



TRIX front panel

TRIX is a 1U gate sequencer. It takes the gate lane of Reason's Matrix pattern sequencer – no notes, no curve – and gives each of its 16 steps its own timing and probability, alongside velocity, ties, a variable loop length and the nine Matrix resolutions. A Random section with an amount control and seven colour schemes complete it. TRIX is the compact member of the Trixy family and shares its engine with Trixy X.

Quick start

1. Create TRIX in the rack. It is a CV device: it makes no sound on its own.
2. Flip the rack (Tab) and connect **Gate Out** to a gate input – a drum channel's Gate In on Redrum or Kong, an envelope trigger, or an instrument's Sequencer Control Gate input.
3. Press Play on the transport, or RUN on TRIX. All 16 steps play at 1/16.
4. Click and drag in the lower row of the display to shape the pattern.

How a step plays

Each of the 16 steps holds five things: whether it is on, its **velocity** (the height of the bar), whether it is **tied**, its **timing** and its **probability**.

An active step sends a gate from **Gate Out**. The gate level carries the velocity, so a velocity-sensitive instrument plays louder or brighter on taller bars. A normal gate lasts half a step, as on the Matrix. A tied gate lasts the whole step and runs straight into the next one without a gap, so the instrument hears one long note instead of two.

Timing changes how long the step lasts: **1** is one step at the current Resolution, **1/2** is half as long and **2** is twice as long. Mixing them gives you dotted feels, quick double hits and patterns that drift against the bar line. **Probability** is the chance, from 0 to 100 %, that the step actually fires each time the playhead reaches it. It is rolled once as the step begins.

Editing on the display



The TRIX display: 16 steps, each with probability, timing and gate/velocity. The top strip sets the loop length and shows the playhead.

Everything on the display is edited with the mouse. Every edit is undoable and is named in the Undo menu.

Where	What it does
Gate row – click	Turns the step on at the velocity of the point you clicked. A click never turns a step off.
Gate row – drag	Paints velocity across steps as you move. Drag down to the bottom of the row to turn steps off; this paints too.

Where	What it does
TIE on, or Shift held	Clicking and painting in the gate row writes tied steps. With TIE off, clicking a tied step makes it a normal step again.
Timing row - click	Cycles 1/2 → 1 → 2. Shift-click returns the step to 1.
Probability row	Click or drag to set 0–100 % from the height. Shift-click returns the step to 100 %.
Length strip	Click or drag along the top strip to set the last step of the loop. Steps past the end are dimmed.
Steps box	Click the arrows for ±1 step, or drag the number up and down.
Resolution	Turn the knob, or drag the Resolution readout up and down.

New devices start with all 16 steps on at a velocity of about 80 %, all at timing 1 and probability 100 %, and Resolution at 1/16.

Front panel

Control	Function
RUN	Starts and stops TRIX independently of the transport. The lamp shows when it is running.
TIE	When on, clicks and paint strokes in the gate row write tied steps.
Steps	Loop length, 1 to 16. Arrows for single steps, or drag the number.
Resolution	Step length against the song tempo: 1/2, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/64 and 1/128. The readout shows the current value; turn the knob or drag the readout.
RANDOM	Writes a new pattern (see <i>Random</i>).
AMOUNT	How much of the pattern RANDOM changes, 0–100 %.
COLOR	Colour scheme of the display, buttons and lamp.

Running and sync

TRIX starts and stops with the song: **Play** on the transport starts it from step 1 at the current song position and **Stop** stops it. While the song plays, the steps follow the song position, so the pattern stays locked to the tempo; when the song position jumps back (a loop or a relocate), the pattern starts again from step 1.

RUN starts and stops TRIX on its own. With the transport stopped, it runs at the song tempo, which is handy for building a pattern without playing the song. Pressing Stop on the transport also stops it, even if the transport was already stopped. The lamp above RUN is lit whenever the sequencer is running.

Changing the length, the step timing or the Length CV while running never pushes the sequence out of time: a shorter loop simply wraps sooner and a longer one carries on. Nothing is skipped or played twice.

Random

RANDOM writes a new pattern. **AMOUNT** decides how much of it changes: at 100 % every step is re-rolled, at 80 % each step has an 80 % chance of being re-rolled and otherwise keeps its settings, and at 0 % nothing changes.

A re-rolled step gets a new on/off state (even odds), a new tie (about one step in three is tied), a new velocity (mostly in the middle of the range) and a new probability (mostly between 60 and 100 %). Step timing and the loop length are never changed by Random.

While the sequencer runs, a Random request waits for the start of the next step, so the pattern always changes cleanly on a step. Triggering faster than the steps, for example with a fast LFO on **Rand CV**, gives at most one new pattern per step. While stopped, Random applies straight away.

Keeping a result. A random pattern plays and shows immediately, but it is not yet stored in the song. The first click you make anywhere on the display keeps it: the Undo menu shows *Keep Random Pattern*, and from then on it is saved with the song. If you save the song without touching the display, the last pattern you edited is the one that is saved. Press RANDOM again before clicking to try another result.

Color

COLOR picks one of seven schemes: Red, Green, Blue, Yellow, Pink, Grey and Violet. The display, the buttons and the lamp all follow. It is purely visual and saved with the song, which helps when several TRIX devices sit in the same rack. The default is Red.

Back panel



TRIX back panel

Socket	Function
Gate Out	The gate. Its level carries the step velocity (0 to 1).
Run In	While this CV is high, TRIX runs. When it is low, RUN and the transport decide as usual.
Reset In	A rising edge sends the playhead back to step 1 immediately.
Length CV	Bipolar. 0 keeps the front-panel length; positive values lengthen the loop up to double (at most 16 steps), negative values shorten it, down to 1 step at full negative.
Prob CV	Bipolar. Scales every step's probability: 0 leaves them as set, full negative silences all steps, full positive doubles them (capped at 100 %).
Rand CV	A rising edge does the same as pressing RANDOM.
Thresholds	Run In, Reset In, Rand CV count as high above 0.2, so any gate or trigger source works.

Automation, Remote and saving

RUN, TIE, RANDOM, AMOUNT, COLOR, Steps and Resolution can be automated and mapped with Remote. The step contents themselves are edited on the display and are not automation targets. TRIX has no patches: its pattern and settings are saved with the song.

Specifications

Type	CV device (gate sequencer), 1U
Steps	16, variable length 1–16
Resolution	1/2, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/64 and 1/128
Per step	On/off, velocity, tie, timing (1/2, 1, 2), probability 0–100 %
Inputs	Run In, Reset In, Length CV, Prob CV, Rand CV
Outputs	Gate Out