



PULSEFORGE

RANDOM TRIGGER SEQUENCER

Forge pulses into your Q-SYS Core. Fire up to 32 trigger outputs — in perfect order or beautiful chaos — at any speed, for any duration. A drum machine for your show control.

V1.0.0

Q-SYS DESIGNER 9.12+

PERPETUAL LICENSE

NO SUBSCRIPTION

INTERVAL (s)		1.0
RANDOM ORDER %		64
RANDOM TIME %		38
MAX SIMULTANEOUS		2
PULSE WIDTH (ms)		200

What is PulseForge?

PulseForge fires your trigger outputs one after another — **in order or at random** — at a speed you control, for as long as you want. Think of it as a **drum machine for triggers**: wire each output pin to whatever you want to fire — snapshots, cues, relays, media — and press **START**.

SETUP — ONCE, IN DESIGNER

1

Drop it in

Drag PulseForge from the plugin list into your design.

2

Set the count

In Properties, set **Trigger Count** — how many outputs you need (2–32).

3

Wire it up

Connect the **Output 1...N** pins to the things you want to trigger.

4

Push & play

Push to the Core. Everything else is adjusted **live**, while it runs.

TRANSPORT

▶ START

■ STOP

ACTIVE 

RUNNING — 0:42 / 1:30

CONTROL	WHAT IT DOES
▶ START	Starts the sequence — the first output fires immediately . Pressing START during a run restarts cleanly from the beginning.
■ STOP	Stops the sequence.
ACTIVE	LED lit while the sequence is running.
STATUS	Shows IDLE , or RUNNING — elapsed / total (∞ when no duration is set).

Remote control: START and STOP also exist as **pins** — any external signal (a UCI button, a schedule, a GPI) can drive the sequencer.

The Five Faders

All five are **live** — move them while the sequence runs. Every change takes effect on the very next fire.

INTERVAL (s)

0.05 – 10 s · default 1.0

The speed — time between fires.

0.2

five fires per second — rapid

1.0

one fire every second — steady

5.0

one fire every 5 seconds — slow

RANDOM ORDER %

0 – 100 % · default 0

Which output fires.

0 %

strict order: 1 → 2 → 3 → ... → N, repeat

50 %

a mix — sometimes in order, sometimes it jumps

100 %

fully random — never the same output twice in a row

RANDOM TIME %

0 – 100 % · default 0

When it fires — how loose the rhythm is.

0 %

steady metronome: tick... tick... tick...

50 %

slightly loose, human groove

100 %

fully irregular — from near-zero up to 2× the interval

MAX SIMULTANEOUS

1 – N · default 1

How many outputs fire together.

1

one at a time — the classic chase

3

each fire sends a random 1-to-3 different outputs at once

N

anything from a single hit to a full salvo

PULSE WIDTH (ms)

20 – 2000 ms · default 200

How long each output stays pressed.

200

works for everything — triggers, toggles, momentaries

500+

for hardware that needs a longer hold — relays, press-and-hold

tip

keep INTERVAL longer than PULSE WIDTH for a guaranteed hold

WHAT

Random Order

WHEN

Random Time

SPEED

Interval

HOW MANY

Max Simultaneous

HOW LONG

Pulse Width

Duration, Outputs & License

DURATION — SET TIME, OR FOREVER

YOU TYPE	IT RUNS FOR
(empty) or 0	Forever — until you press STOP
90	90 seconds
1:30	1 min 30 s (MM:SS)

REMAINING

Counts down live. At zero, the sequencer **stops by itself** — clean, no residue, ready for the next START.

THE OUTPUTS

OUT 1	 1	☐
OUT 2	 2	☒
OUT 3	 3	☐
OUT 4	 4	☐

Each row is one output: its label, a **clickable button**, and an **LED** that flashes every time it fires — your visual feedback.

Click any output button to fire it manually and test your wiring — anytime, even while the sequence runs.

GOOD TO KNOW — THE GUARANTEES

No double-firing. Ever. With MAX SIMULTANEOUS at 1, only one output can be active at any instant — guaranteed by design, even at extreme speeds.

Pulse Width vs speed. If the interval is shorter than the pulse width, the pulse is cut short so the next fire is always clean. Want a guaranteed long hold? Keep INTERVAL longer than PULSE WIDTH.

Everything is live. No fader change ever requires a stop/restart.

LICENSE

LICENSED

Designer emulation: everything works, free, no key needed. Design and rehearse at will.

LICENSE REQUIRED

Physical Core: enter your key (PLF-XXXX-XXXX-XXXX) in the KEY field. Keys are locked to one Core — contact BV Factory with your Core ID. Perpetual, no subscription.

Quick Recipes

Dial these in and go. Duration left empty = runs forever.

I WANT...	INTERVAL	RND ORDER	RND TIME	MAX SIM	DURATION
A clean 1-per-second chase, 1 → N	1.0	0 %	0 %	1	—
Random lightning flashes	0.3	100 %	100 %	1	—
Chaos burst for 30 seconds	0.1	100 %	50 %	4	30
Slow random ambiance, one every ~5 s	5.0	100 %	40 %	1	—
Fire everything rapid-fire for 1 minute	0.05	100 %	0 %	N	1:00

TROUBLESHOOTING

PROBLEM	FIX
Nothing fires downstream	Check the Output n pin is wired. Click the output button manually — the LED must flash and your downstream control must react.
START does nothing	On a physical Core, check License Status . LICENSE REQUIRED = enter a valid key.
Outputs overlap	Set MAX SIMULTANEOUS to 1 — overlap is then impossible by design.
My relay doesn't react	Raise PULSE WIDTH (try 500 ms) and make sure INTERVAL is longer than it.
It stops on its own	A DURATION is set. Clear the field for an infinite run.

Need a key, another Forge, or a Bridge?

bvfactory.dev

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