



Switch by Sinevibes  
*gate sequencer*

# INTRODUCTION

Switch is a tool specifically designed for rhythmic audio gating. At its heart is a flexible sequencer that runs in tight sync with your audio signal and controls a series of up to 32 gates with variable duty time and smoothness. It's a simple but versatile effect, capable of applying tremolo, gate, pumping and stutter patterns on any kind of audio material – and it's absolutely essential for every musician.

Switch 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.
- Audio gate with variable duty time, lag and intensity.
- Eight parameter snapshots in each preset, available for realtime switching and automation.
- Host transport synchronization with support for tempo and time signature changes.

## GRAPHIC INTERFACE

- Live input waveform with fluid sequencer graphics that visually match its timing.
- Multiple utility functions for copying, looping and shifting individual sequences or whole snapshots.
- Support for high-resolution Retina screens.

## 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

## ONE

Start playback to see the live input audio waveform

## TWO

Adjust sequencer settings to match the input audio timing

## THREE

Click and drag to toggle the gate switches on each step

## FOUR

Play with gate settings to adjust the effect's character

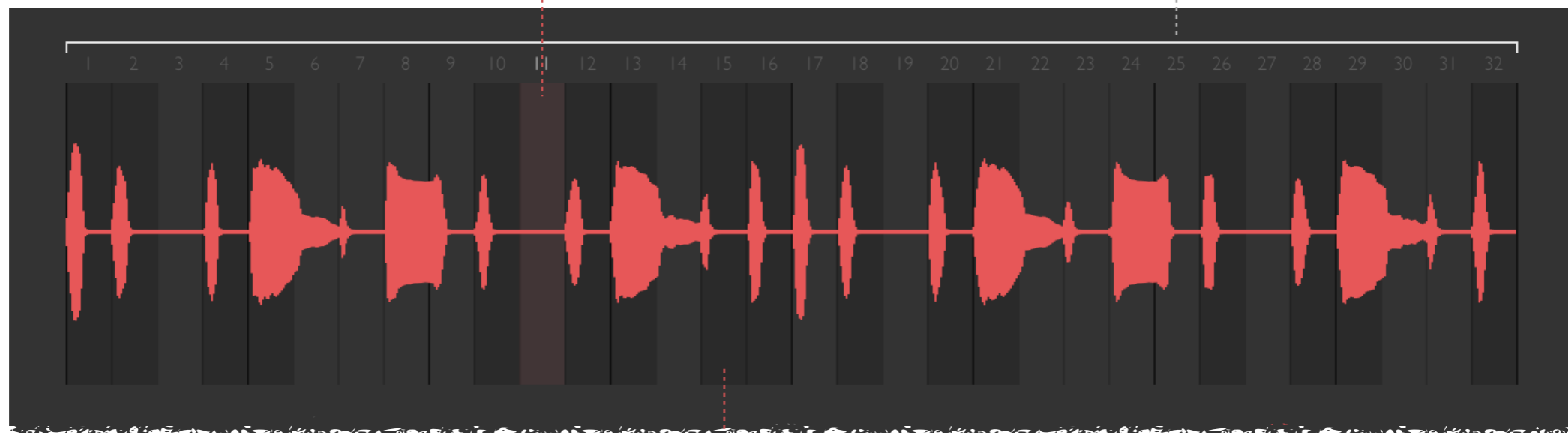
The screenshot displays the 'sinevibes switch 2.0.0' software interface. At the top, a timeline from 1 to 32 is shown. Below it, a red audio waveform is visible. The interface is divided into three main sections: 'snapshot', 'sequencer', and 'gate'. The 'snapshot' section includes buttons for '1' through '8', 'copy', 'paste', 'clear', 'evolve', and 'chaos', along with 'loop 1/2', 'loop 1/4', and 'loop 1/8' options. The 'sequencer' section features a 'duration' slider set to '2 bars', a 'division' slider set to 'quadruple', and a 'swing' slider set to '50%'. The 'gate' section includes sliders for 'time' (75%), 'lag' (12 ms), and 'intensity' (100%). Navigation arrows are located at the bottom left.

# INTERFACE OVERVIEW

## *Live audio waveform & gate switches*

Running highlight shows the currently active sequencer step

Sequence length ruler: click and drag to set the sequencer step count



Each sequencer step background is a gate switch: click and drag to turn gates on (dark background) or off (no background)

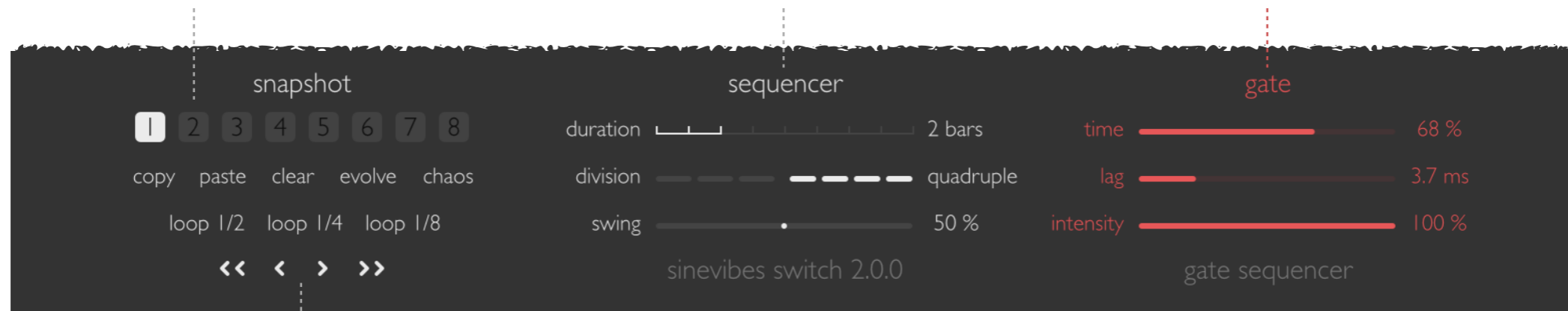
# INTERFACE OVERVIEW

## Snapshot, sequencer & gate settings

Current parameter **snapshot** number

Sequencer settings: **duration** (1, 2, 4 or 8 bars), beat **division** (triple or quadruple), and **swing** ratio (from 25% to equal to 75%)

Gate settings: gate duty **time** (0 to 100% of each step's length), **lag** time (from fast 2 ms to slow 200 ms), and overall effect **intensity** (0 to 100%)



Utility functions: copy, paste, clear, whole snapshot; evolve or randomize the gate sequence; loop 1/2, 1/4 or 1/8 of the gate sequence; shift the gate sequence left or right by one bar or one beat



©2010-2016 Sinevibes  
[www.sinevib.es](http://www.sinevib.es)