AutoLatch

MIDI Gate

User Manual

STATIC CLING

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Main Controls

AutoLatch is a simple device with a specific and unique purpose; controlling the length of your incoming MIDI Events. It can be used as a standalone creative tool, but it really shines when paired with other Players, such as my Delta MIDI Computer or any number of awesome devices in your collection. You can use it to spice up arpeggiations, melodies, and chord progressions in subtle or major ways. Coupled with its built in sequencer, AutoLatch brings a new dimension of control to your Player stack.

1 - On/Off

When toggled off, AutoLatch will pass through all incoming events without performing any latching.

2 - Stop All

When pressed all currently playing MIDI Events and Latches will be stopped. If **Pattern** is not set to **Off,** the active **Latch Button** will be reset to the pattern's first step.

3 - Latch Button

The most fundamental control of AutoLatch, these determine how incoming MIDI On/Off events will be affected by the device. They can be in one of the following modes:

Tempo Sync: Sets all note lengths to a configurable rhythmic duration based on song tempo
Millisecond: Sets all note lengths to a configurable millisecond duration
Latch: True Latching, when a note is started it will sustain until pressed again, or until Stop All is pressed. Can be configured to be Polyphonic or Monophonic.
Mute: Incoming notes are ignored, can be useful in sequenced patches
Pass Thru: Incoming note lengths are not modified, can be useful in sequenced patches

Alt + Click a Latch Button to switch between these modes.

Click + Drag to set the length of a latch while in the **Tempo Sync** or **Millisecond** modes, or while in **Latch** mode to switch between Poly and Mono. **Hold Shift** to increase precision.

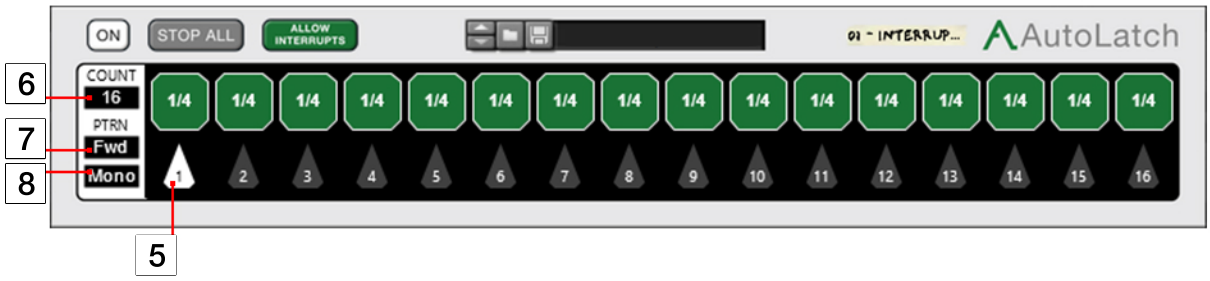
Ctrl/Cmd + Click to **Copy**, then **Ctrl/Cmd + Shift + Click** to **Paste**.

4 - Interrupt Mode Toggle

Interrupt Mode determines how incoming MIDI On events are handled when a Latch is already held for the same note. When set to **Allow Interrupts,** it will immediately stop the currently held Latch and trigger a new one. When set to **Block Interrupts,** incoming MIDI On events will be ignored as long as the matching latch is held.

Sequencer Controls

AutoLatch can be set up to switch between its 16 different Latch Buttons in a variety of ways using its Latch Sequencing feature.



5 - Sequence Index Indicator

Indicates the currently active **Latch Button** in white and inactive **Latch Buttons** in gray. While **Pattern** is set to **Off** the active **Latch Button** can be set by clicking on these indicators directly, or through automation. In all other **Patterns** the active **Latch Button** can not be set manually. **Alt + Click** an indicator to quickly set the **Sequence Count.**

6 - Sequence Count

Sets the number of enabled **Latch Buttons,** especially relevant if **Pattern** is not set to **Off**.

7 - Pattern Dropdown

When set to **Off**, the active **Latch Button** can be set manually by clicking the **Sequence Index Indicators** or through automation. The remaining options (**Forward, Backward, Pendulum I, Pendulum II, Random)** will set the active **Latch Button** automatically according to the selected **Pattern** and **Pattern Step Mode**.

8 - Pattern Step Mode Dropdown

Pattern Step Mode is only relevant if **Pattern** is not set to **Off**. It determines when a pattern will step and set a new active **Latch Button**. In **Mono** mode the pattern will step each time a MIDI On is received, in other words, every note causes a step. In **Poly** mode it will not step until a MIDI Off is received AND no other notes are held, allowing for all notes of a chord to be affected by the same **Latch Button** before stepping.