Mode

The mode screen is accessed by pressing the MODE button. This contains settings that control use of MIDIOT, but which you should not need to access too frequently.

```
Fre Damp List
--- Tied
```

The functions in the top row are:
- Chord layout mode (**Fre**e, **Key** signature, Chord **Fam**ily).
- **Damp**ed/**Hold** mode
- **List** Chords or Chord **Calc**ulator display mode

The functions in the second row are:
- Key type (--- for none)
- Trigger type (**Tied** or **ReTrig)**

While holding MODE you can use
- LAYOUT (MODE + INV1) button to toggle chord layout mode
- HOLD (MODE + MAJ7) to toggle Damped/Hold mode
- DISP (MODE + MIN6) to toggle display mode
- TIE (MODE + 6) to toggle Tie/Retrig
- KEY (MODE + MAJ7) to set Key Signature major or minor scale.
- Any note button to set a Key Signature root note (Key/Fam layouts)

Chord Layout mode:

```
Fre
---
```

Free - The notes buttons play chords with root notes from C through to B. Every button will play a major chord unless a chord variation button is also selected.

```
Key
F#m
```

Key Signature - The notes buttons play chords with root notes from C through to B. The type of chord played by a button depends on the selected key. For example if the key signature is D major then pressing the "C" note button plays a C minor chord.

```
Fam
C#
```

Chord Families - The bottom row of note buttons play the I, II, III, IV, V, VI, VII chords from the selected key signature. For example a selected key signature of A major will map the buttons to Amaj, Bmin, C#min...etc. The upper row of note buttons (sharps and flats) represent (for a major key) the chords for the sharpened I, II, IV, V, VI scale notes. For a minor key they map to the sharpened I, III, IV, VI, VII (????double check)

`Damp`
Damped Mode

This mode allows chords to be played rythmically. When all note buttons are released, all notes will stop playing immediately. While a note button is held, pressing/releasing chord variation or inversion buttons will be applied immediately, but you can avoid hearing unwanted changes between the basic chord for a note and a variation on inversion by making sure you press the variation/inversion buttons before the note button, and release them afterwards.

`Hold`
Hold Mode

This mode is intended to allow fluid play and transistion between chords by holding each chord until another is selected, and allowing the next chord variation/inversion to be selected while not affecting the chord currently playing. In this mode

If a note button is not currently being held then any chord variation button or inversion button pressed will be "pending" until the next note button is pressed. When the note button is pressed, the "pending" chord variation and/or inversion will be applied at that point (and they will no longer be pending - so will not be applied if another/same note button is pressed)

if a note button is currently being held, any chord variation and/or inversion button will be applied immediately.

In hold mode, chords continue to play after all buttons are released, up until the next note button is pressed (when the chord is changed). To stop the chord playing and turn all notes off, press ALL OFF (MODE + INV2)

`Tied`
Tied Mode

In this mode, when transitioning from one chord to another, only notes which are different between the chords are triggered or damped. A note which is common to both chords is not retriggered but will continue to play from before.

`RTrg`
Retrigger Mode

In this mode, all notes of a chord are stopped when changing to a new chord, even if they are also part of the new chord. Then all notes of the new chord are triggered.

The Chord Progression
As you play chords, MIDIOT keeps a history of the chords you play. You can then view this history and play back through it, edit it and [save it as a chord progression]

The maximum length of a chord progression is 16 chords

Usually every chord you play is added to the end of the chord progression. Once there are 16 chords in the progression, adding a new chord to the end will lose the chord from the beginning.
You can back up through the chord progression by pressing PREV. If you have backed up into the progression, new chords played overwrite the chord at the current position and you must press NEXT to move to the next position. If you want to start adding to the end again you can either press NEXT until you are at the end again.
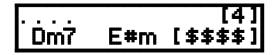
To return immediately to the start of the chord progression, press PREV while holding NEXT.
You can remove the selected chord by pressing DEL
You can duplicate the selected chord, inserting a new chord position, by pressing INS. The last chord will be lost if more than 16 chords are present.

The position at the end of the progression is indicated with ....
If the progression is full, $$$$ is used instead

```
┌──────────────────────┐
│Dmin7 [3]        [4]   │
│[Dm7 ]E#m     ....     │
└──────────────────────┘
```

```
┌──────────────────────┐
│. . . .          [4]   │
│ Dm7    E#m [.....]    │
└──────────────────────┘
```

```
┌──────────────────────┐
│. . . .          [4]   │
│ Dm7    E#m [$$$$]     │
└──────────────────────┘
```

Note Buttons
The note buttons are laid out like the notes of an octave from C through to B. These buttons define the root note of the selected chord, and the basic chord type (i.e. the type of chord that will play when a note button only is held)

The function of the note buttons depends on the Chord Layout Mode:

Octave Switch:
Press OCT+ and OCT- (SHIFT + PREV/NEXT) to change the default octave applied to the note buttons. This only affects newly input chords