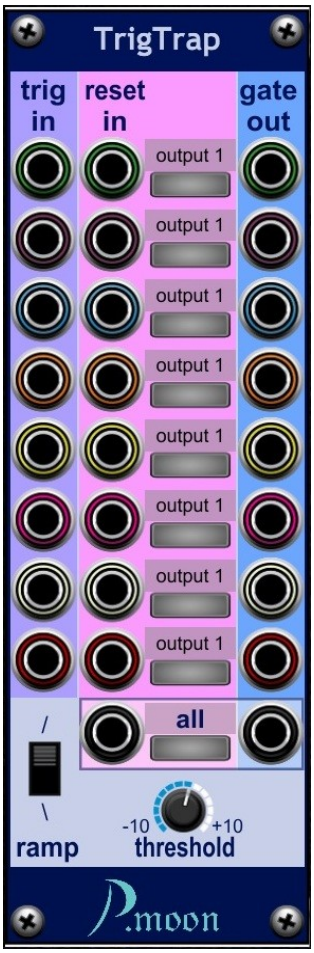
TrigTrap

Version 2021-12-14, edit 2025-11-05



P.moon TrigTrap indicates trigger pulses.
Every time a CV **trig in** signal exceeds a **threshold** voltage or falls below that threshold, a "trap" catches this state and a +5 volts gate signal will be output. User gets an optical information with the highlighted label. These labels are editable.

A rising or falling **ramp** may be selected.

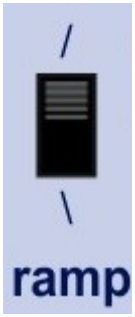
There is an **all** trap, which gets activated when one of the other eight traps recognizes a trigger pulse.

All these nine pulse traps can be reset by both **CV reset in** or reset button.
CV reset operates dynamically with a rising ramp at 2.5 volts.

The reset inputs are privileged. That means, if a trigger pulse and a reset pulse arrive at same time, distinct channel will stay off or get reset. Same is with “all reset” input. If it receives a pulse at same time as any trigger pulse, all channels get reset.

Because threshold level is adjustable, Trig Trap can also be used to check audio signals for exceeding a given level even for a very short time.

Basically each channel is a "RS-Flip-Flop". As a "bit" it has two states: on and off. So another use might be a switch, that gets toggled on and off by any event, as pulses from a sequencer. While the switch is on, it could open a gate, VCA or VCF.

(trig in)	any CV voltage;
(res in)	any CV voltage; Resets a channel trap or the **all** trap, when it’s value exceeds 2.5 volts.
[res button]	Resets a channel trap or the **”all”** trap.
(gate out)	Outputs a +5.0 volts gate signal as long as trap is loaded.
	A trigger pulse is recognized, when a rising voltage exceeds threshold value. A trigger pulse is recognized, when a voltage falls below the threshold value.
	Threshold value may be set from -10 to +10 volts. Default value is 1.0 volts.