

ROT8

CHEATSHEET

GATE PAGE

Default mode where you can enter gates with the 8 step buttons. Here you can select play mode with **button B**.

DIRECTIONS

- B1. FORWARD (default)
- B2. BACKWARD
- B3. PENDULUM
- B4. RANDOM

STEP SETTINGS

Long press any step button. Selected step blinks. Step buttons select number of repeats from 1-8. To exit press the selected button again.

GATE MODE

Button B cycles through gate modes for the selected steps if you are in the step settings page.

- B1. SINGLE TRIGGER (default)
There is a single gate output on the step, repeats after it won't produce gates.
- B2. TRIGGERS
All triggers of the clock will produce gates.
- B3. HOLD
Gate will go high and will be held open till the last repeat.
- B4. RANDOM
Gates are randomly on or off on each repeat.

GATE LENGTH PAGE

Press button A. Steps select gate length.

- | | |
|--------|--------|
| 1. 5% | 5. 50% |
| 2. 13% | 6. 63% |
| 3. 25% | 7. 75% |
| 4. 38% | 8. 88% |

TUNE PAGE

Long press button A. Step buttons jump to selected step.

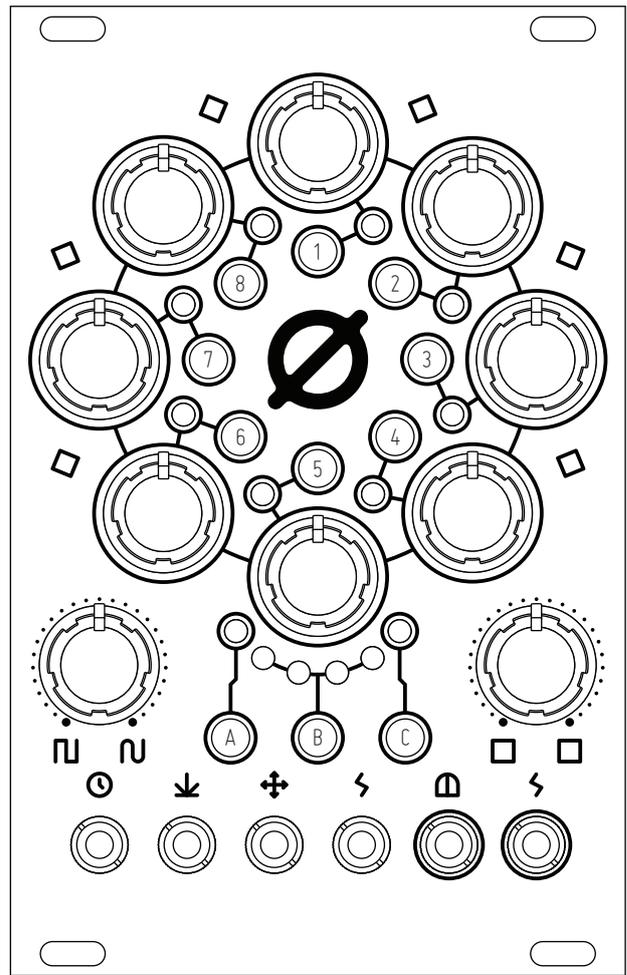
SEQUENCE LENGTH PAGE

Press button C. Step buttons now select last step.

SEQUENCE RESET PAGE

Long press button C. Constrain sequence to given length with step buttons. After reaching selected amount the sequence will reset.

- | | |
|-----------------|--------------|
| 1. no constrain | 5. 32 steps |
| 2. 4 steps | 6. 64 steps |
| 3. 8 steps | 7. 128 steps |
| 4. 16 steps | 8. 256 steps |



ASSIGN MENU

Long press button B. Switch pages with button B. Exit with long press on button B.

- Page 1: CV assignment
- Page 2: Pot assignment

Assignable parameters selected with step buttons on both pages:

- 1. Step (0-8): sets the current step to given value.
- 2. Gate length (1-95%): sets gate length.
- 3. Sequence length (0-8): sets sequence length.
- 4. Pause (0-1): pauses sequence when input is high.

RESET TO DEFAULT

Long press button A and C.

MODE BUTTONS

- A short:** Gate length
- A long:** Tune mode
- B short:** Select
- B long:** Assign menu
- C short:** Sequence length
- C long:** Sequence reset

JACKS

- Clock input
- Reset input
- Direction input
- CV input
- Gate output
- CV output