

### Chance

Control the probability of an incoming MIDI note's pitch being changed by a random value

### Choices

Set a range between 1 and the value of this control in which a random number will be chosen and multiplied by the **Scale** value. If **Sign** is set to **Add** the resulting value will be added to the original note. If set to **Sub** the value will be subtracted from the original note. If set to **Bi**, the value will be added or subtracted randomly

### Scale

Set the numeric value that will be multiplied by a random number between 1 and the value of **Choices**

### Note Status

Each respective LED flashes to indicate how the incoming note was affected by the device. **+** means the note was pitched up, **0** means the note was not pitched up or down, and **-** means the note was pitched down

### Mode

Select either **Random** - a random output of notes in the defined range, or **Alt** - cycle through the notes in the range in a fixed order. If **Alt** is selected, **Chance** is 100%, and **Scale** is at 1, playing C3 will trigger C3 and each successive C3 will trigger each successive semitone note higher until C4 is reached. The cycle will then repeat

### Sign

Select **Add** to add the random values of the device to the original note, **Sub** to subtract the random values from the original note, and **Bi** to allow either addition or subtraction at random to the original note

