

# KLIK

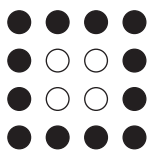
## CHEATSHEET

### STEPS PAGE

Enter and remove steps by turning the encoder and pressing it at the desired location. You can offset the pattern by pressing and turning the encoder.

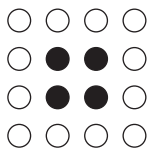
### MENU

Enter and exit the menu by long pressing the encoder. You can exit sub-menus by pressing the encoder on the selected value again.



#### EUCLIDEAN MODE

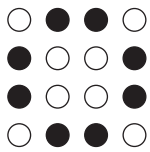
In euclidean mode, by turning the encoder you fill up the available steps based on a mathematical method.



#### PLAY MODE

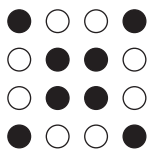
Here you can select from four play modes:

1. Forward
2. Backwards
3. Pendulum
4. Random



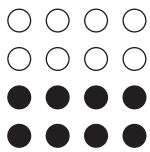
#### LAST STEP SELECT

Select the last step (pattern length).



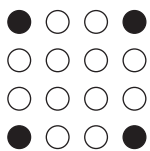
#### GENERATE RANDOM PATTERN

Generate random patterns by pressing the encoder. This is affected by the random amount setting.



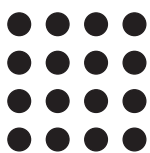
#### RANDOM RESET

If you switch this on, every trigger on the reset input will generate a new random pattern. This is affected by the random amount setting.



#### RANDOM AMOUNT

Select the number of active steps spread out when generating random patterns. 0 is totally random, so it can generate 0 steps and also fill up the whole sequence.



#### RESET TO DEFAULTS

Resets everything to the default values.

