GRG-8U

Gated Random Generator · User Manual

OVERVIEW

The GRG-8U is an 8-channel gated random CV generator in one rack unit. Each channel listens to its own Gate CV input and produces a stable, held CV output. On every rising edge, the channel generates a new random value, shapes it with the channel's two knobs, and holds the result until the next gate arrives. The device has no transport dependency — it works in stopped, playing, or recording mode.

FRONT PANEL

The front panel carries 16 small knobs arranged in pairs, one pair per channel, and a single activity lamp.

Rnd (Random Amount)	Scales the random component. At maximum the full random range feeds through. At minimum the output is set entirely by the Offset knob.
Offset	Shifts the output up or down within the CV range. Use it to bias a channel toward a specific value region.
Activity lamp	Lights up whenever any gate is detected across the eight channels.

BACK PANEL

Gate In 1–8	CV gate inputs, one per channel. A rising edge triggers a new random value on that channel.
CV Out 1–8	CV outputs, one per channel. Each holds its last generated value until the next gate.
Split A In / Out 1–4	Passive CV splitter. The input value is copied unchanged to all four outputs.
Split B In / Out 1–4	Second passive CV splitter, fully independent of Split A.

TYPICAL USES

— Feed the same clock or gate sequence to multiple channels for parallel random modulation of filter cutoff, pitch, panning, or effect parameters.

— Use different gate rates per channel to create independent random streams at different tempos.

— Use the Offset knob to restrict a channel to a specific CV sub-range, for example the upper half only.

— Use Split A or B to distribute a single CV signal to four destinations without an extra splitter device.

TIPS

— To make a channel output a fixed value with no randomness, set Rnd to zero and dial in the desired Offset.

— Channels with no gate connected hold their last generated value indefinitely — they default to zero on load.

— The passive splitters perform no processing: the input is mirrored to all four outputs every audio batch.