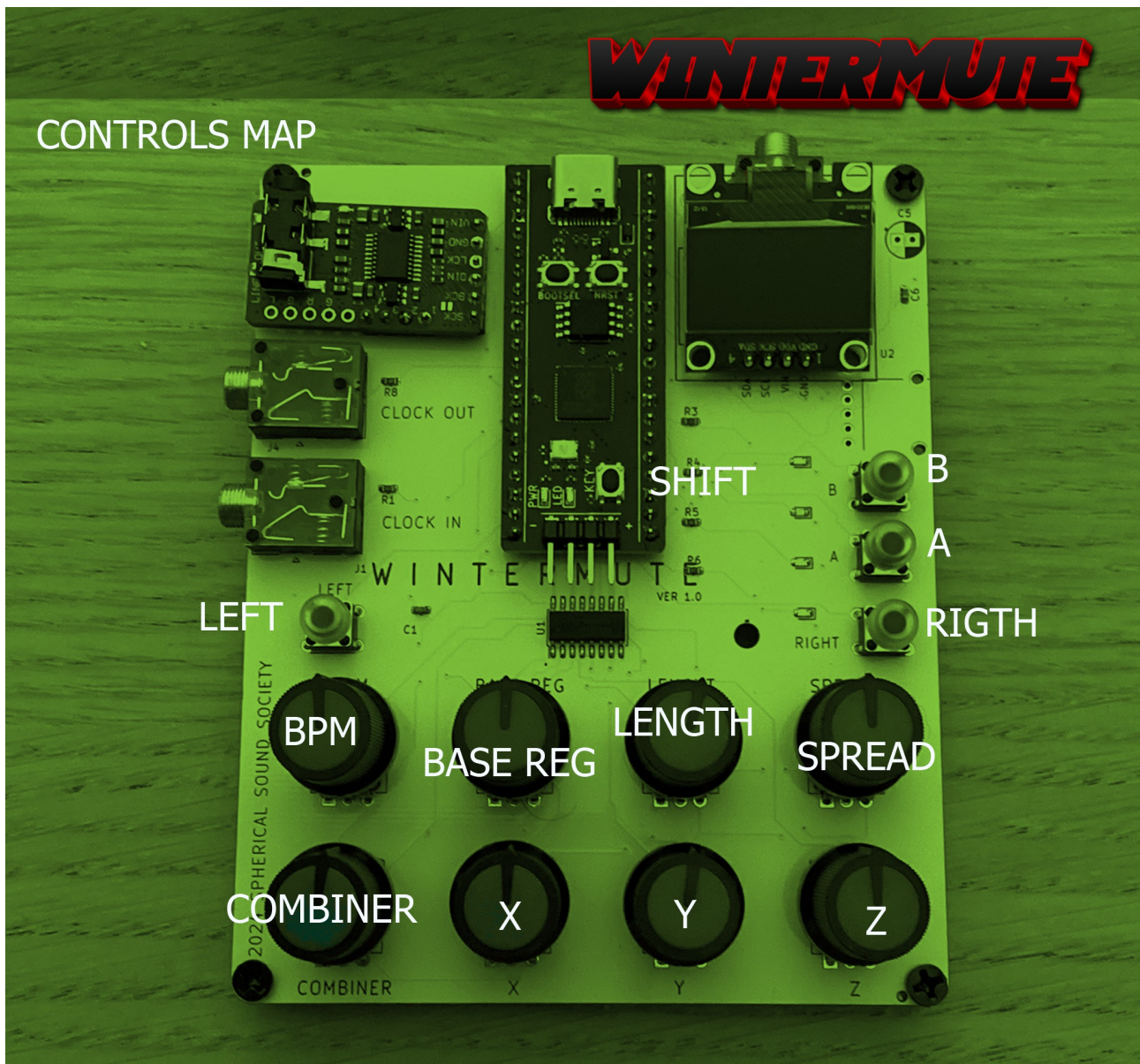


WINTERMUTE

QUICK USER GUIDE (Firmware 1.0)



As Christopher Nolan would say: *Don't try to understand it. Feel it.* WINTERMUTE can be played without fully understanding the effects of the knobs and buttons, relying more on intuition. That said, once you are familiar with the machine, you will probably want to understand more deeply the mechanisms that operate beneath it.

////CONTROLS////

////POTS////

BPM

Controls the sequencer speed. You might want to play at faster speeds with shorter bar sequences, and vice versa. For example, in 2-bar mode, you'll probably set it close to the minimum, and in 16-bar mode, close to the maximum. It has a wide range.

BASE REG

Selects the base register of the sequencers. Typically set near the center. This is usually a "set and forget" knob, or set at a 45-degree angle to one side. However, you can adjust it dynamically to achieve different results, adapting the position based on what sounds best at the moment.

LENGTH

Determines how many registers are written per step. Small adjustments can have dramatic effects. It works well when set to the center, with slight movements to introduce variation to the outputs.

SPREAD

This knob filters some commands of the sequences while allowing others to execute. Usually, you adjust it at the beginning of a sequence until you find a sweet spot. Then, you move it later when you're looking for variations.

COMBINER and Y

Recombines parameters like volume, pitch, and waveform in the sequences. It often works well in conjunction with the "Y" knob. Depending on the mode and the position of other knobs, the effect can be subtle or quite noticeable. Don't worry if it sometimes seems like it's doing nothing; at other times, it will create pleasant variations.

X

One of the main knobs you'll likely use the most. It acts like a fader, favoring one competing sequencer over the other. The center is a good default position, but it's very playable, and slow rhythmic movements along the structure of the song can yield cool results.

Z

This is typically a "set and forget" knob. It determines the base structure of the sequences, like the foundational map of rhythms and structures. You usually adjust it at the start of a "theme" until you find an area you like, and then leave it there. You'll move it again when you want to change the overall structure of the loops playing.

////Keys////

LEFT Button: Bank probability toggler.

RIGHT Button: Bank toggler.

A Button: Choral mode toggler.

B Button: Determines the length of the sequencers in bars. It cycles between 2, 3, 4, 8, and 16 bars. After changing the bar length, you'll probably want to adjust the main speed (BPM pot) as well.

SHIFT key: Press it to alter the functions of some buttons:

- **SHIFT + B Button:** Cycles the sequencer length backward.
- **SHIFT + RIGHT Button:** Toggles wave cycler mode.