

# Less is more

---

There's something fulfilling about digging in deep with smaller toolkits. Just Type allows for a wide range of styles and intentions - from sprawling modulation to straightforward composition.

The commands and examples covered in this series are simplified starting points, begging to be chained together toward complex goals. Interacting with Just Type through both hardware and software will open even more doors, but much can be explored through coding alone.

**Just. Type.**

## Example: COUPLING

---

Featured in the banner video above.

Two modules: Teletype and Just Friends. JF is in *Synthesis* mode, *sound / cycle*. MIX out, gentle reverb applied.

In **I**: **JF.SHIFT** assigns the tonal starting point to G2 and a **DRUNK** walk's bounds are placed at -1 and 1, with wrapping.

In **M**: three variables are randomly assigned (**x**, **y** and **z**). Every five metro ticks, channel **x** is voiced at velocity **y** and remains at that volume until re-assigned. **z** provides software modulation to the RUN jack.

In *Synthesis*, RUN sets the frequency relationship between the modulation & carrier oscillators for FM. The shifts between **v -250** and **v 1** uncover a melody.

The numbered scripts are just chord shapes and performative changes.

```
#1
JF.VOX 1 N -5 V 5
JF.VOX 2 N 0 V 5
JF.VOX 3 N 7 V 5
JF.VOX 4 N 12 V 5
JF.VOX 5 N 16 V 5
JF.VOX 6 N 19 V 5

#2
JF.VOX 1 N 4 V 5
JF.VOX 2 N 9 V 5
JF.VOX 3 N 16 V 5

#3
JF.VOX 1 N 2 V 5
JF.VOX 2 N 5 V 5
JF.VOX 3 N 14 V 5
JF.VOX 6 N 24 V 5

#4
JF.VOX 1 N 2 V 0
JF.VOX 2 N 5 V 0
JF.VOX 3 N 28 V 3

#5
EVERY 2: JF.SHIFT N -5
OTHER: JF.SHIFT N 7

#6
JF.VOX 3 N 17 V 5

#7

#8

#M
```

```

X RAND 6; Y RRAND 3 6
Z DRUNK
EVERY 5: JF.VTR X V Y
IF EQ Z -1: JF.RUN VV -250
IF EQ Z 0: JF.RUN VV 0
IF EQ Z 1: JF.RUN V 1

#I
JF.MODE 1
JF.SHIFT N -5
DRUNK.MIN -1; DRUNK.MAX 1
DRUNK.WRAP 1
M 190

```

## Reference

Before we part, it might be helpful to provide a quick overview of all commands covered...

## Glossary

OP	Description	nb
JF.TR x y	set channel x ( 1 - 6 , 0 all) to state y ( 1 / 0 )	
JF.VTR x y	trigger channel x ( 1 - 6 , 0 all) with velocity y	y expects v 1 - v 10 , mute with v 0
JF.RMODE x	non-zero x activates RUN mode, 0 deactivates	
JF.RUN x	apply x volts to RUN	y expects v -5 to v 5 . requires JF.RMODE 1
JF.SHIFT x	shift the base rate (TIME) by x volts/semitones	
JF.TUNE x y z	adjust the tuning ratio y : z of channel x (1-6).	recall defaults with JF.TUNE 0 0 0 , save custom ratios across power cycles with JF.TUNE -1 0 0
JF.MODE x	non-zero x activates <i>Synthesis / Geode</i> , 0 deactivates	
JF.GOD x	redefines C3; 0 : A=440Hz, 1 : A=432Hz	requires JF.MODE 1
JF.VOX x y z	channel x ( 1 - 6 , 0 all) receives note y at velocity z volts.	requires JF.MODE 1
JF.NOTE x y	polyphonically-allocated channel receives note x at y volts.	requires JF.MODE 1
JF.TICK x	set x bpm ( 49 - 255 ), tap-tempo ( 1 - 48 ) or reset ( 0 ).	requires JF.MODE 1 , <i>Geode</i>
JF.QT x	quantize events 1-bar/ x ( 1 - 32 ), 0 deactivates.	requires JF.MODE 1 , <i>Geode</i>