



SINEVIBES

INERTIA ENVELOPE SEQUENCER

INTRODUCTION

Inertia is an effect for advanced audio level shaping. It is based on a sequencer that runs in precise sync with the host transport, triggering up to 32 envelope generators one after another. With multiple envelope types to choose from, as well as variable timing and shape parameters, Inertia can create a plethora of level modulation effects: from rhythmic tremolo, pumping and gating to really intricate riffs, chopping and stuttering.

Inertia displays a live audio waveform and aligns its sequencer graphics with it – exactly in the same way it's done by the sound engine, for true “what you see is what you get” operation. Every element in its user interface is color-coded and features subtle animations, bringing unusual ease of use and interactivity. Plus, all this goodness is rendered right on your Mac's graphics adapter meaning fast response and no extra load on the main processor, regardless of how new or old your system is.

SOUND ENGINE

- Sequencer with up to 32 steps, variable duration, division and swing ratio.
- Multi-envelope generator offering 11 envelope types, variable time and lag.
- Eight parameter snapshots within each preset, available for realtime switching and automation.
- Host transport synchronization with support for tempo and time signature changes.

GRAPHIC INTERFACE

- Live input audio waveform and fluid sequencer graphics visually matched to it.
- Support for multi-touch gestures and force touch on compatible trackpad devices.
- Fully hardware-accelerated rendering with support for Retina screen resolution.

COMPATIBILITY

- Works with any application that supports Audio Unit effect plugins.
- Supports OS X 10.6 or later running on 32 or 64 bit Intel Macs.

QUICK START

Step 1

Start the host transport to see the live audio waveform

Step 2

Adjust sequencer settings to match the rhythmical timing of incoming audio

Step 3

Click and drag to set audio level for each sequencer step

Step 4

Click and drag to change the envelope type and polarity for each sequencer step

The screenshot displays the 'sequencer' interface for 'sinevibes inertia 2.0.4'. At the top, there are controls for 'duration' (set to 2 bars), 'division' (set to quadruple), and 'swing' (set to 50%). The main area is divided into four horizontal sections: 'input' (a red audio waveform), 'level' (a yellow step-attenuation graph), 'shape' (a grid of envelope types and polarities), and 'polarity' (a row of '+' and '-' signs). Below the 'shape' section are sliders for 'time' (-20%), 'lag' (6.2 ms), and 'intensity' (100%). At the bottom, there is a 'snapshot' row with buttons 1-8, and a control bar with 'copy', 'paste', 'reset', 'evolve', 'randomize', 'clone 1/2', 'clone 1/4', 'clone 1/8', and navigation arrows. The text 'sinevibes inertia 2.0.4' is visible in the bottom right corner.

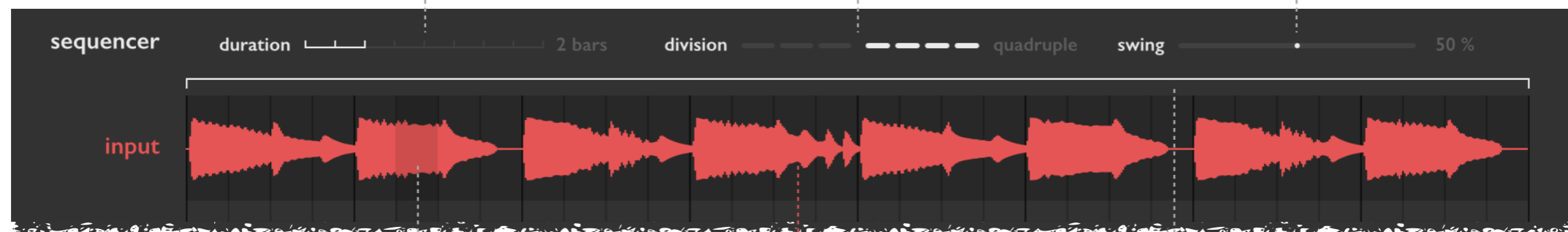
INTERFACE OVERVIEW

Sequencer & live audio waveform

Sequencer loop **duration**:
1 bar, 2 bars, 4 bars or 8 bars

Sequencer beat **division**:
into three steps (triplets) or
four steps (quadruplets)

Adjusts the **swing** ratio
between odd and even
steps: 25% to equal to 75%
(available for quadruple beat
division only)



Running highlight shows
current sequence position

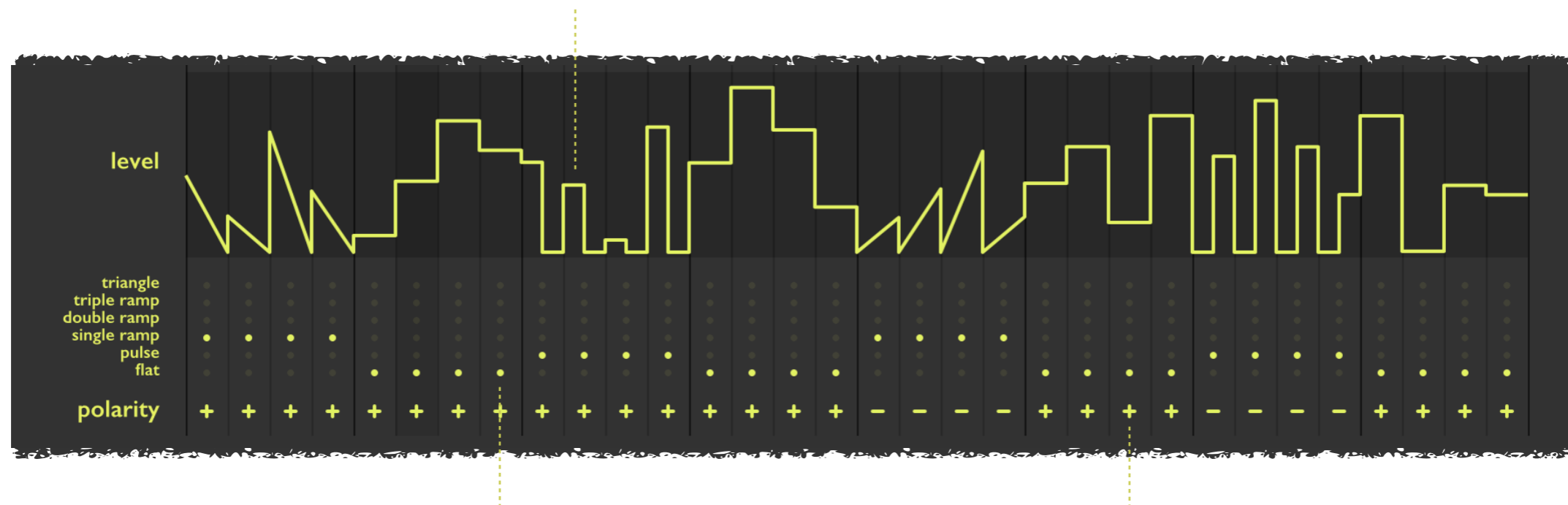
Live preview of the incoming
audio signal's waveform

Sequencer length ruler: sets
the **end step** of the loop

INTERFACE OVERVIEW

Envelope level, type & polarity

Envelope **level**: click and drag to adjust level for each sequencer step, more actions available via [shortcuts](#)



Envelope **type**: click and drag to adjust type for each sequencer step, other actions available via [shortcuts](#)

Envelope **polarity**: click and drag to adjust polarity for each sequencer step, more actions via [shortcuts](#)

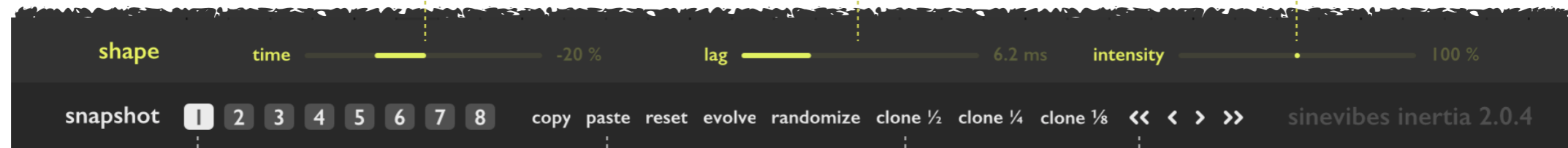
INTERFACE OVERVIEW

Envelope shape & snapshot functions

Envelope duration **time**:
short to standard to long

Envelope **lag**: attack/decay
smoothing time from 2 ms
(snappy) to 200 ms (lazy)

Envelope **intensity**: 0% to
100%, then output **gain**
from 0 to +6 dB.



Current parameter
snapshot number; can also
be changed with two-finger
swipe shortcuts

Snapshot functions to **copy**,
paste, or **reset** the whole
snapshot, as well as **evolve**
(set some sequencer steps
to random values) or
randomize (set all
sequencer steps to random
values)

Functions to **clone** the first
half, first quarter or first one
eighth of the sequence
(aware of current sequencer
beat division)

Functions to **shift** the
sequence left or right by one
beat or by one step (aware
of current sequencer beat
division)

SHORTCUTS

Inertia's graphic interface features multiple shortcuts that modify or automate the editing workflow. The shortcuts are activated by double-clicking, by clicking and dragging while pressing a key (such as *command* or *option*), and also using *multi-touch* gestures or *force-touch* clicks on a trackpad that supports them.

- sequencer *command-click* or *double-click* on any control – reset to default value

- level *command-click (drag)* or *force-click (drag)* – set all steps to the same envelope level
 control-click (drag) – adjust last clicked step within 10 fixed values
 shift-drag – relatively adjust all steps at the same time
 option-click – set all steps to random envelope levels

- type *command-click (drag)* or *force-click (drag)* – set all steps to the same envelope type
 control-click (drag) – snap to last clicked envelope type
 option-click – set all steps to random envelope types

- polarity *command-click* or *force-click* – flip envelope polarity on all steps
 option-click – set all steps to random envelope polarity values

- shape *command-click* or *double-click* on any control – reset to default value

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