

Inear Display Litote

User Guide

Version 1.4



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Introduction

Thank you for using Litote!

To get the most out of it please take some time to read this manual.

Litote is a granular audio effect plugin which can turn any sound into a dramatic texture. Four audio engines can be combined using a XY pad for a wide range of variations.

Litote can delegate patch creation to a smart randomizer for instant gratification and endless possibilities. Alternatively, you can design textures from scratch using the Engine Editor which gives you control over the processing parameters.

By enabling the Trajectory Mode, Litote can travel through these granular landscapes by itself, allowing perpetually evolving sounds.

Installation and First Launch

To use Litote, you need a VST3 or Audio Unit host such as Ableton Live, Logic Pro, Cubase, Bitwig, Reaper, FL Studio, Renoise, etc...

- **macOS:** The installer will automatically place the AU and VST3 files in the appropriate folders.
- **Windows:** The installer will automatically place the VST3 in the appropriate folder.

Once you have installed the plugin, open your host and you will find Litote in the effect plugins list.

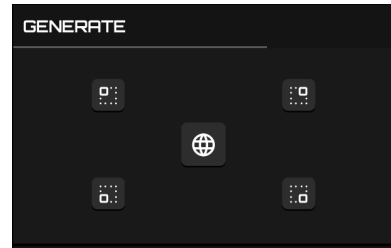
➤ Litote is only available as a 64 bit plugin.

➤ Litote is a stereo-only plugin. It may not appear in the plugins list in some hosts if the selected track is a mono one.

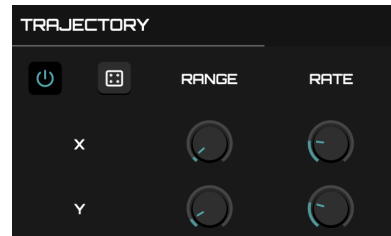
➤ On macOS, if you encounter issues while saving presets, please refer to [this FAQ](#) to fix the folder permissions.

Interface Overview

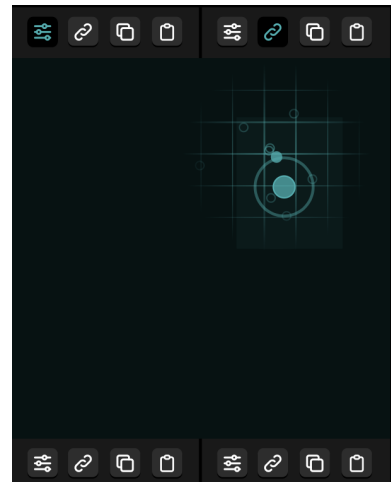
The **GENERATE** module located at the top left allows you to randomize the settings for each engine individually, or for all engines at once.



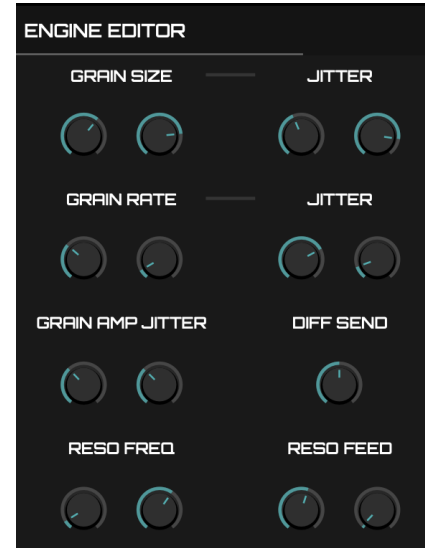
The **TRAJECTORY** module located just below lets you alter and randomize the trajectory mode settings.



The **XY pad** section is at the heart of Litote. It allows you to morph between the 4 engines. You will find controls for the corresponding engine at each corner. There you can select an engine for editing, enable stereo link for its parameters, as well as copy and paste its settings.



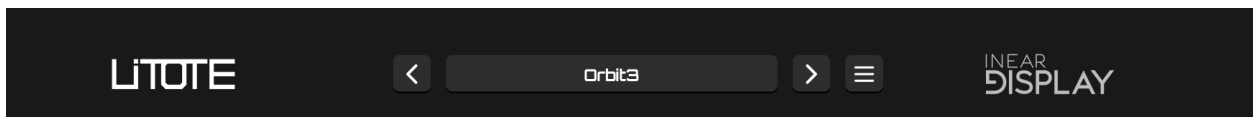
On the right side of the XY pad, the **ENGINE EDITOR** gives you access to the underlying parameter of each engine. This section is modal and reflects the settings of the engine that is currently selected for editing in the XY pad module.



Below all these modules, the **MAIN CONTROLS** section consists of various parameters that affect the whole process.



Finally, the **FOOTER** section is where you can access the preset management controls as well as the configuration menu.



➤ You can resize the plugin window using the handle in the bottom-right corner. The settings will be preserved the next time you launch the plugin.

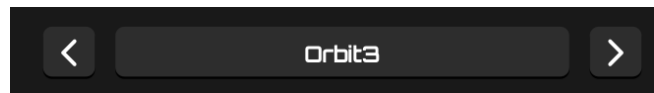
Loading and Saving Presets

The presets are separated in 2 banks :

- **FACTORY** : factory presets that are bundled with the plugin
- **USER** : user created presets that live in a dedicated folder on your hard drive

➤ The factory presets cannot be overwritten or deleted. If you wish to save a modified version of a factory preset it will be saved as a user preset.

To load a preset, click on the button which displays the current preset name at the center of the footer. A menu will pop up with submenus for each bank listing all the presets. Select a preset in this menu to load the corresponding patch.



Alternatively you can use the arrow buttons on both sides of the preset name to cycle through the presets. The navigation arrows will cycle through the presets of the bank containing the current preset (or the factory bank if no preset has been loaded yet).

To save a preset, open the preset menu by clicking on the preset name button and choose the option **SAVE PRESET...** at the top of the menu (this function is disabled in the Demo version).

➤ To manage the user presets, you need to access the presets directory in the Finder/Explorer by selecting the appropriate option in the configuration menu. Then you can just manage the files as you would do for any other files.

➤ The sound of the plugin is highly dependent on its input so the same settings may not work for different sources.

➤ Separate banks for factory and user presets appeared in version 1.3. If you are updating from an older version of Litote, you can remove the legacy factory presets from the user presets folder.

➤ Only preset files saved at the root of the preset directory will be detected by the plugin.

➤ On recent macOS versions, you may encounter an error when trying to save presets due to permission issues. Please see [this page](#) to work around this issue. The best way is probably to make the whole `Inear_Display` directory writable (and apply the same permissions to its child directories).

The Pad Zone

The pad zone is the most important area of the panel.

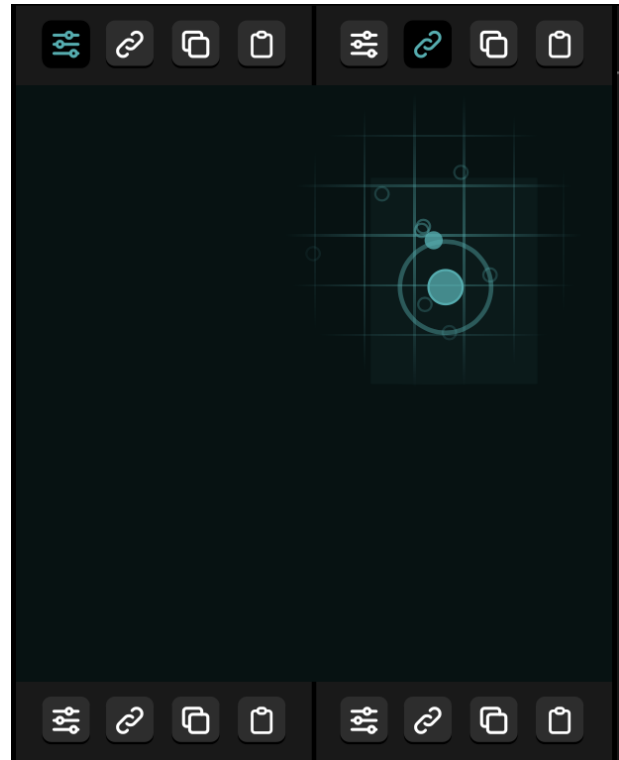
This is where you can travel through the textures generated by the four engines.

The pad acts both as a control surface and as a visualizer.

Clicking or dragging inside the pad will move the **target** (the small teal circle) accordingly, effectively modifying the sound of the plugin.

As you move the target you will hear a mix of the audio engines.

Each engine corresponds to a corner of the pad (this is why the sound will be a little louder in these areas).



➤ Note that an additional mode of control is available and will be detailed in the [Trajectory](#) section of this guide.

The **X** and **Y** positions of the target are available as parameters making them accessible from your host (for automation for example).

The buttons in each corner of the XY pad control various functions of the corresponding engine.

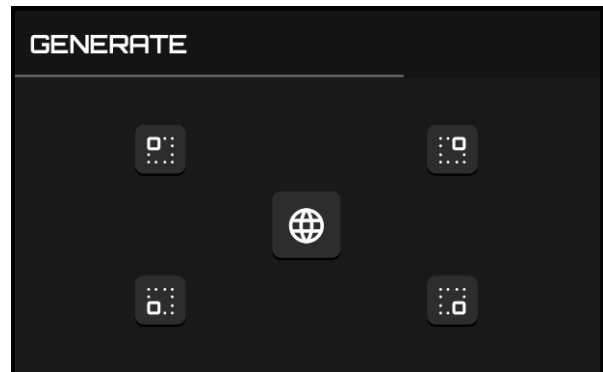
- The settings button displays the corresponding engine editor in the Engine Editor pane when toggled on.
- The link button enables stereo linking of the engine parameters when toggled on. This function forces both stereo channels to follow the settings of the left channel.
- The copy button copies the settings of the corresponding engine to the internal clipboard.
- The paste button pastes the settings stored in the internal clipboard to the corresponding engine.



Generate Panel

This section contains 4 buttons that randomize the settings of each engine (positioned to mimic where they sit on the XY pad), and a central bigger button that randomizes the settings of all engines at once.

Litote tries to « smartly¹ » generate new sounds by randomizing all the parameters. The goal is to let you spend more time experimenting with different audio inputs and random settings than tweaking a huge number of knobs. If you want more control over the output, you can manually edit the underlying parameters using the Engine Editor Panel.



The processing relies on a combination of granulizers, resonators and diffusion delays.

➤ Litote has a specific sonic color but the results can vary a lot depending on the source signal passed through the plugin.

¹ Smartly here means that you should rarely get annoying results when generating new settings.

Engine Editor

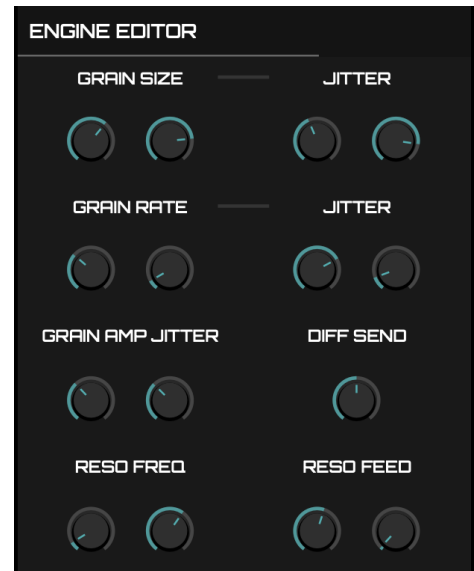
As of version 1.1, each engine provides an editor panel where you can manually adjust the engine settings.

You can switch between engine editors by clicking the appropriate button in the XY pad corners.

All parameters apart from the **DIFF SEND** one have two knobs : these represent the values for the **left** and **right** channels. By default they are independent but the right channel parameters can be forced to the same value as the left ones by enabling **Stereo Link** mode using the appropriate button in one of the corners of the XY pad.

- The **GRAIN SIZE** controls set the base size of the grains. The corresponding **JITTER** controls on the right set the amount of random deviation that will be applied to each grain size.
- The **GRAIN RATE** controls set the base playback speed of the grains. The corresponding **JITTER** controls on the right set the amount of random deviation that will be applied to each grain rate.
- The **GRAIN AMP JITTER** controls set the amount of random deviation that will be applied to each grain amplitude.
- The **DIFF SEND** control sets the amount of signal that will go through the global diffusion delay. This setting applies to both channels, independently of the Stereo Link setting.
- The **RESO FREQ** controls set the frequency that will be emphasized by the resonator.
- The **RESO FEED** controls set the amount of signal that will be fed back from the output of the resonator to its input.

➤ Keep the mouse pointer over a knob to display a tooltip with the parameter value.



Trajectory Mode

Below the GENERATE section, the TRAJECTORY module controls the trajectory mode parameters.

If you engage the [on/off button](#) located at the top left of the module, you will notice that the pad now displays a colored area (which may cover the whole pad) and that a new smaller target moves inside this area.



This smaller target takes the role of the main one and determines the position used for audio processing. The colored area represents the range in which it can move.

➤ If the area does not cover the whole pad, you can experiment by moving the main target (the bigger one) around and see that it actually moves that area at the same time.

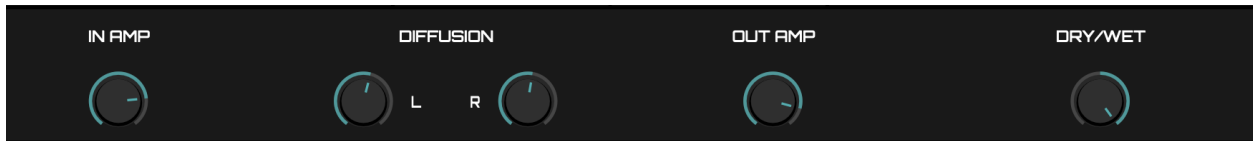
In trajectory mode, the smaller target will travel inside the pad in the limits of the range area. If it reaches one of the sides of that area, it will bounce in the opposite direction.

You can [randomize](#) the area and the travel speed by clicking on the button with a dice icon. Alternatively you can manually set these values using the knobs. The first row of knobs alter the trajectory settings for the X axis, while the lower row of knobs controls the Y axis settings.

➤ Depending on the position of the main target, you may notice that the range knobs do not always impact the range area over their whole course. This is because the area is proportional to the whole pad space relative to the main target. It means that even if the main target is placed on one of the pad borders, the range control will allow the use of the whole pad as a trajectory zone.

Global Controls

This section lets you adjust settings that affect the whole signal path.



- The **IN AMP** control adjusts the amplitude of the signal coming from your host before it is processed by the plugin.
- The **DIFFUSION** controls set the depth of the global diffusion delay for the left (L) and right (R) channels.
- The **OUT AMP** control adjusts the amplitude of the signal after it has been processed by the plugin and before it reaches the dry/wet mix (in other words, it adjusts the amplitude of the wet portion of the signal).
- The **DRY/WET** control adjusts the mix between the signal at the plugin input and the signal processed by the plugin.
 - Turned fully counterclockwise ↻ you will only hear the original signal without any processing.
 - Turned fully clockwise ↻ you will only hear the signal processed by the plugin.
 - Intermediate values blend the two signals together.

Configuration Menu

This menu, where you can access various global functions/options of the plugin, is triggered by clicking on the hamburger button on the right side of the preset navigation controls.



- **RESEED** : select this option to generate a new random seed for the randomizers.
- **MIDI MAP** : use this sub-menu to manage your MIDI CC mappings.
 - **LOAD** : allows you to restore a set of mappings by picking a file on your hard drive.
 - **SAVE** : lets you save the current set of mappings to your hard drive
 - **CLEAR** : cancels the current MIDI CC assignments.
- **OPEN PRESETS DIRECTORY** : select this option to open the Finder/Explorer window at the presets directory location.
- **SHOW PREFERENCES FILE** : select this option to open the Finder/Explorer window at the preferences file location.
- The last line of the config menu displays the **version** of the plugin that is currently running.

MIDI Learn

You can assign MIDI CCs to the pad X and Y parameters from the plugin panel. To do so, you need to route MIDI data to the plugin in your host.²

➤ As Litote is an effect plugin, most hosts will not pass it MIDI data by default. The manipulation to allow this depends on the host you are using so you should refer to the host documentation to find more information on how to configure this.

Once you have properly routed MIDI to the plugin, you can quickly assign a CC to either the X or Y parameter by moving the desired control on your MIDI controller and then right-clicking on the XY pad on the Litote panel.

A menu will show up, which contains the options [MAP X TO LAST MOVED CC](#) and [MAP Y TO LAST MOVED CC](#). Select the desired option and the MIDI control will now be mapped to the desired parameter.

You can easily cancel an individual mapping by using the same menu and selecting one of these options : [CLEAR X CC MAPPING](#) or [CLEAR Y CC MAPPING](#).

A set of all the current mappings can be saved in two ways :

- If you save the current project in your host, the mapping set will be saved along with the regular plugin data. This allows you to pick up where you left without having to manually recall the mapping set.
- You can manually save a mapping set by going to the Configuration menu and selecting [MIDI MAP → SAVE](#).

You can manually restore a mapping set by using the Configuration menu and selecting [MIDI MAP → LOAD](#).

Finally you can delete all the current CC mappings by using the Configuration menu and selecting [MIDI MAP → CLEAR](#).

² This function was originally implemented to be helpful in hosts which don't provide MIDI learning facilities, but most hosts do provide such functions nowadays, which are often much more complete than the simple system built into Litote. You should always prefer the host function if such a function is available. The built-in system will be deprecated in future versions of Litote.