



# *ERings*

3 Channel Euclidean Sequencer

## Introduction

In 2004, computer scientist Godfried Toussaint discovered that evenly distributing events around a circular sequence produced rhythmic patterns that followed an algorithm first described by Euclid in ~300BC. These patterns, while mathematically generated, turn out to be very common in traditional musical styles from around the world. The Brazilian *Bossa-Nova* and *Samba*, and the Cuban *tressillo* and *cinquillo* are just a few of the many rhythmic patterns that follow the Euclidean recipe.

*ERings* is a three-channel, 16 step Euclidean Sequencer that you can use to explore the rhythms of the Euclidean space.

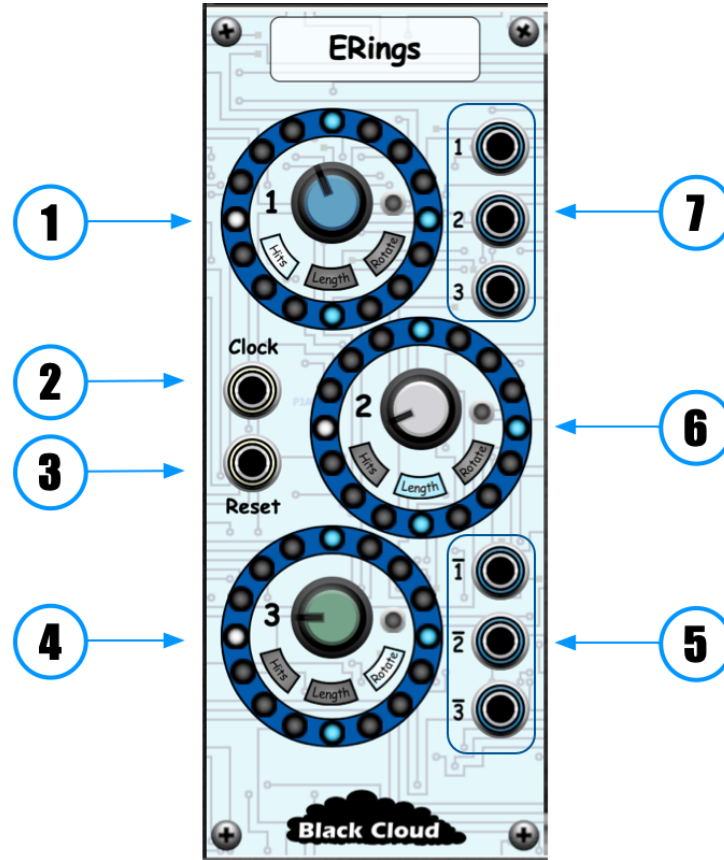
- Individually adjustable number of “hits” (1-16), sequence length (1-16 steps) and rotation amount (0-15 steps) controls for each channel.
- Shared Clock (trigger) and Reset (gate) input. Clock inputs are ignored while the Reset gate is high.

When clocked, Outputs 1, 2 and 3 generate trigger pulses for the corresponding channel if the current step is a “hit” while Outputs Bar 1, Bar 2, and Bar 3 generate an inverted pattern, emitting trigger pulses for the corresponding channel if the current step is \*not\* a “hit”.

Godfried's paper on Euclidean rhythms (“*The Euclidean Algorithm Generates Traditional Musical Rhythms*”) is available here: <http://cgm.cs.mcgill.ca/~godfried/publications/banff.pdf>

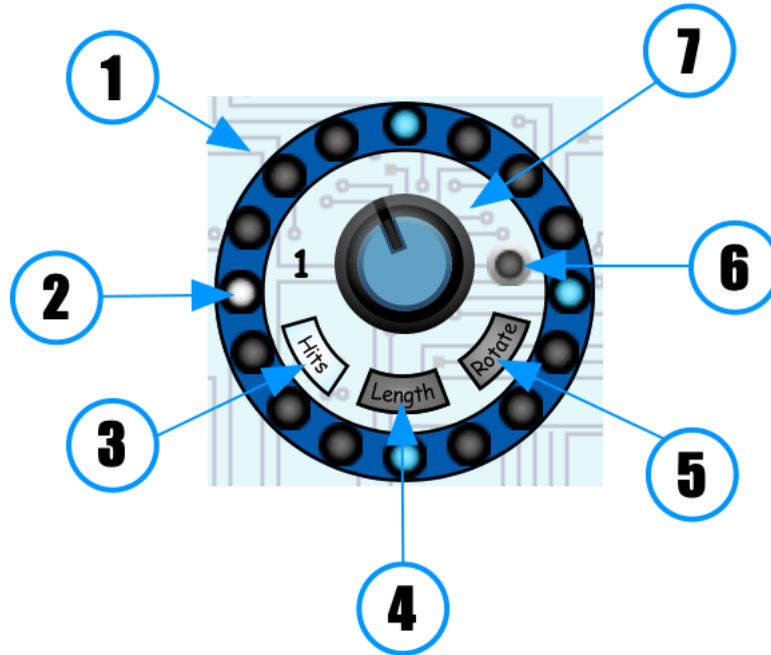
The visual style for *ERings* comes from Vladimir Pantelic's “*Euclidean Circles*” euro-rack module: <https://vpme.de/euclidean-circles/>

# Knobs, Buttons and Sliders



1	<b>Channel 1 Ring and Controls</b> Controls & indicator LEDs for Channel 1.	5	<b>Channel 1-3 Secondary Outputs</b> When clocked, generates a trigger pulse if the current step of the channel is <i>not</i> a "hit".
2	<b>Clock Input</b> A positive going trigger on this input will advance all three channels one step and generate the appropriate output triggers.	6	<b>Channel 2 Ring and Controls</b> Controls & indicator LEDs for Channel 2.
3	<b>Reset Input</b> A positive gate on this input will reset all three Channels to step 1. Clock input is ignored while the reset input is active.	7	<b>Channel 1-3 Primary Outputs</b> When clocked, generates a trigger pulse if the current step of the channel is a "hit".
4	<b>Channel 3 Ring and Controls</b> Controls & indicator LEDs for Channel 3.		

## Channel Controls



<p><b>1 Step LEDS</b> Blue (On) LEDS represent “hit” steps.</p>	<p><b>5 “Rotate” Radio Button</b> Enables the Rotation Amount parameter adjustment knob.</p>
<p><b>2 Current Step Indicator</b> A White LED highlights the currently active step in the sequence</p>	<p><b>6 Primary Output Active LED</b> Flashes when the channels primary output is generating a trigger pulse.</p>
<p><b>3 “Hits” Radio Button</b> Enables the Hit Count parameter adjustment knob.</p>	<p><b>7 Parameter Adjustment Knob</b> Depending on the state of the radio buttons, adjust either the hit count (Blue knob), Sequence Length (White Knob) or Rotation Amount (Green Knob) for the channel.</p>
<p><b>4 “Length” Radio Button</b> Enables the Sequence Length parameter adjustment knob.</p>	