

model OT15

user manual

(firmware version 0.9.2)

last updated: 26-02-2021

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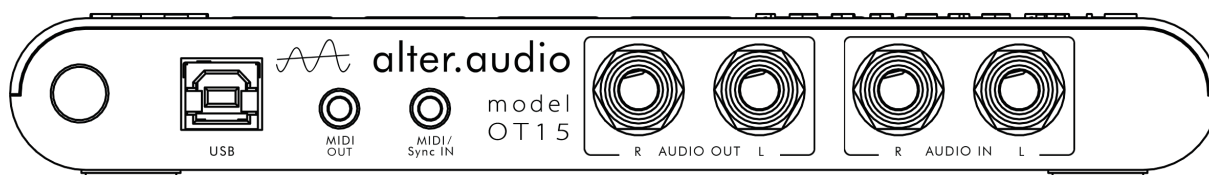
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1 - Setting up



From left to right, the connections are:

- **USB power / host connection.** Connect to a standard USB power supply to operate Timetossler in standalone mode, or connect Timetossler to your computer directly to operate it in plugin mode.
 - **MIDI-output.** Connect the supplied 3.5mm jack to DIN-5 (type B) adapter. Timetossler sends MIDI-clock and Note-On / Off messages on channel 1 in standalone mode. In plugin mode, the port acts as a USB-to-MIDI output.
 - **MIDI / Sync input:**
 - MIDI-mode:** Connect the supplied 3.5mm jack to DIN-5 (type B) adapter. Timetossler can sync to MIDI-clock and responds to MIDI-note messages on channel 1 in standalone mode. See "[MIDI mapping](#)" for details. In plugin mode, the port acts as a MIDI-to-USB input.
 - Gate-sync mode:** Connect a standard **mono(!)** 3.5mm jack to a device that has an analog clock or gate output.
- ** Make sure you connect the MIDI or sync input **before** powering on Timetossler. Plugging anything in while it is turned on will make it confused. This is a known issue and will be resolved in a future firmware version ***
- **Audio outputs.** Plug in two 1/4" audio jacks to connect Timetossler to any device with a stereo audio input, like a mixer, amplifier, or even effect pedals.
 - **Audio inputs.** Plug in two 1/4" audio jacks to hook up Timetossler to any line-level audio source.

After making your connections, turn on Timetossler with the power button.

2 - Playing Timetossers

*** This quick-start guide assumes there is nothing plugged into the MIDI- / Sync-input. ***

In essence, Timetossers is a tempo-quantized delay unit. Think of it as a classical audio delay with the dry/wet knob set all the way to wet. Timetossers's delay time is determined by what step-length is selected and what you play on the upper row of buttons:

$$\text{delay time} = \text{step length} \times \text{step number}$$

Playing the step buttons sets different delay times and jumps to different parts of the buffered audio. This allows you to repeat the same note (by going from left to right on the step buttons), or to completely reconstruct the beat by playing more complex patterns. Some examples of this can be found on our [YouTube channel](#).

Start off by playing some music. If not already on, press the leftmost step-button:

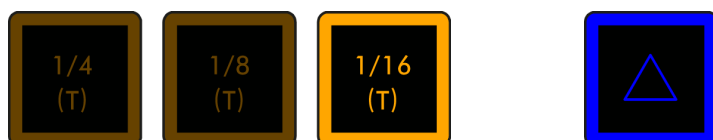


The delay-time is now set to 0 and you'll hear the music unaffected. Now tap the tap tempo button along to the beat.



After three taps, Timetossers will start picking up the tempo and try to lock it to the music. The behaviour of the tap-tempo button depends on your sync-connections. See "[Tap-tempo button](#)" for a detailed explanation.

The step-length can be selected with these buttons:



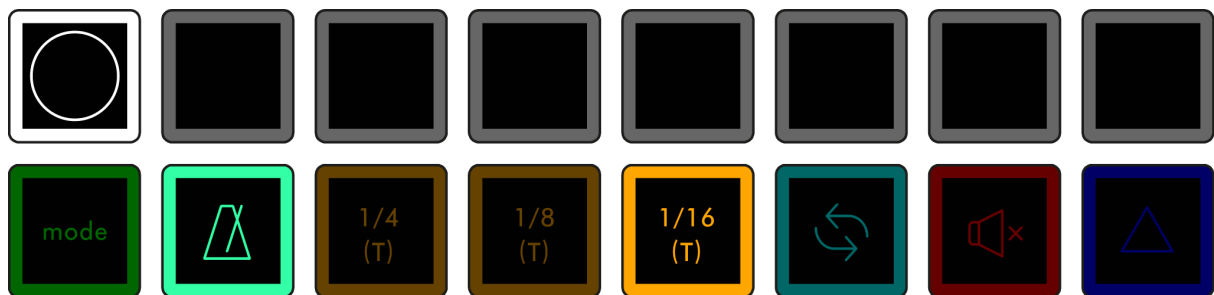
With shift, you can select triplets. Selecting a step-length will also select a sequence-bank. This is explained further in "[Step-length buttons](#)".

As stated, the Top row of buttons work like a multiplier of the selected step length, ranging from 0 through 7 steps. Holding down the [shift button](#) gives you steps 8 through 15.

When the “0”-step is active, there is no delay in the audio signal (step-length x 0 = 0). Therefore it’s recommended to return to the “0”-step after playing something. We marked this button with a circle to emphasize its importance.

Holding down any button not only jumps to that part of the buffer, but also starts the selected sequence. By default, this just repeats the current note. This is explained in detail in [“Sequence Select”](#).

3 - Buttons explained

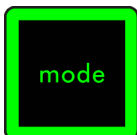


Step buttons



Mostly used for playing patterns: see [“Playing Timetosses”](#).

Mode button



Standalone mode:

- When not pressed, the mode button flashes to indicate the input audio level. It will turn red to indicate the input level is too high.
- Hold shift and press mode to toggle the input audio level meter.
- Holding down shift + mode + tap-tempo to enter [clock select mode](#).

Plugin mode:

Works like in standalone, but also lets you select which plugin instance to control. The step buttons will light up in green for every available plugin instance. For instance, instance number 2 is selected out of 3 available instances:



Up to 8 instances can be controlled by up to 8 hardware units.

Tap-tempo button

In standalone mode, Timetosser can synchronise from three different tempo sources. Depending on the active **sync-source**, tap-tempo behaves differently:

- **Beat finder:**



This is the default sync-source when no external source is connected and/or received.

Tap three or more times in time with the music to make the beat finder start looking for beats at that tempo.

Tapping more than three times will make it more accurate. Tapping only two times (in time with the music) will reset the beat finder's internal position.

The tap-tempo button will light up orange while it is finding beats, and will turn greenish when it has locked onto the music's tempo.

- **MIDI-sync:**



After receiving a MIDI-start message, the sync-source will switch over to MIDI. The tap-tempo button will now light up blue and

flash in time with the received tempo. When receiving a MIDI-stop message, the sync-source will switch back to the beat finder.

By tapping three times or more, you can set a multiplier of the received tempo. For example: tapping twice as fast will double Timetosser's tempo.

- **Gate / clock sync:**

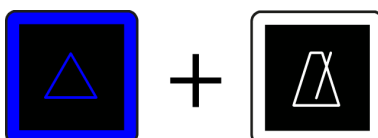


The sync source will switch over to Gate / clock when receiving an analog signal. Just as with MIDI-sync, you can use the tap-tempo button to tap a multiplier.

The sync source will automatically switch back to the beat finder after not receiving a signal for over two seconds.

In plugin mode, there is only one sync source: the DAW's tempo and position. You can still use the tap-tempo to enter a tempo multiplier / divisor.

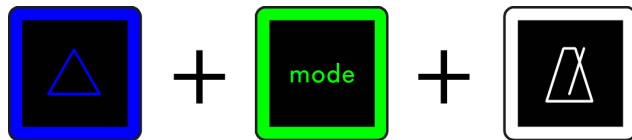
MIDI-out resync



Pressing shift + tap-tempo sends out a MIDI-stop message, immediately followed by a MIDI-start message.

This allows you to sync-up any devices connected to the MIDI-out port.
MIDI-out resync is only available in standalone mode.

Clock Select Mode



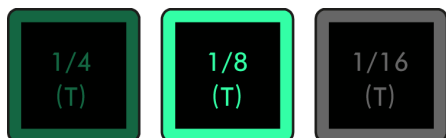
While holding down shift + mode + tap-tempo, you can use the step-length buttons to choose from different tempo-modes:

Synced & quantized (1/4 note button).



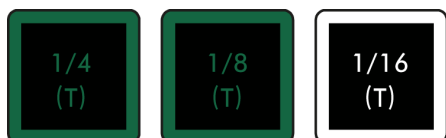
Your actions (step, reverse, record-stop & mute) are quantized to the selected step-size.
The tap-tempo button flashes in a pulsating way, the color indicates the active sync-source.

Synced & unquantized (1/8 note button).



Your actions are not quantized: the tap-tempo button flashes in a “breathing” way.
The color indicates the active sync-source.

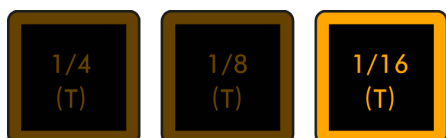
Unsynced & unquantized (1/16 note button).



Your actions are not quantised. This mode ignores the sync-source and instead takes your tap-tempo.
The tap-tempo button flashes in a “breathing” way. The color is white.

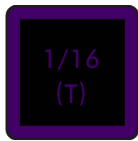
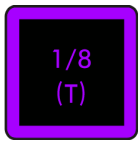
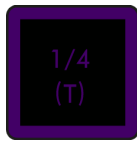
Step-length buttons

Depending on the active step-length, the step-length buttons are colored either yellow or purple:



When the buttons are yellow, you are on the “regular” page. Here you can select between 1/4, 1/8 and 1/16 note step-lengths.

When the active step-length is in the “regular” page, holding down shift will display the triplet page:



When the step-length light up purple, you are on the triplet page. Here you can select between 1/4T , 1/8T and 1/16T note step-lengths.

When the active step-length is in the triplet page, holding down shift will display the “regular” page again.

Sequence Select

While holding down a step length button, you can also select a sequence and play it. Each individual note-length has up to 8 pre-programmed sequences that can be selected by pressing a step-button. The sequence will play while that button is held down.

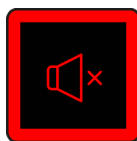
When you let go of the step-length button, you will go back to perform-mode. Here you can now play that sequence by holding down any step button. Note that the default sequence (under the “0”-step) always just repeats the current step.

Reverse button



Hold to reverse the audio. Hold shift + reverse to start a “**record-stop**” action. These actions are quantized when “[synced and quantized](#)” mode is active (tap-tempo button lights up in a pulsating way).

Mute button



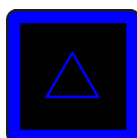
Pressing only the mute button toggles mute on or off.

Holding a step button and pressing mute works as a momentary mute: audio is un-muted as soon as you let go of the mute button.

Holding mute and pressing a step button works as a momentary un-mute: audio is re-muted as soon as you let go of the step button.

These actions are quantized when “[synced and quantized](#)” mode is active (tap-tempo button lights up in a pulsating way).

Shift button



Holding down shift while pressing a step-button will give you steps 8 through 15, instead of 0 through 7. Accessing the extra steps can be useful when playing longer patterns.

Holding down shift also toggles the step length page: If a “regular” step-length is active, holding shift will display the triplet page (purple).
If a triplet step-length is selected, holding down shift will display the “regular” (yellow) page.

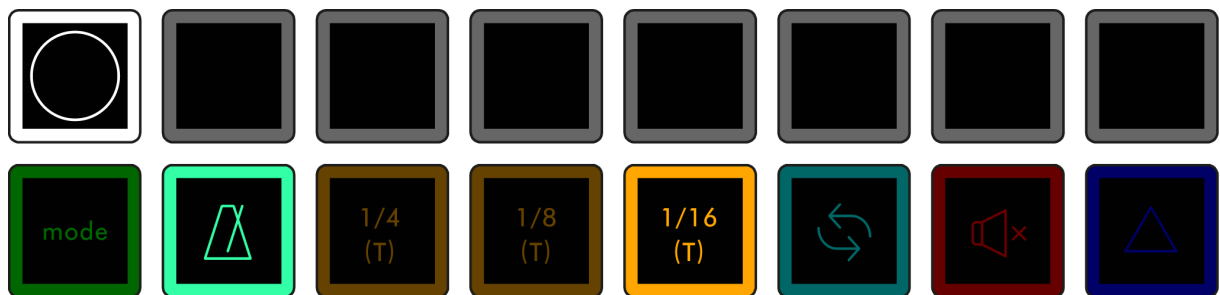
Holding down shift and pressing the mode button will toggle the input audio level meter.

4 - VST / Audio Unit Plugins

This manual will be updated when the VST / Audio Unit plugins are available for download from our [website](#).

5 - MIDI Mapping

In standalone mode, Timetossler receives MIDI note-on/off messages and transmits keypresses as note-on/off messages on channel 1:



Button	Midi Note Number
“0”-step	60 (C-4)
step 1	61 (C#-4)
step 2	62 (D-4)
step 3	63 (D#-4)
step 4	64 (E-4)
step 5	65 (F-4)
step 6	66 (F#-4)
step 7	67 (G-4)

Button	Midi Note Number
Mode	68 (G#-4)
Tap-tempo	69 (A-4)
1/4 (T)	70 (A#-4)
1/8 (T)	71 (B-4)
1/16 (T)	72 (C-5)
Reverse	73 (C#-5)
Mute	74 (D-5)
Shift	75 (D#-5)

Enjoy!