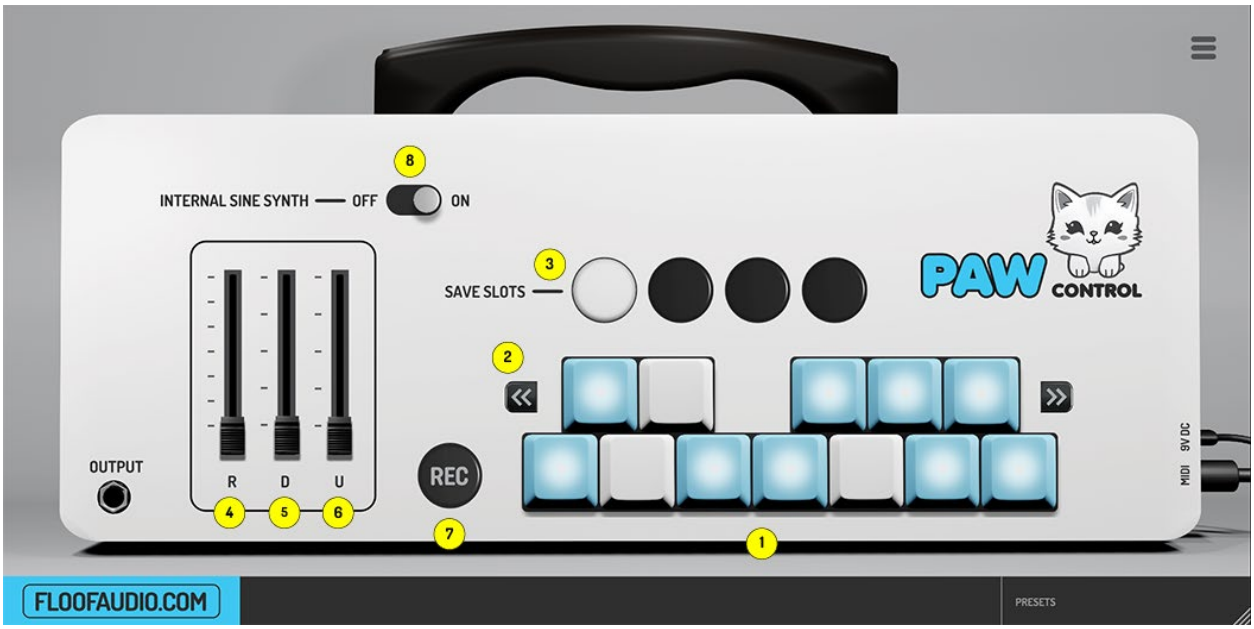

1: Key selectors

These 12 key selectors represent the 12 notes of an octave, allowing you to select which MIDI notes are active. When a keycap is blue, it means that it is active; when white, it is not active. An active key can be played, while an inactive key will not be played. This selection applies to all octaves. When the plugin receives MIDI input, it will light up in brown to indicate the actually outputted key. If you play a note that is not active, Paw Control will find and play the nearest active note.

2: Key selection nudgers

These two buttons allow you to nudge all key selections one step to the left or right, enabling quick modulation of your current scale setup. For example, if you have selected a minor scale in C, clicking the right nudger changes the selection to represent a C# minor scale. Another click shifts it to a D minor scale.

3: Saveslots

These four buttons enable quick switching between four different key selections. The active saveslot is indicated in white. When you click on the key selectors, the selection is automatically saved to the current saveslot, eliminating the need for manual saving or loading. To copy a selection to another saveslot, use Ctrl/Command+click on the desired saveslot.

4: Random range

This slider introduces randomness to your midi output. The randomness is relative to the input note at any time. Setting the slider higher means that you have a greater range of randomness relative to the input note. The range is both above and below the input note, but always kept within the currently active key selection at any time. Let’s say you play a D4 and all the key selectors are active. When you set

the random range to 1 you can either get a C#4, D4 or D#4. Now let's say that D# is not set active by the key selector, in this case paw control will find the nearest valid note and play that instead.

5: Octave down range

This slider introduces randomness of octaves below your input note. This means that when the slider is up you will have a chance of getting either the note at your input octave or the same note an octave below. The amount of octaves you can get is determined by the sliders position.

6: Octave up range

This is the same as octave down range slider but for octaves above the input note.

7: REC

This button has two different functions. When clicking it normally all the key selectors get deactivated, and you can now set the key-selection by inputting MIDI notes. When you are finished simply click REC again to stop and save the selection. This means that you can quickly select active keys without clicking too much around with the mouse.

The second function is achieved by holding ctrl/command and then clicking on REC. This activates a MIDI learn mode for the saveslots. Upon activation, the first saveslot starts blinking and is listening for midi input. Press the midi key you want to assign to this saveslot. The second saveslot now starts blinking and you can assign this and so forth for the remaining two saveslots. If you want to cancel the assignment, simply click REC once more. If you want to delete all assignments, you can simply CTRL/command click and then click REC again without inputting any notes.

8: Internal sine synth on/off

This toggle decides if the internal sine synth is active or not. Turning it off will increase the plugins performance slightly.