How it works

Samuel uses international morse code:

A .-	G --.	M --	S ...	Y -.--	4 ....-
B -...	H	N -.	T -	Z --..	5 .....
C -.-.	I ..	O ---	U ..-	0 -----	6 -....
D -..	J .---	P .--.	V ...-	1 .----	7 --...
E .	K -.-	Q --.-	W .--	2 ..---	8 ---..
F ..-.	L .-..	R .-.	X -..-	3 ...--	9 ----.

- The length of a dot is one unit
- A dash is three units
- The space between parts of the same letter is one unit
- The space between letters is three units
- The space between words is seven units

Explanation:

Samuel requires 2 things before it will do anything useful:
1. A clock input
2. Some text input

To provide text input to Samuel, click anywhere within the text input screen **(C)**, you can then type using your computer's keyboard (until you click anywhere outside of the text input screen)

Note: currently only letters A-Z and numbers 0-9 are supported

Samuel treats one unit of time as the time between two clock inputs recieved via the clock input **(A)** because of this, fast clocks tend to work best.

Once you have entered some text, and hooked up the clock input (A) to a clock source you can then use the gate output **(H)** to trigger drums, envelopes, Nuclear Armageddon etc.

Knobs **(D - G)** can be used to vary the length of dots, dashes, new letters, and new words. Altering these values will change the characteristics of the resulting rhythms.