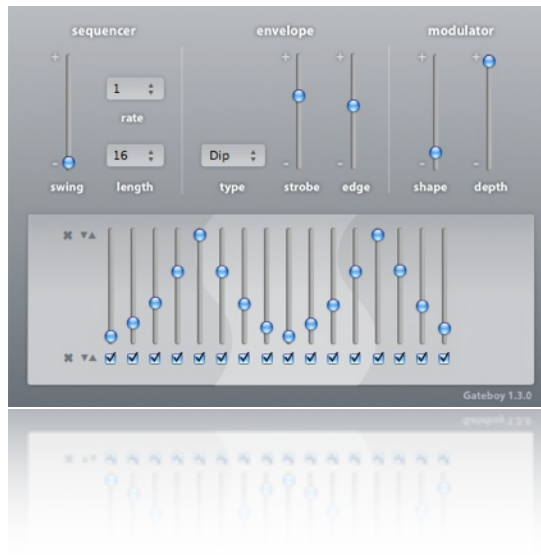


Gateboy

Advanced rhythmic modulator



Introduction	2
Setup	3
Concepts and controls	4
Parameter reference	5
Version history	6

Introduction

Overview

Gateboy is an advanced gate sequencer which allows to add motion to any audio. It includes a swing-capable sequencer with up to 16 steps having individual levels and two working modes. Each step can trigger the flexible envelope generator with multiple forms and unique shaping options such as lag processor and modulation saturation. Gateboy's intuitive interface, smooth controls and clear sound build up to a tool that always delivers superb musical results.

Thanks to such immense possibilities, Gateboy is capable of a very wide variety of effects, from subtle to drastic, including complex gate patterns, intricate rhythmic sequences, expressive riffs, beat slicing and much more.

Available as an Audio Unit plugin for Mac OS X (Universal Binary).

Features

- ▶ Step sequencer with variable speed, length and swing.
- ▶ Envelope generator with four shapes and lag processor.
- ▶ Amplifier with adjustable modulation saturation and depth.
- ▶ Intuitive and logical user interface.
- ▶ Large collection of preset patterns.
- ▶ In-depth and easy-to-read user manual.

Requirements

- ▶ Intel, PowerPC G4 or G5 processor.
- ▶ Mac OS 10.3.9 or later.
- ▶ A host application supporting Audio Unit effect plugins with native Mac OS X Cocoa technology.

Setup

Installation

To install Gateboy, double-click the .pkg file supplied on the disk image and follow the onscreen instructions to complete the standard installation procedure.

After the installation is complete, you will see Gateboy in the list of Audio Unit effects in all compatible host applications.

Un-installation

To un-install Gateboy from your system:

- ▶ Open the /Library/Audio/Plug-ins/Components folder and delete the file named "*Gateboy.component*".
- ▶ Open the /Library/Audio/Plug-ins/Presets/Sinevibes folder and delete the "*Gateboy*" folder.

Concepts and controls

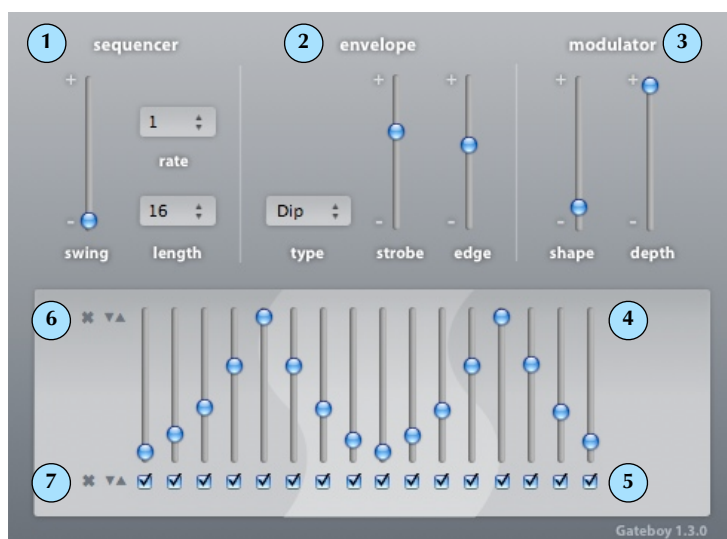
Quick start

The core of Gateboy consists of a sequencer which synchronizes to your host's transport and has up to 16 steps. You can select the sequencer rate (playback speed) to define how fast it will run through these steps; the rate can be set to quarter note, half note, 1, 2 or 4 measures. Each step has its own level slider and envelope switch. The level sets how loud the sound will be at a given step. The envelope switch defines whether the step will trigger the envelope generator (on) or will simply be of flat form (off). The envelope generator itself has four different form types with adjustable time and smoothness. Its output is fed into an amplifier which also has variable saturation to furthermore shape the modulation pattern.

The final pattern can thus get very complex and makes Gateboy an indispensable tool for many applications. And, most importantly, the results you'll get will always sound very clear and musical.

User interface

Gateboy features an intuitive and logical user interface which you'll be familiar with in just a few minutes. Below is a quick overview of its controls, please see the next page for descriptions of all available parameters.



1. Sequencer settings.
2. Envelope generator settings.
3. Modulator settings.
4. Step level sliders.
5. Step envelope switches.
6. Level reset and randomization buttons.
7. Envelope switch reset and randomization buttons.

Parameter reference

Pattern

<i>Step level slider</i>	Adjusts the level of the given envelope step.
<i>Reset levels</i>	Set all level sliders to default position.
<i>Randomize levels</i>	Set all level sliders to random positions.
<i>Envelope switch</i>	Switch between envelope and bypass modes.
<i>Reset switches</i>	Set all envelope switches on.
<i>Randomize switches</i>	Set all envelope switches to random positions.

Sequencer

<i>Swing</i>	Swing depth. When increased, each even step will be offset further from each odd step (this is also known as "shuffle" effect).
<i>Rate</i>	Pattern length in measures (quarter note, half note, whole measure or 2 measures)
<i>Length</i>	Sets how many steps of the pattern will be looped.

Envelope generator

<i>Shape</i>	Envelope shape selector (flat, fall, rise, dip).
<i>Strobe</i>	Envelope length from long (leftmost slider position) to short (rightmost slider position).
<i>Edge</i>	Overall shape of the envelope pattern from smooth (leftmost slider position) to sharp (rightmost slider position).

Modulator

<i>Shape</i>	Increases non-linearity of the amplifier to shape the the modulation pattern and make it feel more "compressed".
<i>Depth</i>	Adjusts the balance between clean and amplitude-modulated signals.

Version history

1.3.0	<ul style="list-style-type: none"> ▶ Improved host sync algorithm ▶ New 4/3 (triplets) sequencer timing ▶ User interface enhancements ▶ New factory presets
1.2.2	<ul style="list-style-type: none"> ▶ Improved smoothing algorithm for the sequencer pattern ▶ Minor user interface enhancements ▶ Now being built on Mac OS X Leopard ▶ New factory presets
1.2.1	<ul style="list-style-type: none"> ▶ Realtime smoothing for Strobe, Saturation and Depth ▶ Minor performance improvements ▶ New factory presets
1.2.0	<ul style="list-style-type: none"> ▶ New user interface with more logical layout ▶ "Modulation saturation" feature in the amplifier ▶ New factory presets ▶ Largely-rewritten user manual
1.1.1	<ul style="list-style-type: none"> ▶ Free-running step sequencer mode for when the host transport is stopped ▶ Step sequencer level and bypass switch randomization functions
1.1.0	<ul style="list-style-type: none"> ▶ Improved user interface with new graphics ▶ New step sequencer envelope shape: dip (falling and rising, shapable) ▶ Variable "swing" function in step sequencer ▶ Reset buttons for sequencer sliders and switches ▶ Sequencer sliders and switches now get disabled according to sequence length ▶ New factory presets
1.0.2	<ul style="list-style-type: none"> ▶ Fixed a possible bug with preset loading
1.0.1	<ul style="list-style-type: none"> ▶ "Hard" host transport synchronization
1.0.0	<ul style="list-style-type: none"> ▶ Initial release