Mode + virtual void handleSingle Press()=0+ virtual void handleDouble Press()=0+ virtual void handleLongPress()=0 + virtual void handlePress Released()=0virtual void handleSelection States()=0+ virtual void handleReset SinglePress()=0+ virtual void handleReset DoublePress()=0+ virtual void handleReset LongPress()=0+ virtual void handleReset PressReleased()=0+ virtual void setup()=0 + virtual void teardown()=0 + virtual void update()=0

Mode0

- LEDController & ledController
- Encoder & encoder ResetButton & resetButton

- Gates & gatesEurorackClock & clock
- MIDIHandler & midiHandler InputHandler & inputHandler
- bool inDivisionSelection
- bool externalTempo
- bool singlePressHandled and 9 more..
- + Mode0(Encoder &encoder,
- InputHandler & inputHandler, Gates &gates, LEDController
- &ledController, MIDIHandler
- &midiHandler, ResetButton &resetButton, EurorackClock &clock)
- + void handleSinglePress
- () override
- + void handleDoublePress
- () override
- void handleLongPress () override
- + void handlePressReleased
- () override
- + void handleSelectionStates
- () override void handleResetSinglePress
- () override
- + void handleResetDoublePress
- () override
- + void handleResetLongPress () override
- + void handleResetPressReleased
- () override + void setup() override
- + void teardown() override
- + void update() override + void setDivisionPPQN
- (int ppqn)
- + void setDefaultDivisionIndex()
 - void handleEncoder()
 - void handleButton(Encoder
 - ::ButtonState buttonState)
 - void handleResetButton (ResetButton::ButtonState buttonState)
 - void handleCVInput()
- void handleTempoSelection()