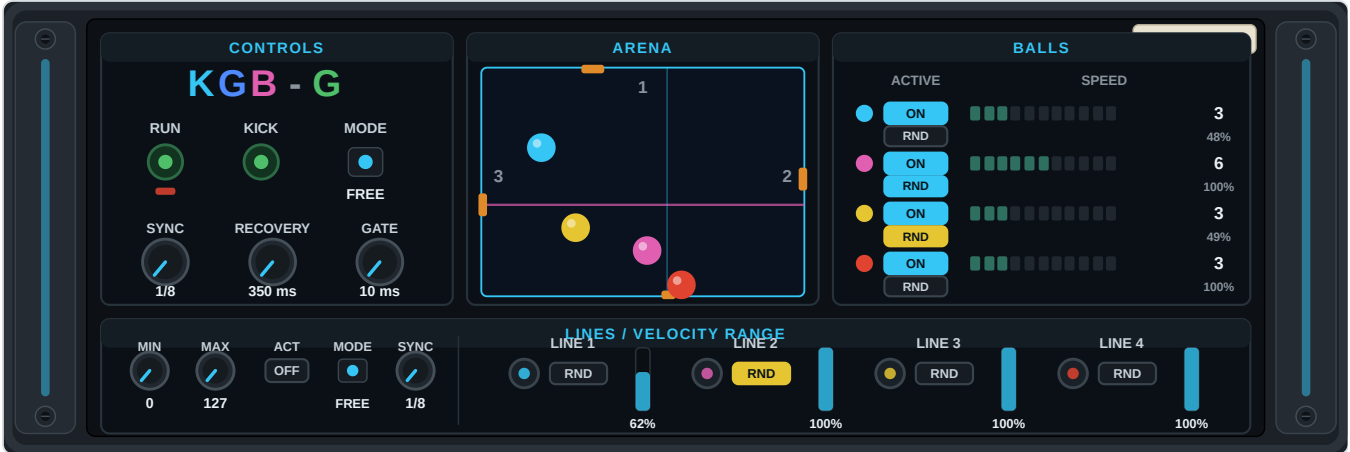


KGB-G

Kinetic Gate Bouncing Generator — Quick Start

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



The KGB-G front panel. Illustration.

What it is

KGB-G is a **CV gate generator** driven by a bouncing-ball simulation. Four balls fly around an arena; every wall hit, ball collision, and trip-line crossing fires a CV gate whose strength tracks the ball's speed. It makes **no sound on its own** — patch its gates into drums, envelopes, Players, or anything CV-triggerable.

Five minutes to your first pattern

- 1 Add **KGB-G** to the rack, just above a sound device you want to trigger (a drum module, a synth with a gate input, a Player, etc.).
- 2 Flip the rack around (Tab) and patch a gate from the **WALLS & LINES OUT** group: connect **W1** (top-wall hits) to your device's gate / trigger input. Add more — **W4** (bottom), **COL** (collisions) — to taste.
- 3 Turn back to the front. Press **Play** on the Reason transport — KGB-G starts automatically and the balls begin to bounce.
- 4 Set **MODE** to **Quant** and **SYNC** to **1/8** or **1/16** so the hits lock to your tempo.
- 5 Shape it: raise or lower each ball's **Speed** for more or fewer hits, and tap **KICK** whenever you want an instant variation.

No transport? You don't need to be playing. Press the front **RUN** button and the balls free-run on their own, firing gates the instant they hit. Press RUN again to stop.

The five controls you'll reach for first

Control	What it does
Ball Speed (Balls panel, right)	How fast each ball moves — more speed, more hits, stronger gates.

MODE (Free / Quant)	Fire hits instantly, or snap them to the SYNC grid while playing.
SYNC	The note grid used in Quant mode (1/1 down to 1/32).
GATE LEN	How long each gate pulse stays open (2–500 ms).
KICK	Re-scrambles every ball's direction for an instant new pattern.

Where the gates come from

Impact gates

Output	Fires on
W1–W4	Wall hits: top, right, left, bottom
COL	Ball-to-ball collision

Trip-line gates

Output	Fires on
L1–L4	A ball crossing an enabled line

Enable a trip line with its coloured button in the bottom **LINES** strip, then drag the line's tab in the arena to place it. Also on the back: **BALL 1–4 X/Y** position outputs — smooth 0–1 CVs great for modulating filters, pan, or pitch.

Three things worth knowing

- **Louder hits from faster balls.** Gate level tracks ball speed, mapped into the **VEL MIN / VEL MAX** window in the Lines strip. Open it wide for dynamics.
- **Thin it out with chance.** Each ball (and each line) has a **Random** toggle and **Probability** slider to drop hits at random. Collisions always fire.
- **Lines can run on their own grid.** Turn on **ACTIVATE** in the line-quantize block to give the trip lines a separate MODE and SYNC from the walls.

Ready for the deep end — CV modulation of speed, position, on/off and randomness, the quantize queue, MIDI CC and Combinator mapping — see the full **KGB-G User Manual**.