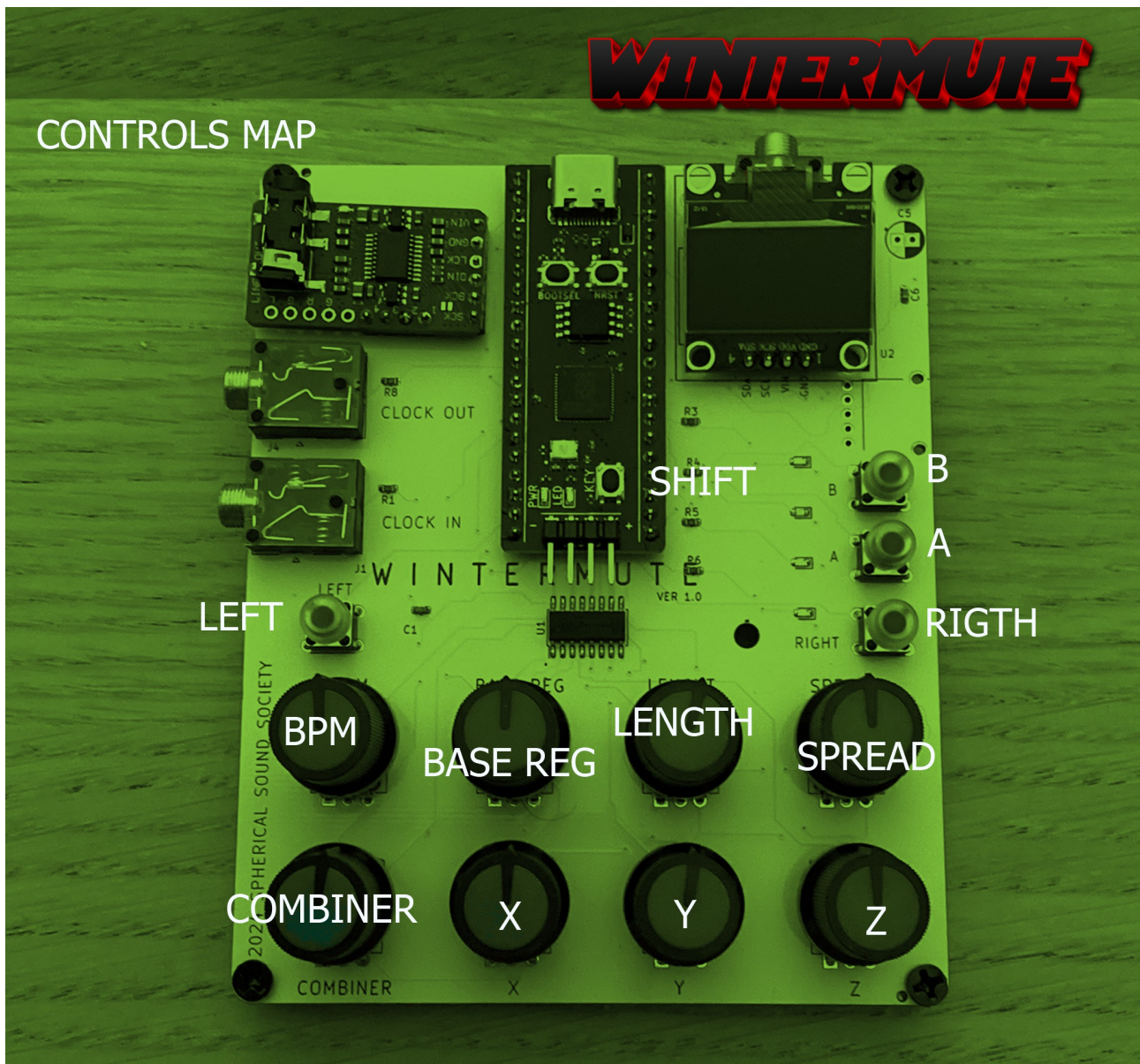


WINTERMUTE

QUICK USER GUIDE (Firmware 1.2.4)



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. If you turn the pot to minimum it enters in "CLOCK IN MODE", so the clock stops and waits for pulses in the clock in jack to advance a step.

BASE REG

Selects the base register of the sequencers. Typically set near the center. This is usually a "set and forget" knob. 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. Slight movements introduce variation to the outputs you can play it kind of a non destructive fader for different aspects in the sequence.

SPREAD

This knob produce variations in the sequence previous pot, LENGTH, but its less subtle and have more dramatic effects. Its kind of multiplicative of lenght, so the longer the length, the more that SPREAD affect the output.

COMBINER and Y

Recombines parameters like volume, pitch, and waveform in the sequences. It often works well in conjunction with the "Y" knob.

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. Normally you will want to do a quarter or half trave to it when you change the set of maps

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: Combiner mode. It cycles through the 4 combiner modes. The screen shows the mode as C:0,C:1,C:2,C:3.

RIGHT Button: Set of maps. It cycles through the 3 sets of maps available. The screen shows the mode as S:0,S:1,S:2. A set of maps is a collection of base instruments that the rest of controls recombine and mutate.

A Button: Key filtering mode. It plays along with the X or FADER pot. Normally you would want to move the X pot after pressing this button. It toggles one led to signal On/Off.

B Button: Determines the length of the sequencers in bars. It cycles between 1, 2, 3, 4, 8, and 16 bars.

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

- **SHIFT + B Button:** Cycles the sequencer length backward.
- **SHIFT + LEFT Button:** Takes a snapshot of the current set of sounds and map of registers and paste it every 16 steps. The most bottom LED turns on, signalling you are in "pasting" mode. You do it when you find a sweet spot that you want to keep doing similar variations of it.
- **SHIFT + RIGHT Button:** Exit the pasting mode. The most bottom LED turns off, signalling you exit the "pasting" mode.
- **SHIFT + A Button:** Toggles Choral mode on/off. Choral mode is kind of busier sound mode, less minimalistic and more baroque. As in choral mode they are more sounds playing "Combinator" and "Y" pots use to sound more subtle.

////CLOCK Ports////

Clock Out: emits one pulse in every step. Used to sync with external gear, eurorack, etc

Clock In: If you turn BPM pot at minimum, the internal clock stops and waits for pulses in the clock in port to advance a step. Used to slave WINTERMUTE to external gear.