Mode

- + virtual void handleSingle
- Press()=0
- + virtual void handleDouble
- Press()=0
- + virtual void handleLongPress()=0
- + virtual void handlePress
- Released()=0
- + virtual 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 & gates
- EurorackČlock & 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
- + void setDefaultDivisionIndex()
- void handleEncoder()
- void handleButton(Encoder
- ::ButtonState buttonState)
- void handleResetButton
- (ResetButton::ButtonState buttonState)
- void handleCVInput()
- void handleTempoSelection()

Mode1

- LEDController & ledController
- InputHandler & inputHandler
- Encoder & encoder
- ResetButton & resetButton
- Gates & gates
- MIDIHandler & midiHandler
- bool doublePressHandled
- bool inChannelSelection
- bool isInSelection
- bool singlePressHandled
- int selectedChannel - int confirmedChannel
- int previousChannel
- const int NUM MIDI
- **CHANNELS**
- int numLeds
- + Mode1(Encoder &encoder, InputHandler & inputHandler,
- Gates &gates, LEDController
- &ledController, MIDIHandler
- &midiHandler. ResetButton &resetButton)
- + 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 handleEncoder()
- void handleButton(Encoder
- ::ButtonState buttonState)
- void handleChannelSelection() void handleChannelSelection
- Press()

Mode2

- LEDController & ledController
- InputHandler & inputHandler
- Encoder & encoder
- ResetButton & resetButton - Gates & gates
- MIDIHandler & midiHandler - bool doublePressHandled
- bool isInSelection
- bool singlePressHandled
- int numLeds
- + Mode2(Encoder &encoder, InputHandler & inputHandler, Gates &gates, LEDController
- &ledController, MIDIHandler
- &midiHandler, ResetButton &resetButton) + 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 handleEncoder() - void handleButton(Encoder
- ::ButtonState buttonState)