Inconstinator

What is it?

Sometimes you want a static value. Sometimes you don't. What do you do when all you have is static values but all you want is random values? Inconstinator!

Inconstinator is a simple module. There are 8 input/output pairs. Each time one of the inputs reaches >= +5, a new random value in the range [-5, +5] (with up to 3 decimal places, suitable for 1v/oct quantization) is generated for the associated output. That value only changes when the input drops below +5 and then rises to or above +5 again.

Why is it?

The impetus for this module came from a feature request for one of my other modules, Vita. In place of outputting 0 or +5, a random value was desired. Rather than putting this functionality inside Vita, I decided to make an add on module in hopes that this might find a use in other situations.

Output modes

GATE – When the input is >= +5, the output is a random value. When the input is < +5, the output is 0. The random value changes on the rising edge of the input.

HOLD – The output is always a random value. The input is only used to determine when to generate a new random value (which is on the rising edge, same as the previous mode).

Notes for users of Vita

GATE mode can be useful when you want a random value instead of +5 as Vita's output.

HOLD mode can be useful for setting the pitch of a sound source while using Vita's original output to trigger an envelope, VCA, or whatever.

Or do totally different things in totally different ways!

Final thoughts

If you have any comments, questions, or suggestions to make this more useful in your workflow, please let me know on my Cherry Audio forum. Have fun making music/sound/noise!

Thanks!

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