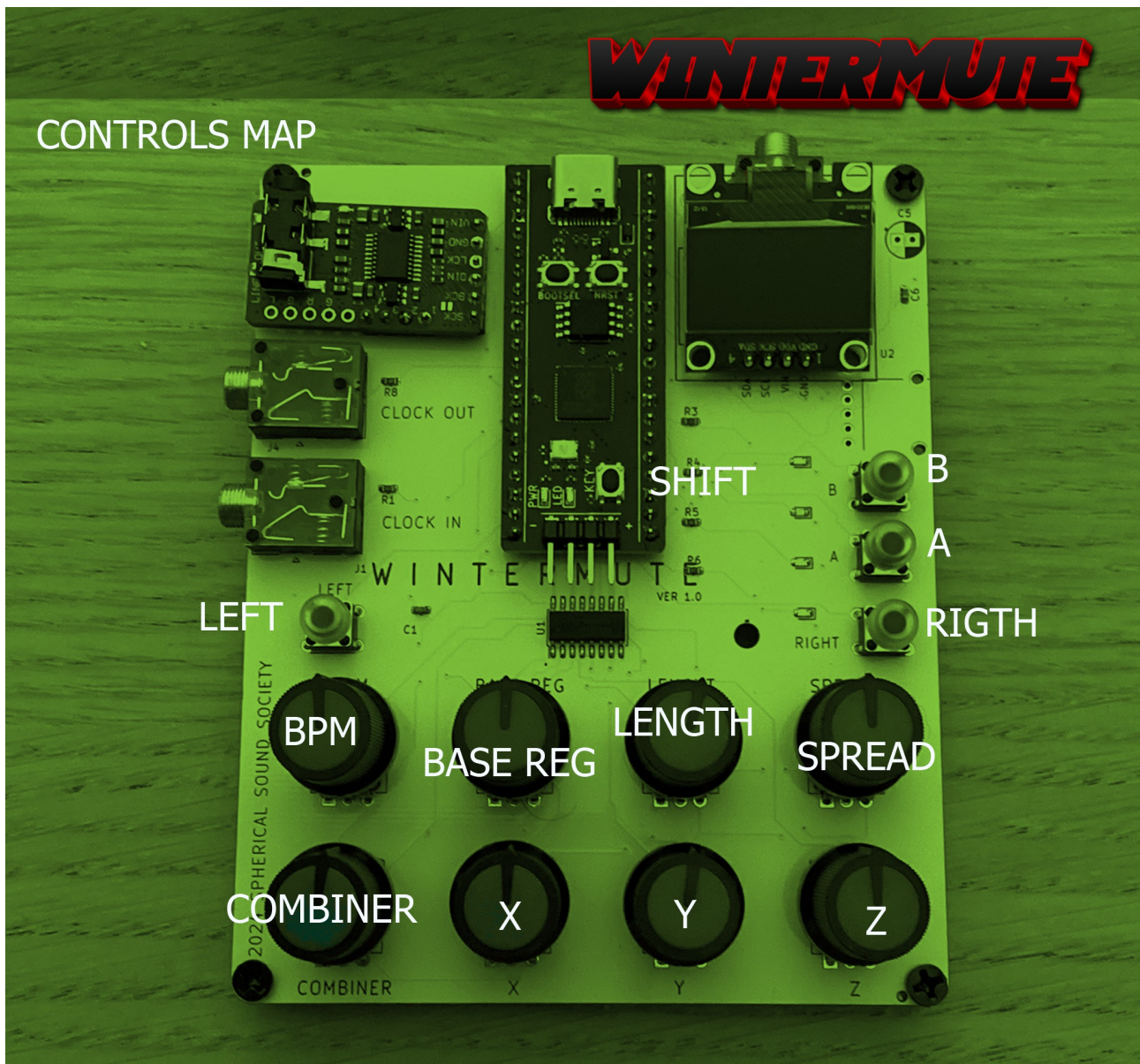


# WINTERMUTE

## QUICK USER GUIDE (Firmware 1.0)



As Christopher Nolan would say: Dont try to understand it. Feel it. WINTERMUTE can be played without totally understand effects of the pots and buttons, more like feeling it. That said, once you are familiarized with the machine you will probably want to understand more deeply the mechanisms that run under the machine.

//////CONTROLS////

## POTS

### BPM

Sequencer speed. You would like to play faster speeds with longer bars sequences and viceversa. So in 2 bars mode, probably you'll put it close to minimum and in 16 bars, close to maximum. It has a huge range.

### BASE REG

Select the base register of the sequencers. Normally settled closed to center. Usually a set and forget pot, or 45degrees settled to one of the sides, but obviously you can play it dynamically to get different results and adapt the positions to what it sounds better in every moment.

### LENGTH

It determines how much registers are written per step. Slight movements can have dramatic effects. Works nicely settled to center and moving it slightly when you want to get a nice variation of the outputs.

### SPREAD

This pot filters some commands of the sequences while letting others execute. Normally you turn it at the beginning of a sequence till you find some sweet spot that you like. Then, you move it after when you look for variations.

### COMBINER and Y

It recombines some parameters of the sequences as volumes, pitches and waveforms. Normally plays nicely with the "Y" pot. Depending on modes and the position of other pots the effect can be more or less subtle or quite evident. Don't worry if sometimes seems it does nothing. In other moments it will do nice variations.

### X

One of the main pots that you probably will use the most. It's like a fader that plays more one of the competing sequencer versus the other. So in the center should be nice position, but it's quite playable, and slow rhythmic movements along the structures of the songs get cool results.

### Z

Normally a set and forget pot. It determines the base structures of the sequences. It's like the base map of rhythms and structures. Normally you move it at the beginning of a "theme" until you find some area that you like and then let it there. You move it again when you want to basically change all the structures of the loops that are playing.

## Keys////

LEFT Button, bank probability toggler.

RIGTH Button, bank toggler.

A Button, Choral mode toggler.

B Button. Determines the lenght of the sequencers in bars. It cycles between 2, 3, 4, 8 and 16 bars long. Once you change the bar long you will probably want to change the main speed (BPM pot) too.

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

SHIFT+ B Button cycles back the length of the sequencers

SHIFT+RIGHT Button. Toggles wave cycler mode.