

KBN-G

Kinetic Bouncing Note Generator — Quick Start

Get melodies out of the box in five minutes. Full details are in the User Manual.



The KBN-G front panel. Illustration.

What it is

KBN-G is a **melodic CV generator** driven by a bouncing-ball simulation. Four balls fly around an arena; every wall they hit plays a **pitched note** in your chosen scale, and collisions play the root. Each ball is a **voice** — a gate + note pair — so KBN-G can play up to four synths at once. It makes **no sound on its own**.

Five minutes to your first melody

- 1 Add **KBN-G** above a monophonic synth you want to play.
- 2 Flip the rack around (Tab) and patch ball 1's voice from **GATES – NOTES OUT**: **N1** → the synth's Note/CV input, **G1** → its Gate input. (Repeat with N2–N4 / G2–G4 for more synths.)
- 3 On the front, set a **Scale** and **Root** in the Pitch strip (try Major / C).
- 4 Press **Play** — the balls start and notes begin. Set **MODE** to **Quant** and **SYNC** to 1/8 or 1/16 to lock them to tempo.
- 5 Shape it: change each ball's **Speed** for busier or sparser lines, and tap **KICK** for an instant new phrase.

No transport? Press the front **RUN** button and the balls free-run on their own, playing notes as they hit. Press **RUN** again to stop.

The controls you'll reach for first

Control	What it does
Root / Octave / Scale	The key everything plays in — change any time.
Ball Speed (Balls panel)	How busy each voice is — more speed, more notes.
MODE (Free / Quant)	Notes fire instantly, or snap to the SYNC grid.

GATE	Note length (1/8–1/1) at project tempo.
Line H / V (Pitch strip)	Trip lines that fire ratchet arpeggios when crossed.

Where the notes come from

Pitch from position

Each wall is split into 3 zones — 12 in all — climbing the scale from the root. The arena labels each zone with its note. Collisions play the root.

Ratchet lines

Enable **Line H** or **Line V**, drag it across the arena, and each crossing fires a burst of **x2–x4** notes stepping through the scale.

Three things worth knowing

- **It always stays in key.** Pick a Root and Scale and every bounce is mapped to a scale note — chaos in, music out.
- **Velocity follows speed.** Faster hits play louder, scaled into the **MIN / MAX** window with optional random **VAR**.
- **Four independent voices.** Balls 1–4 each have their own gate + note pair; patch as many as you like.

Ready for the details — scales, the 12-zone map, ratchet options, CV modulation, quantize behaviour and MIDI/Combinator mapping — see the full **KBN-G User Manual**.