

## Locomotion

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One of the most notable aspects of Just Friends is its RUN jack. Simultaneously a switch and a lever, it shifts functionality and equations with the mere presence of a patch cable. Negative and positive voltages further affect behaviors. Modes are determined by the *sound / shape and transient / sustain / cycle* switches on the physical unit.

Just Type can activate and modulate the RUN jack without a physical connection:

```
JF.RMODE mode
```

- any non-zero values will activate RUN mode, e.g. `JF.RMODE 1` or `JF.RMODE 249` or `JF.RMODE 1837`
- `JF.RMODE 0` will deactivate RUN mode, unless a physical cable is present in the RUN jack

Just Friends v3 features new RUN mode behaviors and re-tooled classics ([documentation](#)).

## Presence

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Try this...

- Just Friends in *shape/cycle*
- all knobs ~12:00
- *CHANNEL* outputs to modulation points throughout your system

...and execute in *LIVE* mode:

```
JF.RMODE 1
JF.TR 0 1
```

Just Friends is now in *VOLLEY*, bursting forth six repetitions for each *TRIGGER* received.

## A little bit softer, now...

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You might find reason to adjust the oomph of the envelopes (and later, audio output) from the Just Friends outs. For these occasions, Just Type reveals a volume control command, scaled in volts:

```
JF.VTR channel velocity
```

- *channel*: which channel to trigger. `0` sets all channels
- *velocity*: amplitude of output in volts. eg `JF.VTR 1 V 4`

Channels remember their latest *velocity* setting and apply it regardless of *TRIGGER* origin (digital or physical).

`JF.VTR` opens a new realm of dynamics without the need for physical attenuation.

## Ghost in the machine

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When RUN behavior is enabled with `JF.RMODE 1`, Just Type can simulate voltage to the RUN input sans a physical patch cable or attenuverter with this command:

```
JF.RUN state
```

- *state*: standard Teletype voltage maths, eg `JF.RUN V -2` or `JF.RUN vv 350`

Expected range is `V -5` to `V 5`.

In *LIVE* mode, apply this again to *VOLLEY* (*shape/cycle*), where voltages affect the number of repetitions:

```
JF.RMODE 1      <~~~~ activate RUN mode
JF.RUN V 0      <~~~~ RUN voltage = 0V
JF.TR 0 1       <~~~~ TRIGGER all channels, 6 repetitions
JF.RUN V -1     <~~~~ RUN voltage = -1V
JF.TR 1 1       <~~~~ TRIGGER channel 1, 4 repetitions
JF.RUN V 4      <~~~~ RUN voltage = 4V
JF.TR 2 1       <~~~~ TRIGGER channel 2, 25 repetitions
JF.RUN VV -50   <~~~~ RUN voltage = -0.5V
JF.TR 3 1       <~~~~ TRIGGER channel 3, 5 repetitions
```

Notice that new `JF.RUN state` commands do not affect already-cycling channels without a re-TRIGGER. Sequencing these changes can open polyphasic fun.

## Example: SECRET HANDSHAKE

Featured in the banner video above.

Just Friends is set to *shape/transient* for *SHIFT*.

In the `M` script, we're again making use of `EVERY x:` commands. This time, to stagger the execution of CV note commands between two external oscillators against randomly selected sets of RUN voltage commands and CV offsets.

*I*, *4N*, *5N* and *6N* are all patched to control dynamics (VCA, LPG and VCF). The *TIME* knob changes the rhythmic divisions of each.

It might be worthwhile to expand SECRET HANDSHAKE by modulating *TIME* with a physical cable from one of Teletype's free CV outputs.

```
#1
JF.RUN V -3
CV.OFF 1 N -7; CV.OFF 2 N 7

#2
JF.RUN V -1
CV.OFF 1 N 7; CV.OFF 2 N 7

#3
JF.RUN VV 1
CV.OFF 1 N 0; CV.OFF 2 N 0

#4
JF.RUN V 3
CV.OFF 1 N -7

#5
JF.RUN V 1
EVERY 2: CV.OFF 2 V 2
OTHER: CV.OFF 2 V 0

#6

#7

#8

#M
JF.TR 0 1
CV 2 N PN.NEXT 0
EVERY 4: CV 1 N PN.NEXT 1
```

```
EVERY 16: SCRIPT RRAND 1 5
```

```
#I
```

```
JF.RMODE 1
```

```
#P
```

```
0 7 0 0
```

```
4 11 0 0
```

```
7 14 0 0
```

```
11 18 0 0
```

## Reference

OP	Description	nb
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

## Just Type Studies Continued

[Part 3: Freedom →](#)

Part 2: Nudge Nudge

[Part 1: Practical Magic ←](#)