



Wotja Pro 19 Guide 19.10.0 - 25th October 2019

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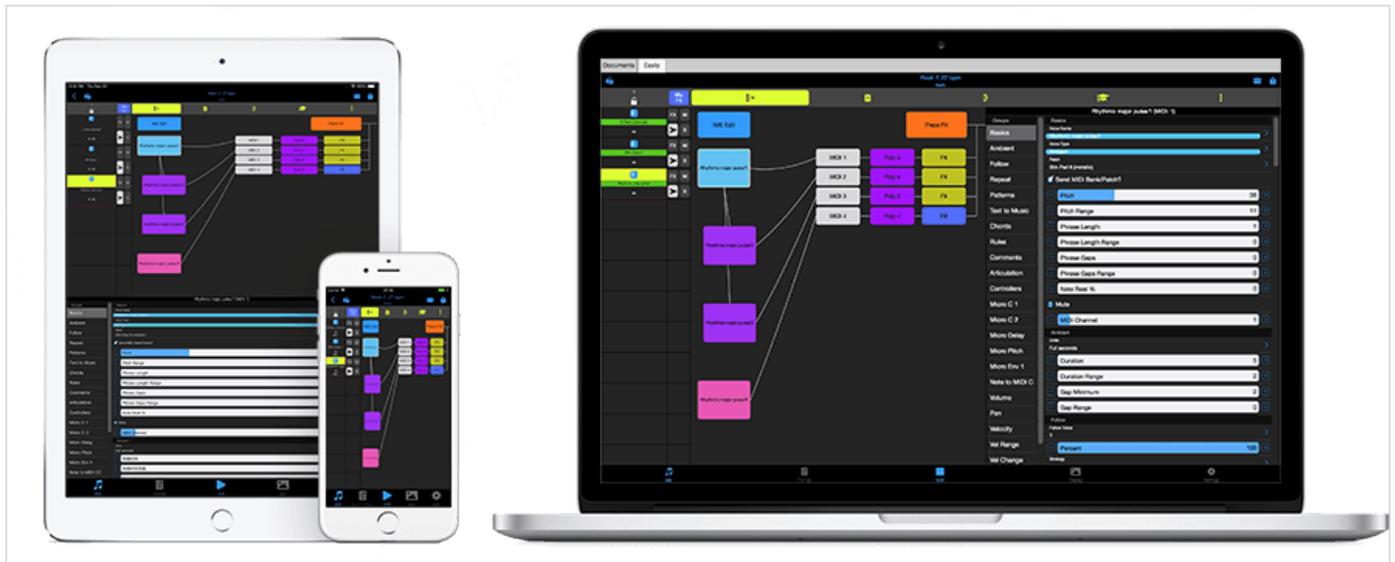
[!\[\]\(50ba758255c5d7cec2761495a31c7c80_img.jpg\) Wotja Pro 19 - iOS](#)

[!\[\]\(529949c2c3dadbaa4e538e8c643454bc_img.jpg\) Wotja Pro 19 - macOS](#)

[!\[\]\(3dfb8d66e81160ad61421a3452093d1b_img.jpg\) Wotja Pro 19 - Windows](#)

[!\[\]\(99f58673407353e96a019fbca558fd72_img.jpg\) Wotja Pro 19 - Android](#)

Wotja Pro 19 User Guide



This User Guide is for paid for version Wotja V19 with the top-of-the-range 'Pro' Feature Set, namely Wotja Pro 19.

Wotja Pro 19 allows up to 8 hours Music Play Time and you will need it if you want multi-track editing, multi-channel MIDI and a number of other things (see [Feature Sets](#)).

Alternatively, if available, consider a [Subscription version](#) and take out a Subscription to a 'Pro' [Feature Set tier](#). The Subscription version also includes optional 'Long Play' Subscriptions for those that need to play their own mixes in e.g. a long play music installation.

'Wotja Pro 19' will get all relevant Wotja V19 updates during the course of 2019.

Wotja Platforms, Devices & Languages

Platforms: [iOS](#), [tvOS](#), [macOS](#), [Windows](#), [Android](#) | [Apple TV](#), [Fire TV](#)

Devices: iPhone, iPad, iPod touch, Mac, PC, Laptop, Tablet, Mobile | Apple TV, Fire TV, Android TV

Languages: English, Chinese, Japanese

Wotja (🔊) "wot-jah") is a unique & powerful generative music creator, lab and player system.

It creates live generative music, MIDI, melodies, cut-up text and beautiful ambient soundscapes.

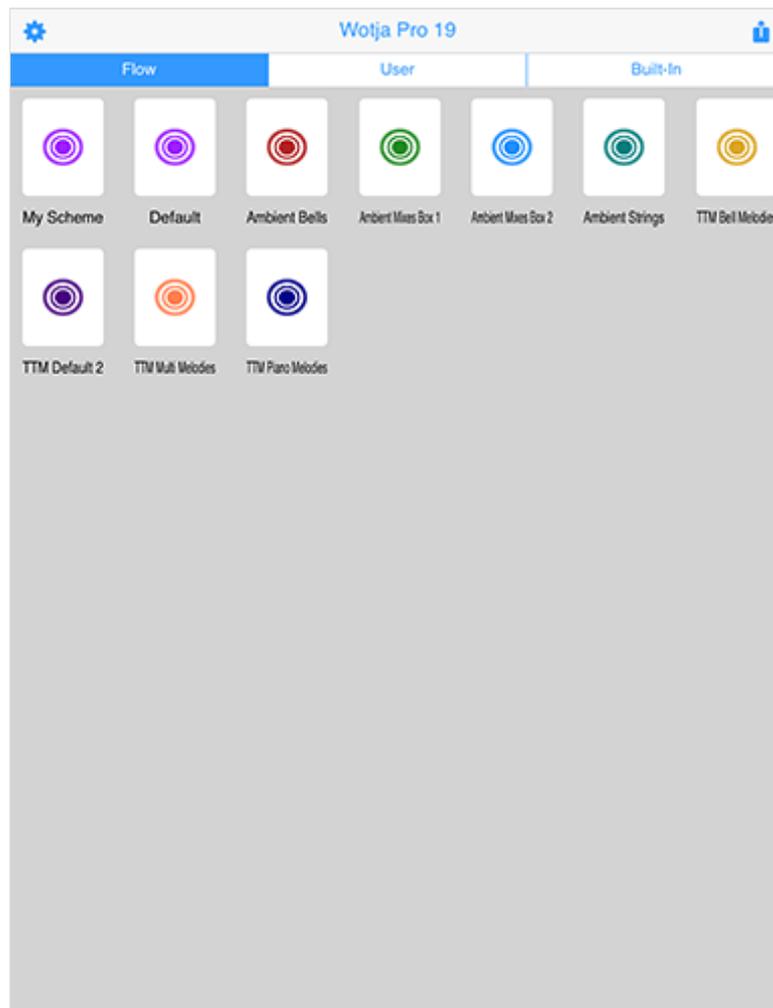
With it you can find ideas & inspiration, have fun experimenting or even just relax!

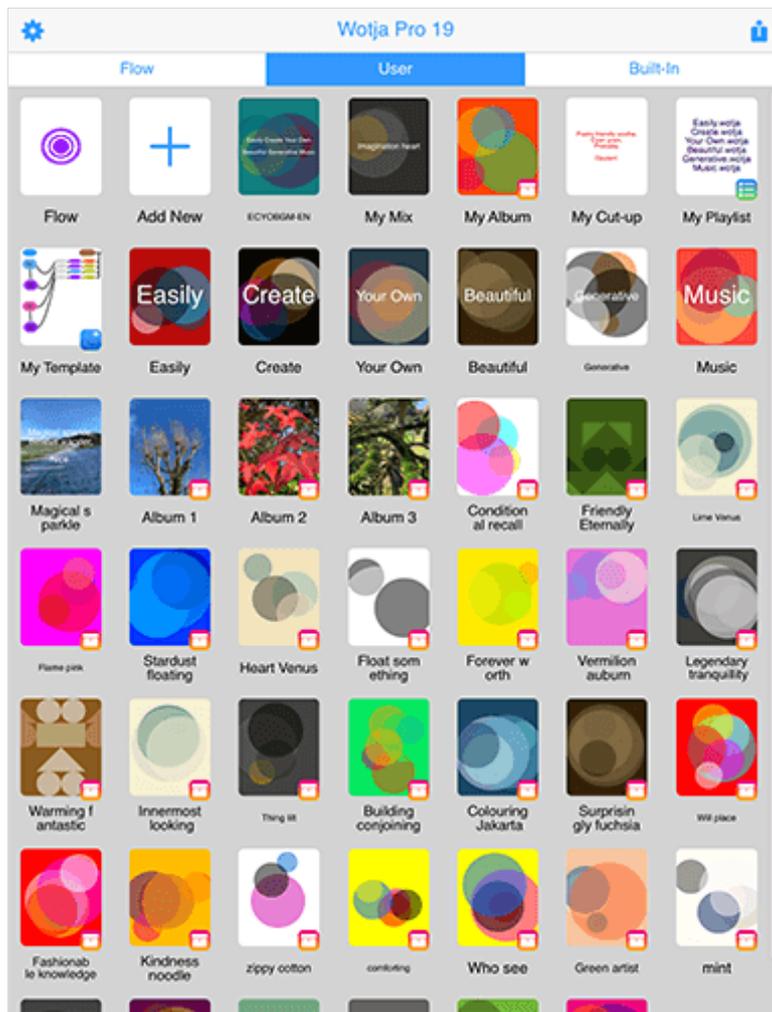
Users say: "Great app, complex, deep and unique", "Simply the best", "Masterpiece"

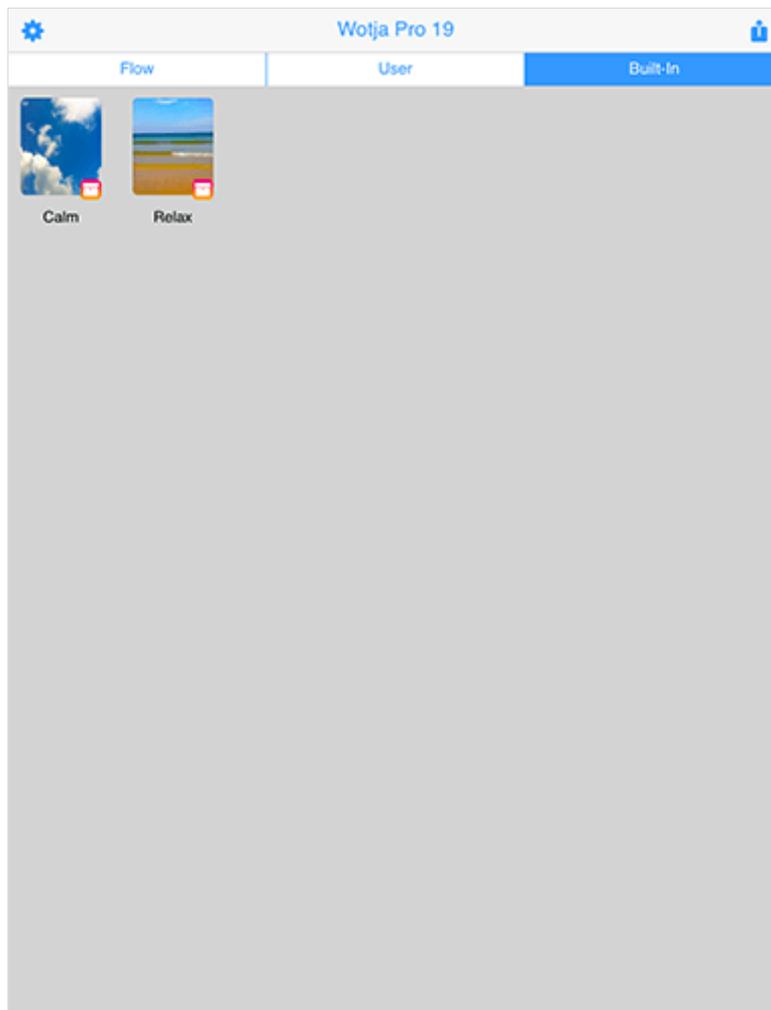
What you can do with Wotja

- **It's a Music Creator:** Use generative music, text-to-music and randomization techniques for quick & interesting results
- **It's a Music Lab:** Experiment with adaptive, reflective & generative music composition, mixing, sound design and scripting
- **It's a Music Player:** Auto-generate or playlist beautiful ambient soundscapes for relaxation, reflection, meditation, sleep & mindfulness
- **It's a Lyric Generator:** Use the 'cut-up' technique to create ideas for song lyrics, haiku, poetry etc.

Quick Start







On starting the app you will see the Documents screen with 3 segments - 'Flow', 'User' and 'Built-In'.

'Flow' Segment - Generate a succession of mixes

Select the 'Flow' segment and tap any one of icons. Each icon will load the 'Flow Player' with a particular Randomization Scheme. Flow mode will then start generating a succession of freshly mixed generative music mixes.

Tip: You can customize Schemes and create/save your own; they will be listed here and have the (default) purple Flow icon.

'User' Segment - Create an Automatic album ('Box')

Tip: Box editing/adding/saving/exporting/re-ordering etc. is Feature Set dependent.

In the 'User' segment, tap the 'Add New' button and select 'Album (automatic)' from the pop-up menu for a freshly generated 'Box' of mixes. Each mix in the Box (including its icon, text etc.) is created randomly from the hundreds of included Templates according to the settings in the selected Randomization Scheme.

Boxes can be played in the Box Player where you can change mix duration, mix ordering etc. and re-save your Box.

If you want to customize a mix firstly export it as .wotja (mix) file and it will show up in the **Documents screen 'User' segment**. Then, in that, tap on it to enter one of the Wotja Editing Modes. Once you are done, then add it to your Box.

'Built-In' Segment - Play a Built-In 'Album'

Tip: 'Albums' are a special kind of built-in play-only Box that does not allow exporting of mixes or Mix Overrides.

Select the 'Built-In' segment and the top view selector control and tap the thumbnail of the Album you want. It will then start playing in the Box Player.

Desktop Menu

The Desktop Menu (macOS/Windows) is where you can:

- Quit/exit the app
- Create a new .wotjabox file (automatic album), .wotja file (automatic mix) or .wotjalist (playlist)
- Open a file you have previously saved
- Open any of the relevant supported filetypes (see table below)
- Show the Wotja data folder
- Select your Audio Output device

Tip: You can use both 'Documents Window' or Finder / Windows Explorer to carry out normal file related activities e.g. delete/duplicate/rename etc.

Tip: On Desktop use Cmd+W (macOS) or Ctrl+W (Windows) to close a tab.

Note: You may want to use iCloud (if you have it) rather than local storage (if you use local storage the Wotja Data Folder will show you where that is and it will be the Intermorphic Folder). If you use iCloud your files will also appear in the Wotja iCloud Drive folder for all your devices, meaning you can easily sync your Wotja related files between devices that share the same iCloud account. See the iCloud FAQ.

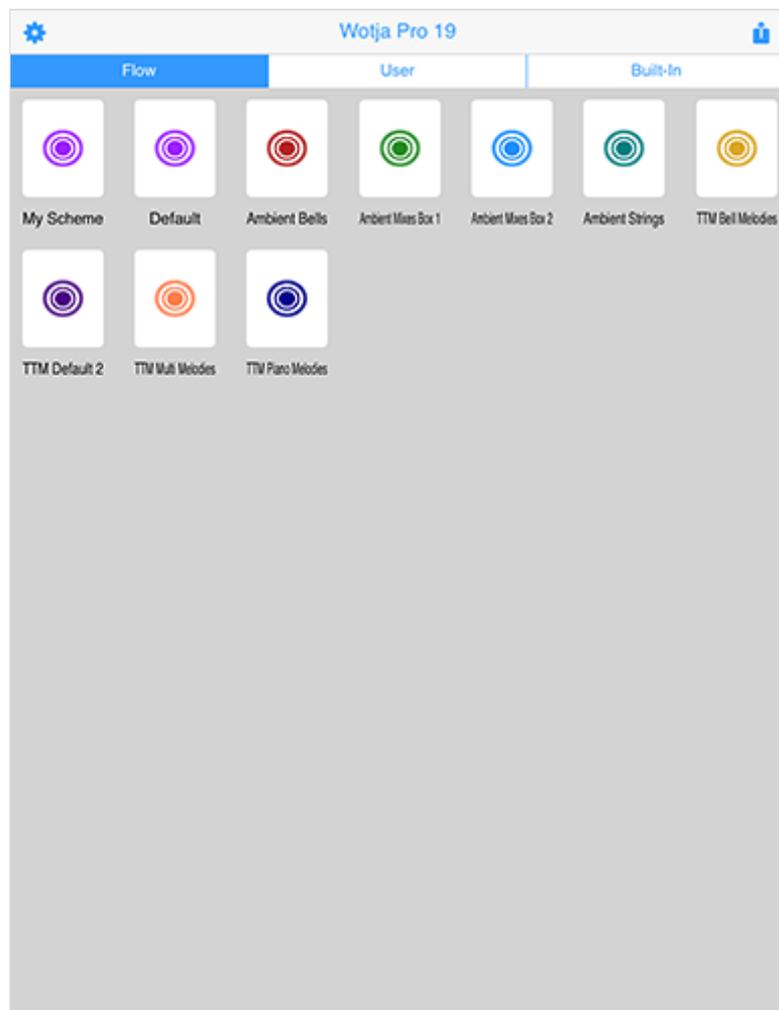
WOTJA BACKUPS: Make these by: A) Using iCloud to store your files, or by B) backing up your device with Time Machine or equivalent; or C) emailing yourself a backup copy of each wotja. Using iCloud is the easiest way to manage your files.

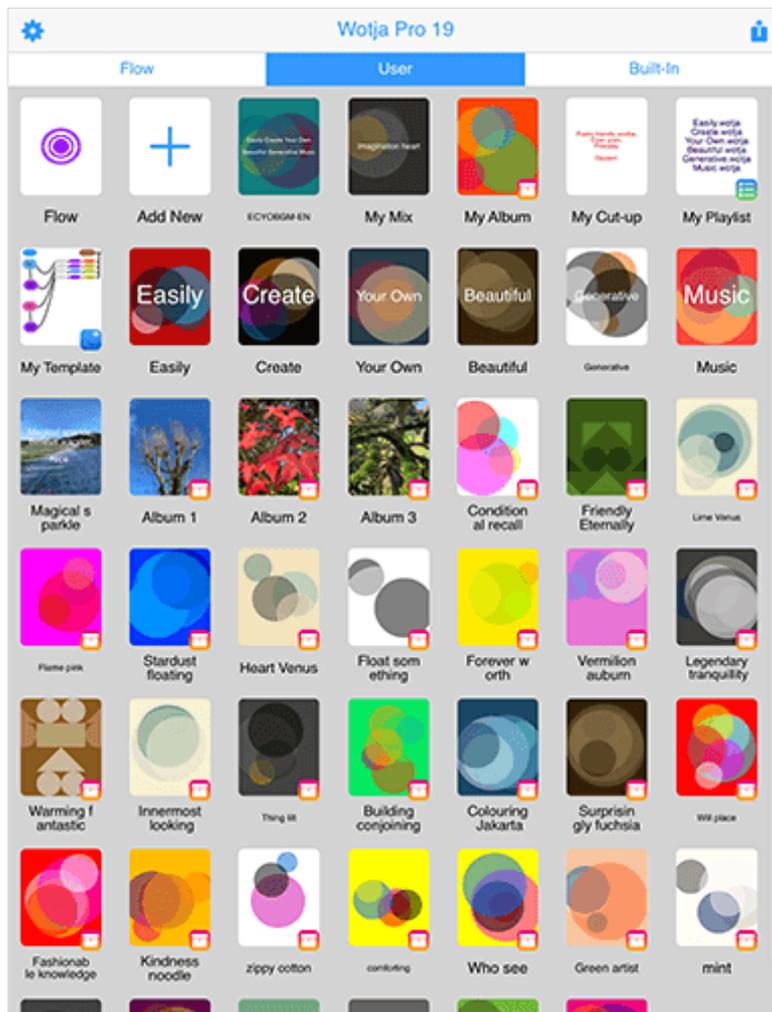
UI Item	Description
Menu Bar	
Desktop Menu	<ul style="list-style-type: none">• Wotja App name (macOS):<ul style="list-style-type: none">• <i>About</i>• <i>Other usual entries</i>• <i>Quit</i>• File:<ul style="list-style-type: none">• <i>New</i> (files are saved to the Wotja data folder)

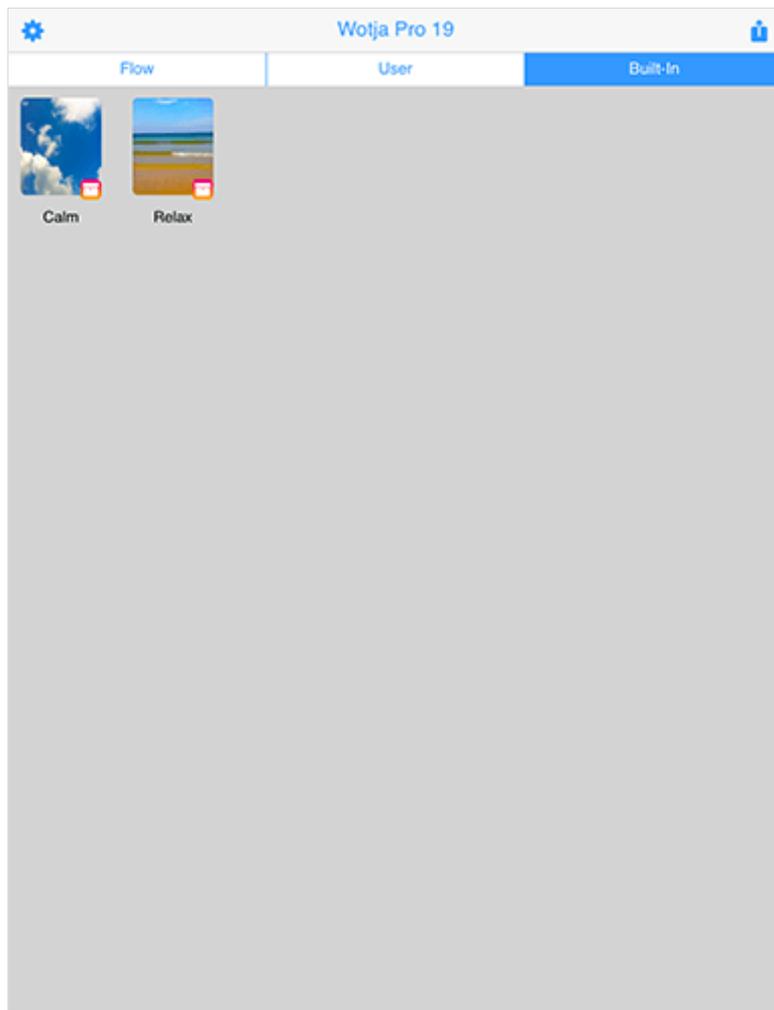
- *Album (automatic)*: Creates a new automatic album of mixes (a 'Box') based on the [Randomization Settings](#) and opens in the [Box Player](#).
- *Mix (automatic)*: Creates a new random [mix](#) file based on the [Randomization Settings](#) (meaning you do not have to make one via the [Templates List](#)) and then opens it in [Mix Mode](#).
- *Mix - Manual*: Takes you to the [Templates List](#) to let you manually create a new mix file before opening it in [Mix Mode](#).
- *Cut-Up Text*: Creates a new mix file without music (you can create a mix later if you want) and then opens it in [Cut-Up Mode](#).
- *Play List* (Desktop version only at present): Creates a new playlist file (.wotjalist) and then opens it in the [Box Player](#) where you can add to it the Wotja files you want to be in it.
- *Open*
 - Shows a list of openable files using a standard Finder or Windows Explorer browse dialog.
 - The filetypes that this app can open directly are: .wotja, .wotjalist, .wotjabox, .noatikl and .mixtikl and .liptikl.
 - Note: Wotja cannot directly open .zip, .sf2, .midi, .wav or .ogg files but these can be referenced in templates via the relevant editor in an app with 'Pro' [Feature Set](#).
 - .sf2: [Wavetable Unit](#)
 - .wav, .ogg, .midi [in correctly formatted [Paks](#)]: Content Cell > Template List.
 - See the FAQ: [File Management - Where should I put or look for App Files, Templates, Randomization Presets, Zips, SF2, WAVs etc.?](#)
- *Close*: Close the currently open file.
- *Save / Save As*:
 - For the currently open file displays the Save dialog allowing you to browse to where you want to save to:
 - If you have iCloud enabled then we recommend saving to the Wotja iCloud folder.
 - If you are not using iCloud, we *strongly recommend* saving files to the [Wotja Folder](#).
 - See the FAQ: [File Management - Where should I put or look for App Files, Zips, SF2, WAVs etc.?](#)
- *Open Recent (Windows)*
 - Shows a list of recently opened files. You can clear this list using the bottom "Clear Menu" menu item.
- *Exit (Windows)*: Close the Wotja app.
- **Options**:

- *Show Wotja data folder*: This will display in Finder (macOS) / Explorer (Windows) the Wotja folder where you may have added Boxes and Randomization presets either created with another Wotja app or from a 3rd party or your files have been saved to.
- *Output Devices*: Select the Output audio device to be targeted by Wotja's internal sound generator (the ISE Synth) from the list of available detected options e.g. 'Built-In Output' on macOS and 'Speakers' / 'Primary Sound Driver' for Windows.
- **Window**:
 - *Show Window*: Brings the Wotja app window to the front.
- **Help**:
 - *Various useful weblinks*
 - *About (Windows)*

Documents Screen







The Documents screen is what you see after you have launched the app. It is where you can:

- Select one of three different file views (segments): 'Flow, User' or 'Built-In'
- 'Flow' segment:
 - Start the 'Flow Player' and use it with the named Randomization Scheme
- 'User' segment:
 - Start the 'Flow Player' and use it with the (User selected) Randomization Scheme
 - Create a new .wotjabox file ('Box') , .wotja file (mix) or .wotjalist file (playlist)
 - Open a file you have previously saved
 - Open any of the relevant supported filetypes
 - Delete/duplicate/rename files
 - If you install any 3rd party Boxes you will see and can play them from here.
- 'Built-In' segment:
 - Load a Built-In Album (e.g. Calm or Relax)

The only difference in display of this screen in Desktop and Mobile versions is that in the 'User' segment in the Desktop version you can have multiple files (mixes, playlists, Boxes and Albums) open, each one shown in a different tab at the top of the screen.

- Tip: To close an open tab in the Desktop version use Cmd+W (macOS) or Ctrl+W (Windows).

iOS/macOS: When you first start the app you're prompted if you want to use iCloud or Local. Go your device's iCloud Settings screen, scroll down that and look for this Wotja app and go into that screen. You will see a "Use iCloud" toggle and you then set it as you wish. See [iCloud Settings](#).

Filetypes:

- The files that this Wotja app can open directly are: .wotjabox ('Box'), .wotja, .wotjalist, .noatikl and .mixtikl and .liptikl.
- Note: Wotja cannot directly open .zip, .sf2, .midi, .wav or .ogg files but these can be referenced via the relevant editor as follows:
 - [.sf2 \(SoundFont\): Wavetable Unit](#)
 - .wav, .ogg, .midi [in correctly formatted [Paks](#)]: Content Cell > Template List.
- See the FAQ: [File Management - Where should I put or look for App Files, Zips, SF2, WAVs etc.?](#)

UI Item	Description
 <p>Settings</p>	<p>Go to Settings screen.</p>
 <p>Action</p>	<ul style="list-style-type: none"> • <i>Refresh</i>: Refreshes the display in the Documents screen and resyncs to iCloud (if in use). • <i>Sort Order...</i>: You can choose how the files in the User segment are sorted as follows: <ul style="list-style-type: none"> • Sort: New-Old • Sort: Old-New • Sort: A-Z • Sort: Z-A • <i>Help & Documentation</i>: Visits this User Guide online. • <i>Cancel</i>: Closes the popup menu.
 <p>File View Control</p>	<p>Tap to select either the 'User' or 'Built-In' File view:</p> <ul style="list-style-type: none"> • <i>'User'</i>: Displays thumbnails of any files of filetypes supported by the app that are present in the Wotja iCloud folder or present in the Local Wotja data folder on the device (see iCloud/Local below) • <i>'Built-In'</i>: Displays thumbnails of any Albums that are included in the app (e.g. 'Calm' and 'Relax')

 <p>Flow</p>	<p>Tap a Flow button to start the 'Flow Player' mode.</p> <ul style="list-style-type: none"> • <i>'Flow' segment</i>: Flow Player uses the named Randomization Scheme. • <i>'User' segment</i>: Flow Player uses the user selected (or default) Randomization Scheme.
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Add New
Add New

- *Album (automatic)*: Creates a new 'Box' (.wotjabox) of mix files based on various Randomisation Settings (meaning you can create a lot of mixes with nice icons in just one button press).
- *Music Mix (automatic)*: Creates a new random mix file based on the Randomisation Settings (meaning you do not have to make one via the Templates List) and then open it in Mix Mode.
- *Music Mix (manual)*: Takes you to the Templates List to let you manually create a new mix file before opening it in Mix Mode.
- *Cut-Up Text*: Creates a new mix file without music then opens it in Cut-Up Mode.
- *Play List*: Creates a new playlist file (.wotjalist) and then opens it in the Box Player.



Easily
Saved File
Thumbnail

Saved File: Tap on one of the Saved File document thumbnails to open a previously created file.

How the thumbnail displays depends on a number of factors:

- When a Box was created, what Icon Text setting was used: Cut-up, TTM or none
- What auto-generated icon is in use?
- Is it a Box (.wotjabox file)? Boxes are indicated by a small golden box icon that overlays the bottom right of the thumbnail image.
 - Is content in one or multiple cells?
 - Is it an old format Wotja file?
 - Is it a Noatikl file (template)?
 - Is it a Mixtikl file?
 - Is it a Wotja Playlist file (see below)?

Create
Filename

Tap on the Filename below the thumbnail for the following popup menu:

- Open
- Delete
- Rename
- Duplicate
- Cancel

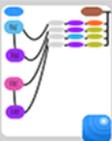


My Playlist

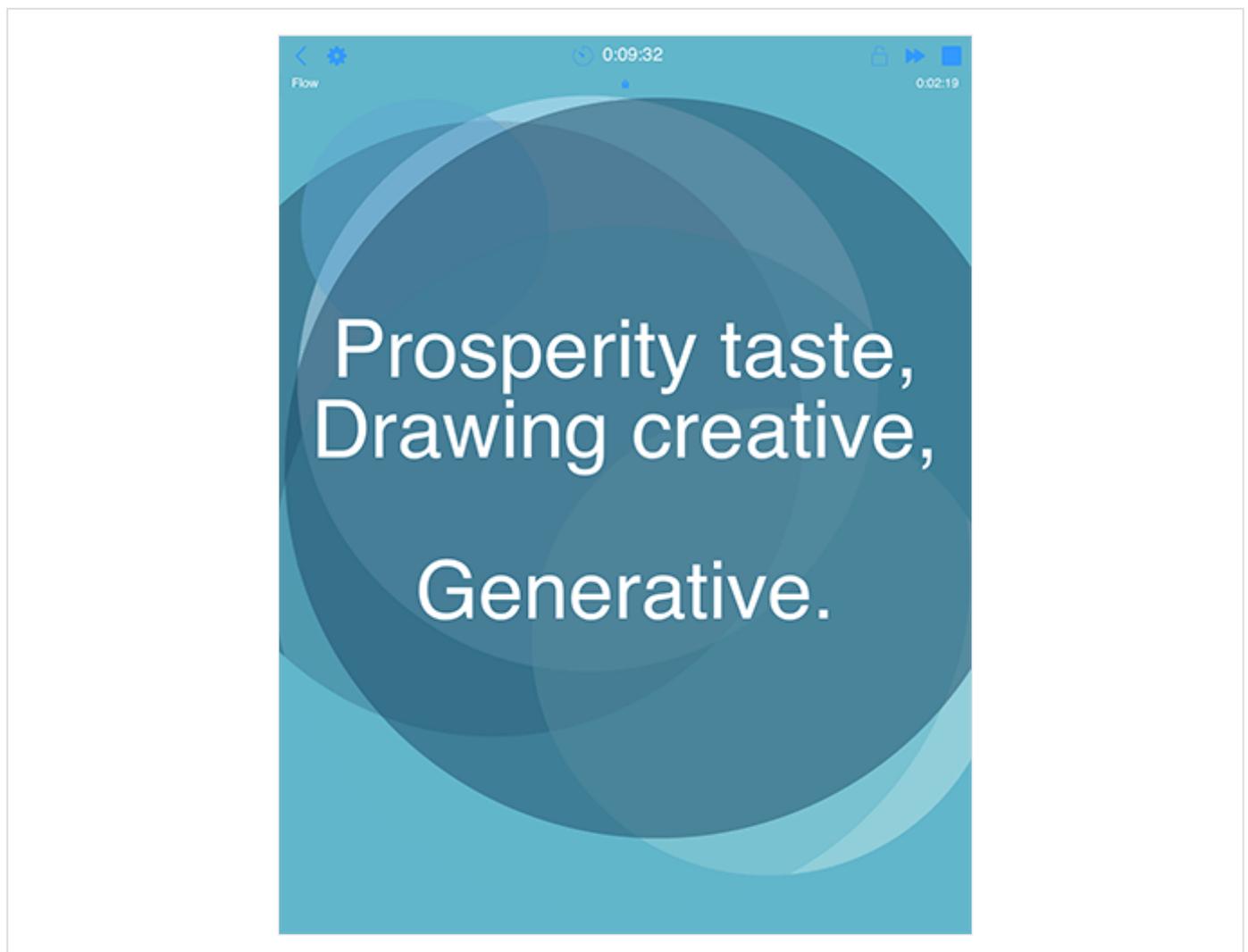
Wotja Playlist: Playlist files (.wotjalist) are played in the Box Player.

Wotja List files are indicated by a small list icon that overlays the bottom right of the thumbnail image.

If the Playlist includes a thumbnail then you will see that here. otherwise you will see a list of the

<p>.wotjalist Thumbnail</p>	<p>If the Playlist includes a thumbnail then you will see that here, otherwise you will see a list of the included files.</p>
 <p>My Album .wotjabox Thumbnail</p>	<p>Wotja 'Box' file: Boxes (.wotjabox files) are played in and exported from the <u>Box Player</u> or created in one press via New > Automatic (album).</p> <p>Boxes are indicated by a small box icon that overlays the bottom right of the thumbnail image.</p> <p>If the Box includes a thumbnail image then you will see that here.</p>
 <p>My Template .noatiki</p>	<p>Wotja Template: A Template file (.noatiki) is shown with a small <u>IME</u> overlay in the bottom right corner. These are presently .noatiki files, but we may later change the extension. You can save the generative content <i>in a cell</i> as a template from the top toolbar Toolbox icon and selecting "Export to File" where you then see a popup where you can name the file. Once saved, you can find these .noatiki template files in the Template list under "Saved Files".</p>

Flow Player



The Flow Player is opened from the Documents screen as follows:

- *'Flow' segment:* Tap a Flow button and the Flow Player will start generating according to the named Randomization Scheme.
- *'User' segment:* Tap the Flow button and the Flow Player will start generating according to the user selected (or default) Randomization Scheme.

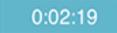
It is used to:

- Generative a succession of freshly created mixes whose play time is governed by the Mix Duration values in Settings.
- Playback will continue until either the Sleep Timer kicks in (if active) or the Music Play Time Timeout (MPTT) is reached.
- How each mix is generated depends on the various settings in the currently selected Randomization Preset.

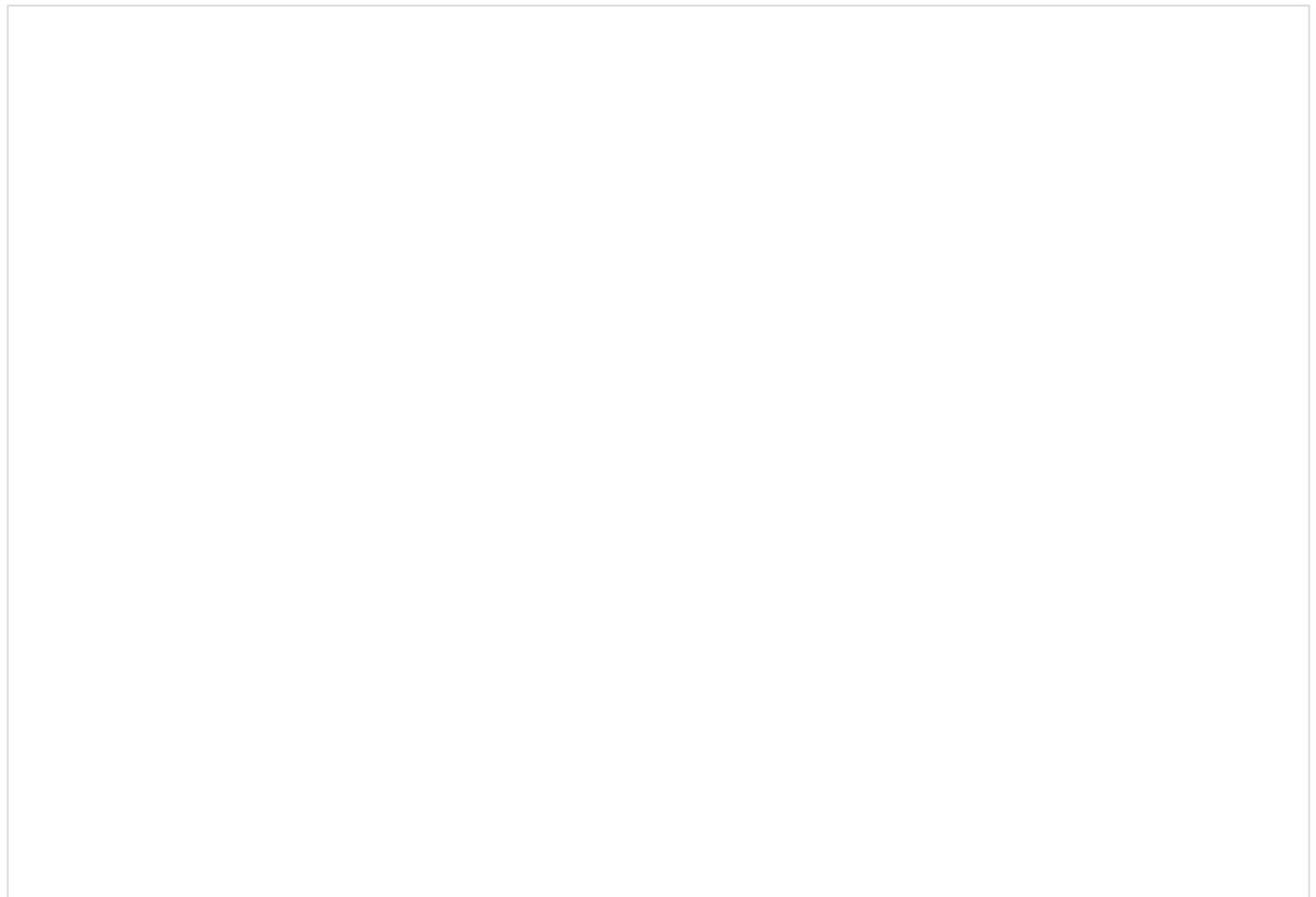
The maximum Play Time is governed by the value of the Music Play Time Timeout (MPTT). Once it has been reached music playback will stop. Press the relevant Wotja play button to restart play.

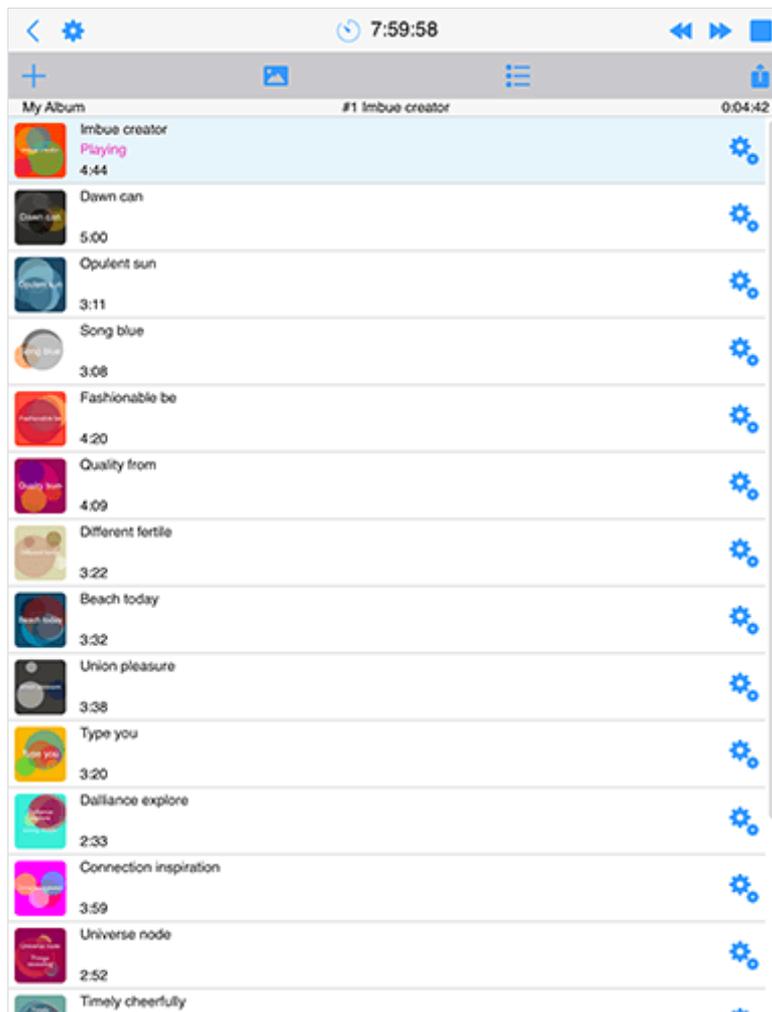
The MPTT for the Flow Player in Wotja Pro 19 is 8 hours. See Feature Sets.

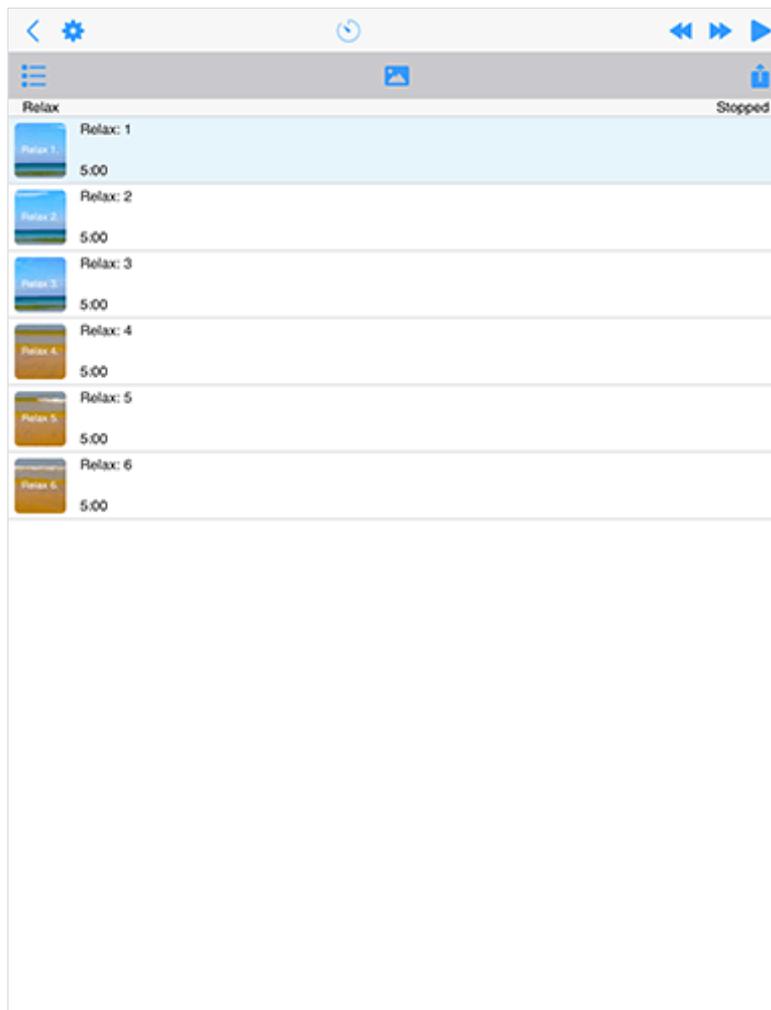
UI Item	Description
 Back	Takes you back to the Documents screen.
 Settings	Takes you to the <u>Settings</u> screen.
 Play Time Remaining	<p>Shows the total Play Time remaining before Wotja will stop playing. The maximum this can be is governed by the value of the Music Play Time Timeout (MPTT).</p> <p>The MPTT for the Flow Player in Wotja Pro 19 is 8 hours. See <u>Feature Sets</u>.</p> <p>Tap the Sleep Timer button just to the left of the Play Time Remaining indicator to go to the <u>Settings Screen</u> where you can set the Sleep Timer. When there the Sleep Timer is on the button looks more solid.</p>
 Lock	Locks the mix so that it is restarted when it reaches its end rather than another being generated.
 Next	Forces another mix to be generated.
 Flow	Shows that you are in Flow mode.
 ...	<p>Lets you export the Flow mix as a Box file and/or as a mix file.</p> <p>Visit the User Guide online with the Help & More item</p>

Action button	visit the User Guide Online with the Help & More item.
 Flow Mix Play Time	Shows the Play Time remaining for the current Flow mix. The Flow mix Music Play Time Timeout is 8 hours in Wotja Pro 19. See Feature Set dependent. <i>Tip:</i> To change how long mix will play for try changing the Duration/Max and Duration Max/Range values in Settings to override what is in the Preset. Doing that lets you override what is in the Preset. It's fun!
 Display Text	Whether any text is displayed here depends on Icon Text value used by the Randomization Preset (Settings > Randomization). The text is present in the underlying mix file and can be Cut-up or TTM text. <i>Tip:</i> To change what is displayed try changing the 'Icon Text' value in Settings. Doing that lets you override what is in the Preset. It's fun!
 Background	The background used in Flow Mode depends on the Icon Pallette and Icon Graphic values used by the Randomization Preset (Settings > Randomization). <i>Tip:</i> To change what is displayed try changing the Icon Pallette and Icon Graphic values in Settings. Doing that lets you override what is in the Preset. It's fun!

Box Player







The Box Player is used to play Box files, Playlists and Albums. It is opened from the Documents screen as follows:

- 'User' segment:
 - Opening a Wotja 'Box' file (.wotjabox)
 - Opening a Wotja Playlist file (.wotjalist)
 - Creating a new Box (Automatic album)
 - Create New & Album (Automatic)
 - Desktop: Titlebar Menu > New & Album (Automatic)
 - Creating a new Playlist
 - Add New > Play List
- 'Built-In' segment:
 - Tapping on a Built-In 'Album'

It is used to:

- 'User' segment:
 - Play Wotja 'Boxes' (.wotjabox files, 'Box')
 - Play Wotja Playlists (.wotjalist files, 'Playlist')
 - Export *user created* Boxes from Playlists
 - Add Wotja, Noatikl and Mixtikl files to a Box
 - Re-order the files in a Playlist

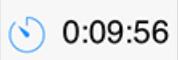
- Edit Mix Override settings for Playlists and Boxes (these values are saved back to that file)
- If you install any 3rd party Box you will see and can play them from here.
- 'Built-In' segment:
 - Play a built-in 'Album' (currently 'Calm' and 'Relax')

The maximum Play Time is governed by the value of the Music Play Time Timeout (MPTT). Once it has been reached music playback will stop. Press the relevant Wotja play button to restart play.

The MPTT for the Box Player in Wotja Pro 19 (or an app with Pro feature set) is 8 hours. See [Feature Sets](#).

Box Player File Types

- Wotja 'Album':
 - A special kind of built-in play-only Box that does not allow exporting of mixes or Mix Overrides.
- Wotja 'Box' (.wotjabox):
 - Container files that can be created directly through creating an Automatic album or exported from a Playlist. They include all parameter settings, text and images for the included mixes/files - which makes them great for sharing your favourite creations.
 - Note: Any Box that includes mixes that feature templates from a 3rd party template 'Pak'(s) and which uses media such as loops or add-on content must have that 'Pak' installed on any device on which you play those Boxes. See: [iCloud Folder](#) or in the [Intermorphic Folder](#).
- Wotja Playlist (.wotjalist):
 - Playlists that contain references to Wotja / Noatikl / Mixtikl files saved to your iCloud folder. If you change the file in Wotja, then the Playlist just references that changed file.
- Wotja (.wotja), Noatikl (.noatikl); Mixtikl (.mixtikl):
 - Wotja (.wotja) files include all parameter settings, text and images necessary to play the mix. They do not include, however, any additional referenced media such as loops.
 - Files created with [Noatikl](#) and [Mixtikl](#) can also be included in Boxes/Playlists.
 - Note: Any mix that feature templates from a 3rd party template 'Pak'(s) and which uses media such as loops or add-on content must have that 'Pak' installed on any device on which you play those mixes. See: [iCloud Folder](#) or in the [Intermorphic Folder](#).

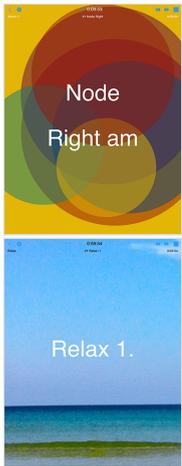
UI Item	Description
 Back	Takes you back to the Documents screen.
 Settings	Takes you to the Settings screen.
 Play Time Remaining	<p>Shows the total Play Time remaining before Wotja will stop playing. The maximum this can be is governed by the value of the Music Play Time Timeout (MPTT).</p> <p>The MPTT for the Box Player in Wotja Pro 19 (or an app with Pro feature set) is 8 hours. See Feature Sets.</p> <p>Tap the Sleep Timer button just to the left of the Play Time Remaining indicator to go to the</p>

	<p><u>Settings Screen</u> where you can set the Sleep Timer. When there the Sleep Timer is on the button looks more solid.</p>
 Previous	<p>Takes you to the previous playlist item.</p>
 Next	<p>Takes you to the next playlist item.</p>
 Add Item	<p>Tap to add a file to your Box or Playlist.</p> <ul style="list-style-type: none"> • <i>New Random Mix (Box file only)</i>: Tap to add a new Random mix to your album. • <i>Browse Mixes</i>: Browse the Wotja folder to add a Mix, Saved Mix, Template or Saved Template to your Box.
 Sequential Play  Random Play	<p>Tap to toggle between sequential and random play.</p>
 Action	<ul style="list-style-type: none"> • <i>Export to Clipboard as Wotja Box Album (Box/Playlist file only)</i>: This is for when you want to embed your Box in a webpage as a Wotja URL . • <i>Save Wotja Box Album to File (Box/Playlist file only)</i>: Allows you to export your Wotja Playlist to a Box file that is then saved locally. You might choose to do this to if you wish to share your album. • <i>Refresh ALL items (Box file only)</i>: This will refresh all items in the Box file with the latest versions that you have saved locally (this is for Box authors who have the local original files). • <i>Help & More</i>: Visit the User Guide online.
 Album 1 Box/Playlist/Album Name	<p>The name of the Box/Playlist/Album (left of status bar).</p>
 #1 Node Right File Name	<p>The name of the currently selected File (middle of status bar).</p>
 0:03:07 File Play Time	<p>Shows the Play Time left for the current file (right of status bar).</p> <p>This value can only be adjusted in Mix Overrides (Box file only).</p> <p>The maximum duration of a mix in Wotja Pro 19 is 4 hours. See Feature Sets.</p>
	<p>Tap the thumbnail to go to Full Screen display (see below).</p>

 <p>Box/Album Thumbnail</p>	
	<p>The top line is the file name.</p> <p>The center line displays "Playing" when the file is playing.</p> <p>The bottom line displays the minimum and maximum piece time. These values are set in Mix Overrides (Box file only).</p> <p>Tap the central area to play or stop the file. When the file is playing the item will be a light blue colour.</p>
	<p>Tap for a pop-up menu where you are presented with the following options (Box/Playlist files only):</p> <ul style="list-style-type: none"> • <i>Mix Overrides</i>: See the item below. • <i>Random Icon (Box file only)</i>: Allows you to randomly generate a new icon according to the "<u>Random</u> > Albums > Icon Palette and Icon Graphic" settings. • <i>Export Mix to File</i>: Where available, this item lets you export your mix so that you can further edit it, • <i>Refresh Item from File (Box file only, and then only shown if you have exported that mix file)</i>: If you have exported a mix, changed it and saved it, this allows you to refresh the file in the album. • <i>Move Up</i>: Only shown if you have a subscription enabled or are using the Annual version. • <i>Move Down</i>: Only shown if you have a subscription enabled or are using the Annual version. • <i>Delete</i>: Only shown if you have a subscription enabled or are using the Annual version. • <i>Cancel</i>: Cancel out of the pop-up.

 <p>Mix Overrides Screen (click image for large)</p>	<p>These settings (Box file only) override any related settings that may be in the File in the Box (these File related Playlist settings are set in the <u>Cell Rules panel</u> in the <u>Mix Tab</u>).</p> <ul style="list-style-type: none"> • <i>Ramp Up</i>: Sets how long it takes for the file volume to ramp up once the file has started to play. • <i>Duration</i>: Sets how long the file will play for (Piece time). • <i>Range</i>: Sets a range on how long the file can play for. • <i>Ramp Down</i>: Sets how long it takes for the file volume to ramp down before play moves to the next file.
---	---

to the next file.



Fullscreen
(click image for large)

Fullscreen display is for when you want to sit back, look at any included image/message and reflect on the music.

When you first go into Fullscreen display a faint white toolbar appears at the top to help you see the controls.

Tap in the center of the screen to return to the Box player screen.

Editing Modes

The screenshot displays the software's editing interface. At the top, it shows a piano roll with various notes and chords. Below this, there's a MIDI piano roll with multiple tracks labeled MIDI 1 through MIDI 11, each with different polyphony settings and FX. The bottom section shows a detailed editing panel for a selected MIDI channel, including options for Voice Name, Voice Type, Mute, MIDI Channel, Send MIDI Bank/Patch?, Patch, Pitch, Pitch Range, Phrase Length, Phrase Length Range, Phrase Gaps, and Phrase Gaps Range.

See: **'Free Mode' & Limitations**

See the Video: [Wotja iOS: Quick Start \(4m\)](#)

Important: The Editing Mode is entered by opening a .wotja file from the [Documents](#) screen.

Wotja is a very powerful creativity tool for creating and sharing generative music mixes and cut-up ideas.

The Wotja mix files it can save contain everything Wotja needs to play and display what you have created (excepting any locally referenced items, e.g. .zip, .sf2, .wav, .ogg, .midi files; these are not saved to mix files).

This means a Wotja mix file contains generative music parameters, sound network configurations and settings, text, display settings and even a background image - what is saved to the file depends on what you have added to it.

In order to edit the different kinds of parameters/settings that are stored in the file we have three distinct editing modes in Wotja X. These modes are referred to as "Mix", "Cut-Up" and "Display". The parameters/settings used in each of these modes are saved to the Wotja file.

Each of these three modes is accessed via a "tab" on the bottom tab bar in Wotja, which is different in Wotja/Wotja X.

Editing Modes



[Mix](#) | [Cut-Up](#) | [Play/Stop](#) | [Display](#) | [Settings](#)

Editing Modes

- **Mix:** Where you "design" your wotja, meaning accessing parameters for the Intermorphic Music Engine ([IME](#)) and Intermorphic Synth Engine ([ISE](#)) to define how the music is generated and what sounds are used, adding TTM (text), mixing voices and templates and setting cell rules for arrangement.

Note: Displayed via the top toolbar segment control, the Mix mode features 5 different right hand panel views of data (two of the panels are accessed by one of the segments). Each of these provides access to different controls that let you set up much of how your wotja works.

- **Cut-Up:** Where you have access to a powerful cut-up text editor to stimulate ideas for creative writing.
- **Display:** Where you decide how you want your wotja to look, this being important should you wish to share it.

Common Controls

In addition, and so they are accessible throughout the app, we include two other controls:

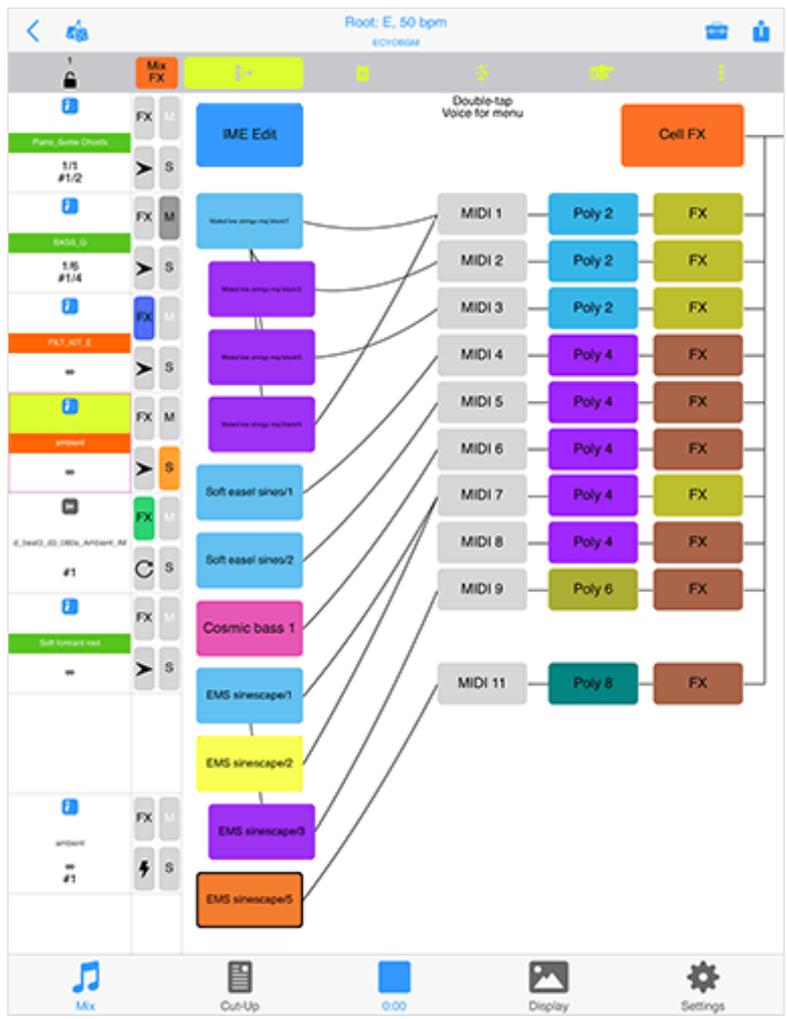
- **Play/Stop button:** [bottom tab bar] Tap to stop or start your the generative mix (if any) in your wotja. There is an indicator beneath the button that shows how long your mix has been playing for.
- **Settings:** [bottom tab bar] Takes you to the Settings screen where you can change Mix and Randomization related settings (including Template selection).

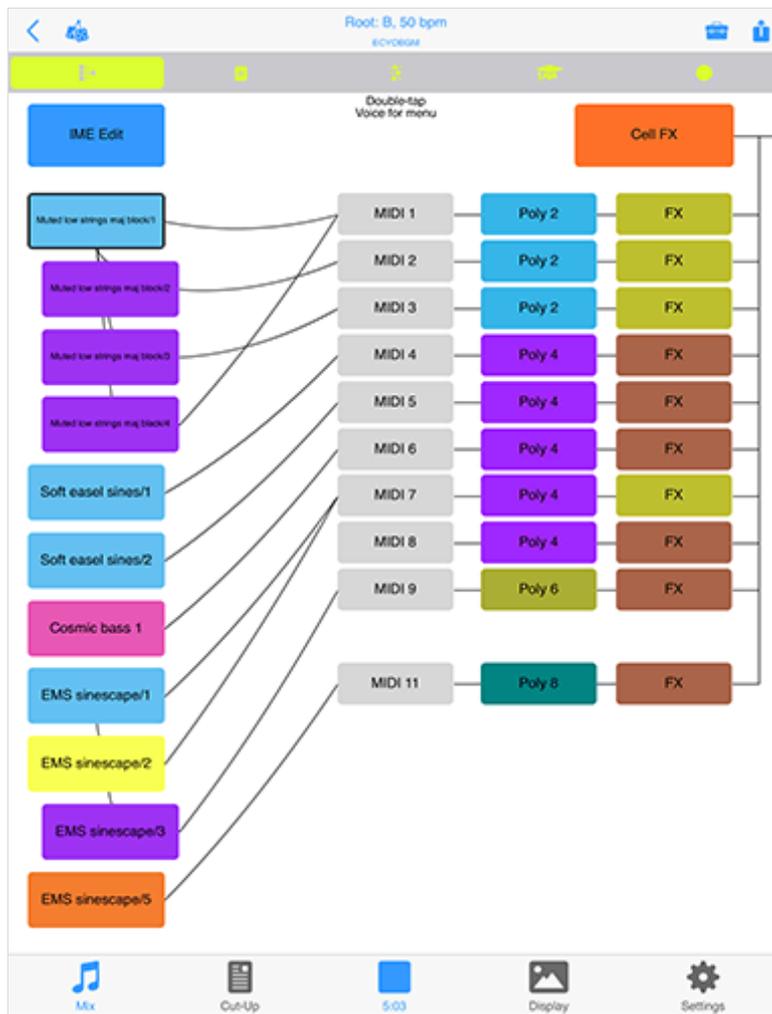
Mix Edit : UI Overview

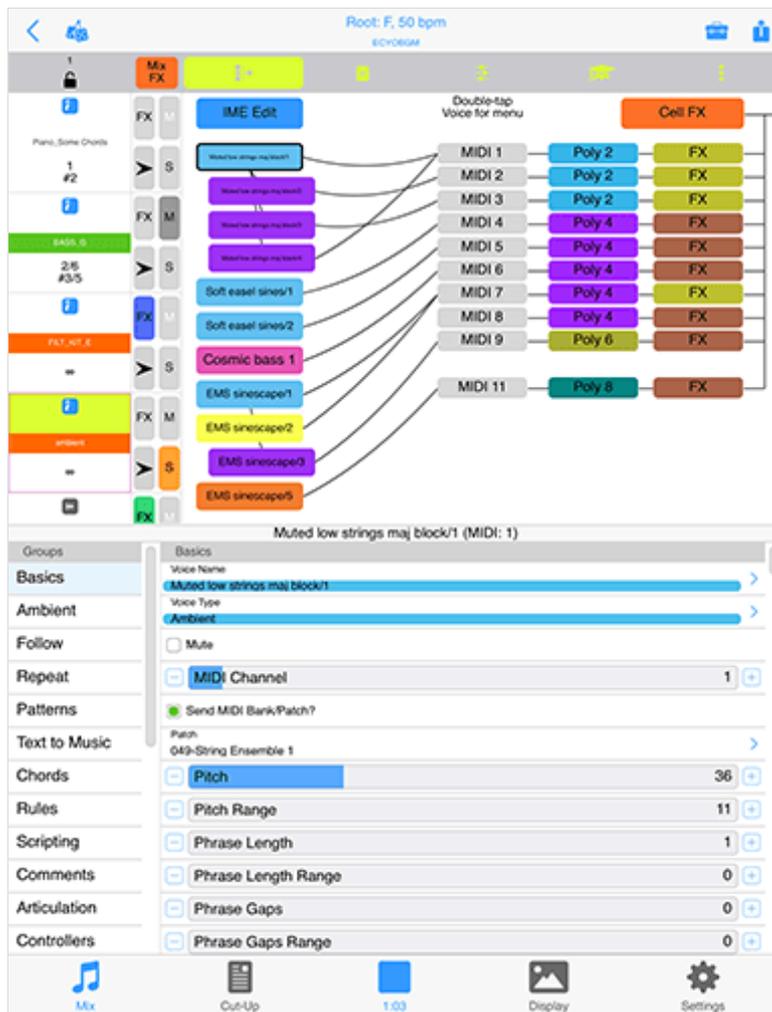
Root: E, 50 bpm
E/C#G#A#

The screenshot displays a DAW interface with the following components:

- Top Bar:** Shows the root key signature (E, 50 bpm) and the current project name (E/C#G#A#). It includes navigation icons and a 'Mix FX' button.
- Track List:** A grid of tracks with columns numbered 1 to 4. Tracks include:
 - Piano_Solo Chords (1/2, #2)
 - BASS_G (1/5, #2/5)
 - FXL_Alt_2 (FX, #1)
 - ambient (FX, #1)
 - Drums (1/1, #1)
 - FXL_Alt_1 (FX, #1)
 - ambient (FX, #1)
 - Ambience_Scene 1 (FX, #1)
- Mixer:** A vertical column of controls for each track, including volume faders, pan knobs, and FX routing buttons (FX, M, S).
- FX Rack:** A central area containing various effect units:
 - IME Edit
 - Reverb (multiple instances)
 - Softest stereo
 - Cosmic bass 1
 - Dist envelope 1, 2, 3
 - Cell FX
- MIDI Controller:** A vertical list of MIDI controllers on the right side:
 - MIDI 1 (Poly 2, FX)
 - MIDI 2 (Poly 2, FX)
 - MIDI 3 (Poly 2, FX)
 - MIDI 4 (Poly 4, FX)
 - MIDI 5 (Poly 4, FX)
 - MIDI 6 (Poly 4, FX)
 - MIDI 7 (Poly 4, FX)
 - MIDI 8 (Poly 4, FX)
 - MIDI 9 (Poly 6, FX)
 - MIDI 11 (Poly 8, FX)
- Bottom Bar:** Contains navigation icons for Mix, Out-Up, a timer (0:30), Display, and Settings.







See: ['Free Mode' & Limitations](#)

See the Video: [Wotja iOS: Quick Start \(4m\)](#)

This section gives you a quick overview of the interface related to creation of Wotja mixes in the Mix Mode, accessed via the bottom Mix Tab.

The Mix Mode has the most involved UI in Wotja X as it concerns the mixing and editing of generative music.

Right Side Display



Use the top toolbar 4 way segment control to show either the Network, TTM, Mixer or Rules data in the Wotja mix file.

- [Network Panel](#)
- [TTM Panel](#)
- Mixer Panels
 - [Voice Mixer](#)
 - [Track Mixer](#)
- [Rules Panel](#)

Left Side Display - One Cell/One Column/Grid



Use the top toolbar button to right of the Panel Display segment control above for a pop-up menu to select between Multi Column, Single Column or Single Cell display modes.

See the [Central Area](#) of the table below for detailed information on the Wotja Content Cells.

UI Item	Description
Menu Bar	
 <p data-bbox="118 772 231 855">Save/Back to Documents</p>	<p data-bbox="260 685 614 714">Save / Back to Documents</p> <p data-bbox="260 748 671 777">See: <u>'Free Mode' & Limitations</u></p> <p data-bbox="260 810 1358 840">Displays the Save Changes popup (see below) before exiting to the Documents Screen.</p> <ul data-bbox="280 875 1465 1429" style="list-style-type: none"> • <i>Save & Close</i>: Save the changes you have made to your file and return to the Documents screen. • <i>Save & Continue</i>: Save the changes you have made to your file and then continue working on it. • <i>Save a Copy</i>: Creates a new file (which you can rename) based on the current state of the open file (a snapshot of where you are if you like), but leaves you in the current open file - meaning if you then exit the file you will see this pop up dialog <i>again</i> letting you choose what to do with the file. Note: This is NOT the same as Save As so please remember to save your file if you want to keep your changes to it. • <i>Discard</i>: Lose any changes made to your file since you opened it. • <i>Cancel</i>: Dismiss this popup and return to the Display screen.

	<ul style="list-style-type: none"> • <i>Randomize Mix - Automatic</i>: Replace your current mix with a new randomized mix created in
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accordance with the [Randomization Settings](#).

- *Randomize Mix - Manual*: Takes you to the Templates screen where, prior to randomizing, you can manually decide which Templates are to be used as well as changing the [Randomization Settings](#).
- *Randomize Cell (sticky)*: Tap any cell (including looping cells) to replace its contents with another randomly selected template. This template is chosen from paks/templates in the Template List that are tagged as available for selection and also uses relevant settings in Randomization Settings (see Edit Randomization Settings). The Randomize button shows as a fuschia colour (to show sticky behaviour). Tap the button again to turn off sticky behaviour.
- *Randomize Column*: Tap any cell in a column to randomly replace the contents of all currently populated cells in the column EXCEPT those that are set to be looping (i.e. locked). Tip: By setting a cell to loop (tap/hold = orange bar) you can ensure that the contents of that cell are not changed when randomizing.
- *Randomize Column (ALL)*: Tap any cell in a column to randomly populate / replace the content of potentially ALL cells in the column (including looping cells). The number of cells randomised is determined by the "Tracks" setting in [Randomization Settings](#). Tip: Use carefully.
- *Randomize Track*: Tap any cell in a track to randomly replace the contents of all currently populated cells in the track EXCEPT those that are set to be looping (i.e. locked). Tip: By setting a cell to loop (tap/hold = orange bar) you can ensure that the contents of that cell are not changed when randomizing.
- *Randomize Track (ALL)*: Tap any cell in a track to randomly populate / replace the content of ALL cells in the track (including looping cells). The number of cells randomised is determined by the "Cells" setting in [Randomization Settings](#). Tip: Use carefully.
- *Randomization Settings*: Provides quick access to [Randomization Settings](#).
- *Cancel*: Cancel out of the pop-up menu.



See: ['Free Mode' & Limitations](#)



Tap the Toolbox button to pop up a menu where you can select from a number of useful actions. The button will take on a fuschia colour when you have selected a sticky action. Tap the button again to turn off sticky behaviour.

- *Copy/Paste (sticky)*: Copies the currently selected Cell and pastes into the Cell(s) you next tap. The Toolbox button shows as green (to show sticky behaviour). Tap the button again to turn off sticky behaviour.
- *Move*: Moves the contents of the currently selected Cell to replace the contents of the next Cell you tap. Use with caution as there is no pop-up warning.
- *Clear (sticky)*: Tap any Cell to clear out the contents. The Toolbox button shows as a fuschia colour (to show sticky behaviour). Tap the button again to turn off sticky behaviour.
- *Import from Clipboard*: Tap to import into an empty Cell what is on the clipboard (i.e. a [.noatikl] file/template) into the currently selected cell. NB: Wotja files cannot be imported to a cell.
- *Merge from Clipboard*: Tap to merge what is on the clipboard (i.e. a [.noatikl] file/template) into the currently selected Cell. NB: Wotja files cannot be merged to a cell.
- *Replace from Clipboard*: Tap to replace the contents of the Cell with what is on the clipboard (i.e. a [.noatikl] file/template) NB: Wotja files cannot be imported into a cell.
- *Export to Clipboard*: Tap to export the contents of a generative cell (i.e. a [.noatikl] file/template) to the clipboard.
- *Export to File*: Tap to export the contents of a generative Cell (i.e. a [.noatikl] file/template) to a file. This file will then show up in Templates List > Saved Files (shown at the top of the left hand Pak list).
- *Export Mix (legacy format)*: Tap to export your mix to an old style Mixtikl format so you can open it in Mixtikl. Wotja does not utilise or resave in .wotja files or exported .mixtikl files the following Mixtikl parameters:
 - Any settings, including text, related to the Mixtikl visualiser
 - Store/Recall settings
 - Any Advanced cell settings, i.e. Skip, Silent, Stream, Audio Sample
- *Clear ALL cells*: Clears out the contents and arrangement settings for ALL Cells.



 Action	<ul style="list-style-type: none"> • Mixdown & Recordings: [<u>Mix Mode</u> only] Takes you to a screen where you can make mixdown recordings and preview them. • Help & More: <ul style="list-style-type: none"> • "Mix - Quick Help": Quick Help on this screen. • "Online Wotja User Guide": Link to this online Guide. • "Online IME Guide": Link to the online <u>Intermorphic Music Engine (IME) Guide</u>. This is also incorporated into the Wotja User Guide. • "Online ISE Guide": Link to the online <u>Intermorphic Sound Engine (ISE) Guide</u>. This is also incorporated into the Wotja User Guide. • Import Wotja from Clipboard: Only shown if you have a Wotja on the clipboard and you will see a message about having to Import a Wotja via the Documents screen (Documents > Add New > Mix (from Clipboard)). • Export Mix to Clipboard (no image): Creates the <i>smallest</i> Wotja URL from your mix. • Export Mix with Image: Creates a Wotja URL from your mix that includes your a background image (if you have selected one). • Script Sandbox: Opens the <u>Intermorphic Wotja Script Sandbox</u> window where you can try out scripts.
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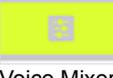
Status Bar

 Root/Tempo	Tap on this indicator to go straight to the corresponding "Mix" controls in the <u>Rules Panel</u> .
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Top Toolbar

 Column Lock	Tap on this button to lock a column to force the play of all cells in that column; tap again to unlock it. Locking of a column only has effect on cells for a Track with Track Rule of type "Sequence" and where cells are not looped (i.e. no orange band). In single column view, the column number shown at the top is that of the selected Cell.
 Mix FX	This button indicates if there is any Mix level FX applied. When there is no FX applied it is a dull blue colour. Tap the button to go the the <u>ISE FX Network Editor</u> where you can create or edit a FX network.
 TTM	TTM Panel: For a selected Cell that contains generative content the right hand panel shows a <u>TTM (Text To Music)</u> text field for every voice in a cell. Only Fixed Pattern voices (pink) can play TTM, and the Enable toggle will change a voice to that when turned on.

	Mixer Panel: Once in this panel, tap the button again for a pop-up menu where you can choose
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 <p>Track Mixer (Default)</p>  <p>Voice Mixer</p>	<p>between seeing the Voice Mixer and Track Mixer panels.</p> <ul style="list-style-type: none"> • Track Mixer Panel: Right hand panel shows sliders for mixing Track volume and pan levels. • Voice Mixer Panel: For a selected Cell that contains generative content, the right hand panel shows sliders for mixing its "Voice" volume and pan levels.
 <p>Cell Rules</p>	<p>Cell Rules Panel: Right hand panel shows the parameter values for the selected Cell that determine things such as how long it will play for.</p>
 <p>Network</p>	<p>Network Panel: For a selected Cell that contains generative content the right hand panel shows the cell's generator network. Tap on the buttons in the network to have quick access to the relevant Voice parameters for the Intermorphic Music Engine (<u>IME</u>), right through to accessing the Intermorphic Synth Engine (<u>ISE</u>) to carry out any sound design you wish to do.</p>
 <p>Mix Display Mode button</p>	<p>A mix <i>always</i> includes a "grid" of 12 tracks of 4 cells. You can populate or leave empty any cells you wish. This button, shown to the right of the panel selectors, has a pop-up menu allowing you to select one of three display modes for the grid:</p> <ul style="list-style-type: none"> • <i>Multi Column</i>: This "Grid" mode shows the whole grid of Cells (i.e. all columns). It is an overview mode that gives you access to the Track Mixer to set the levels/pans for each track as well as seeing how "Cell Sequencing" is working when the Track Rule is set to Sequence. Cell Sequencing can be used to apply a level of arrangement to your mix, allowing spaces for example via empty Cells. It is particularly useful when using loops and if you want to loop different cells that use the same track FX. This mode is also great for "live performance" mixing, too, where you tap/hold a cell to force it to "loop". • <i>Single Column</i>: Shows just one column of Cells which always includes the active (selected) Cell. This mode still gives access to the Track Mixer to set the levels/pans for each track and is particularly useful if you want to mix together just one column of Cells without Cell sequencing (i.e. pure generative mix). • <i>Single Cell</i>: Shows just the current active (selected) Cell. This is perfect if you just want to focus on editing the contents of just one cell, or even to create a complete piece in one Cell (c.f. Noatikl).
<p>Central Area - Content Cells</p>	
 <p>Content Cell</p>	<p>Content Cells are at the heart of Wotja. You can use the bottom toolbar right side "grid" icon to toggle the left hand Content Cell display to show either 1 column of Cells or 4 columns of Cells. There are 3 areas/parts of cell, see below.</p>

	<p>Selected Cell: When a Content Cell is selected the border of the cell takes on a fuschia colour</p>
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 <p>Selected</p>  <p>Generative</p>  <p>Audio Loop</p>  <p>MIDI File</p>	<p>and the top or bottom of the cell takes on a lime green background colour that marries up to the right side panel that has been selected to display.</p> <p>The top of a Content Cell also displays an icon depending on the kind of content in it:</p> <ul style="list-style-type: none"> • <i>Generative</i>: Blue IME icon • <i>Audio Loop</i>: Grey waveform icon • <i>MIDI file</i>: Black notes icon • <i>No content</i>: Blank
<p><i>Cell Status:</i></p>  <p>Playing</p>  <p>Looping</p>  <p>Play Empty</p>	<p>The middle of a Content Cell displays the Cell Status band and within that is the name of the file in the Cell. The colour of this band indicates the following:</p> <ul style="list-style-type: none"> • <i>Green</i>: Playing but not looping • <i>Orange</i>: Playing and continuously looping • <i>Grey</i>: Playing an empty cell (no sound) • <i>White</i>: Not playing
<p><i>Cell Values:</i></p>  <p>Playing</p>  <p>Stopped</p>  <p>Infinite</p>  <p>Missing Content</p>	<p>The bottom of a Content Cell shows the cell "Arrange" values, and these are presented differently depending on whether the mix is playing or stopped.</p> <p>The topmost values shown in blue are the Cell's Generative Bar values and the values below those in black or dark grey are the Cell's Cell Repeat values.</p> <ul style="list-style-type: none"> • <i>Mix Playing</i>: The values are shown with syntax $\#X/Y$ where X is the calculated minimum and Y is the calculated range value. • <i>Mix Stopped</i>: The values are shown with syntax $\#X+Y$ where X is the set minimum value and Y is the set range. • <i>Infinite</i>: The one exception to the above is that if a cell is playing and the Generative Bars value is infinite, a blue infinite symbol takes up the space of both. • <i>Missing</i>: If the content referenced in the cell cannot be found then the bottom area displays red. This can happen, for example, if your mix references a loop on your device which you later delete or you load someone's piece and you have not installed a Pak that it might reference.
<h3>Central Area - Track Controls</h3>	
 <p>Track FX</p>	<p><i>Default - None:</i></p> <p>Tap this button to go into the ISE Network Editor where you can add Track FX.</p>
<p>Track Rules:</p>	<p><i>Default - Sequence:</i></p>

	<p><i>Sequence:</i> When the content in the Track's current cell has finished playing, the next Cell in the track will play (unless it has been forced to loop).</p>
<p>Sequence</p> 	<p><i>One Shot:</i> No Track Cell will play UNTIL it has been triggered (it will display the green "play marker" in the middle of the cell). Once triggered, any content will play through ONCE (like a sting) and then the cell will stop playing.</p>
<p>One Shot</p> 	<p><i>Loop:</i> No Track Cell will play UNLESS it is forced to loop - either by tap/hold on the cell or by setting the Loop toggle in this panel. Turn off looping the same way. <i>Tip:</i> When using the <u>Toolbox menu</u> "Randomize" menu functions only the item "Randomize Cell (sticky)" will randomize the Cell. <i>Advanced Tip:</i> Cells in Loop tracks containing Audio/MIDI content will play ONCE when the Column lock is first applied to a Column (if a cell is not already looping); cells containing generative content will be set to play for the length of the mix (∞).</p>
<p>Loop</p>	

	<p>Tap to solo the related Track. Gold tint means soloed, grey means not soloed.</p> <p>This button is in the Track Control grouping to the left of the sliders.</p>
<p>Track Solo Button</p>	

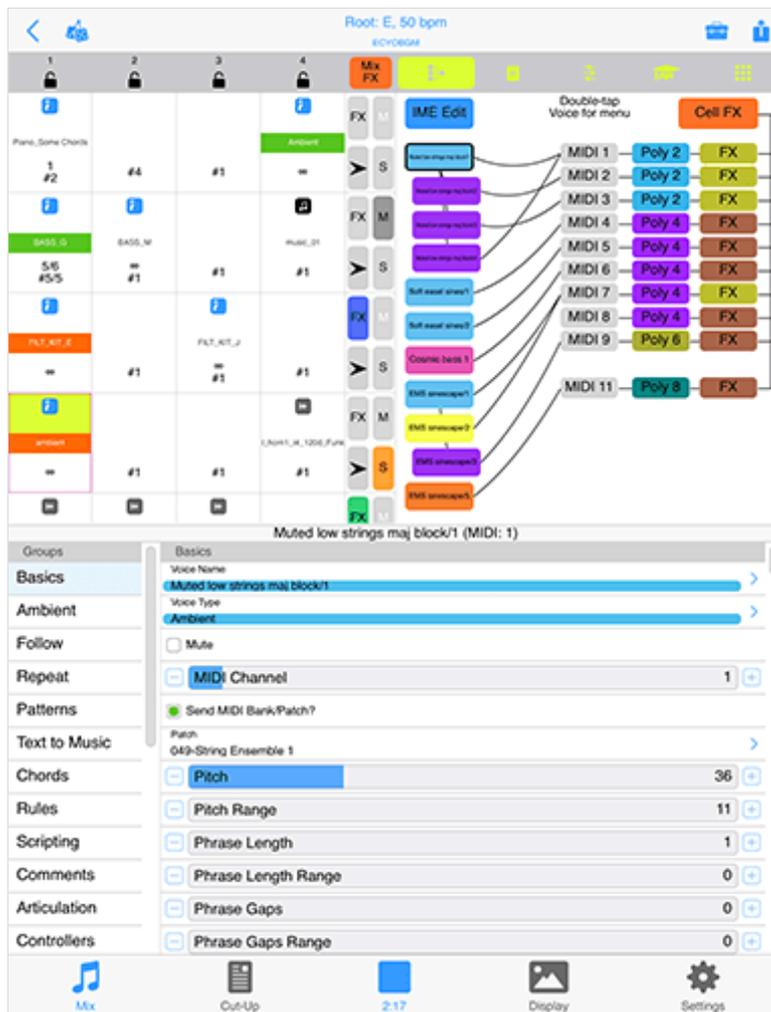
	<p>Tap to mute the related Track. Dark grey means soloed, grey means not soloed.</p> <p>This button is in the Track Control grouping to the left of the sliders.</p>
<p>Track Mute Button</p>	

Central Area - Right Side Panel

	<p>What shows in this area depends on which panel you are in:</p>
<p>Generator Network</p>	 <p>See in order:</p> <ul style="list-style-type: none"> • Network Panel • TTM Panel • Mixer Panels <ul style="list-style-type: none"> • Voice Mixer • Track Mixer • Rules Panel

Mix Edit : Panel - Network





See the Video: [Wotja iOS: Quick Start \(4m\)](#)

The right side "Network" panel is where you can marry IME voices (note generators) to MIDI channels, ISE synth sounds and FX. The buttons in the network and associated ISE network all provide quick links to the underlying parameters and editors.

Tap the top Voices button for quick access to the IME parameter editors. Go to the Cell Rules panel to set Cell and Mix level settings such as Cell Rules and Mix Tempo.

Tap/hold on a voice and you can drag it up/down to change the voice order. If you drag from a Voice button to a MIDI channel box that will tell the system that the Voice will play through the defined MIDI channel. If a new voice is added to a piece, the voice won't be assigned to a specific MIDI channel; if you haven't yet hooked-up a Voice to a MIDI channel, the IME will decide on a free MIDI channel to hook-up the Voice to when it starts playing.

For full information on the Intermorphic Music Engine (IME) parameters refer to the IME User Guide.

For full information on the Intermorphic Sounds Engine (ISE) parameters refer to the ISE User Guide.

UI Item	Description
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IME Edit /
Voices
button

Tip: See last item in the pop-up menu (below) for IME Edit panel show/hide option.

'IME Edit' button: - Tap on this IME Edit button (and/or right click in the Desktop version) and it will display the pop up menu below.

- *Edit {Selected Voice}*: Go to that Voice in the full-screen Voice Editor screen where you can edit the generative music parameters for the voice.
- *Browse Templates...*: Go to the Templates list where you can select a Template to add.
- *Add Voice of Type...*: Add a voice of one of the IME Voicetypes.
- *Copy*: Copy the voice.
- *Paste*: Paste the voice.
- *Mute*: Mute the voice.
- *Solo*: Solo the voice.
- *Delete*: Delete the voice.
- *Rename*: Rename the voice.
- *Show/Hide IME Panel*:

(Default: On) This toggle governs the display or hiding of an optional editor panel in the Mix Mode Network view in Wotja. The panel allows in-screen editing of a Voice's IME parameters.

Layout:

- Landscape: The panel is shown to the right of the Mix Mode Network view.
- Portrait: The panel is shown below the Mix Mode Network view.

Operation:

Simply tap/click a Voice button/icon in the Network view to update what is shown in the parameter panel.

- Clicking the Voice button in the network view on an unfocused voice will give focus to that Voice and update the panel but doesn't show the pop-up Voice menu.
- Clicking on previously focused voice does show the menu.

See also the [Intermorphic Music Engine \(IME\) Guide](#) for details on what the parameters do.



Piece FX

Tap set the piece level FX in the [ISE FX editor](#).



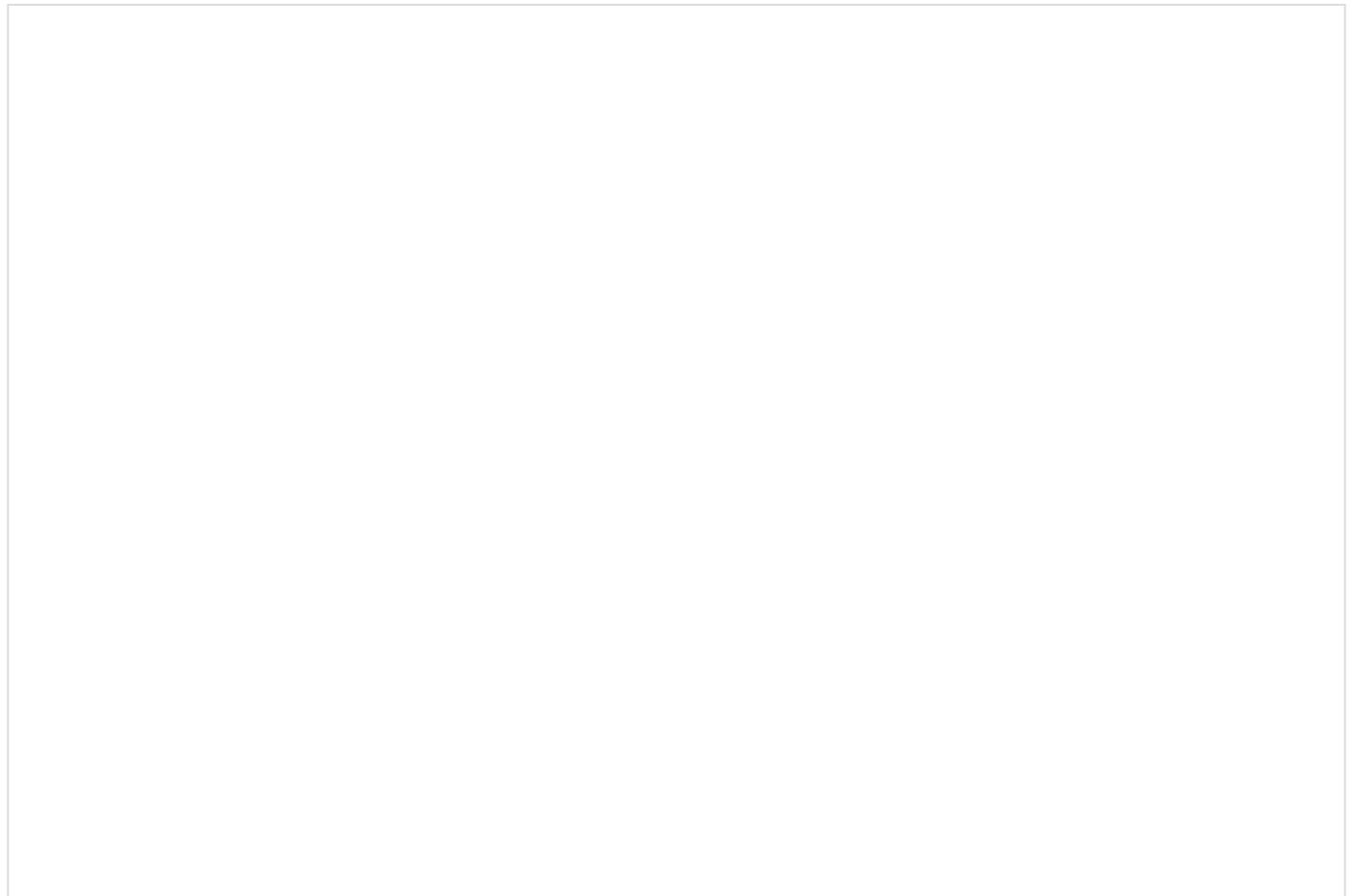
Voice
button

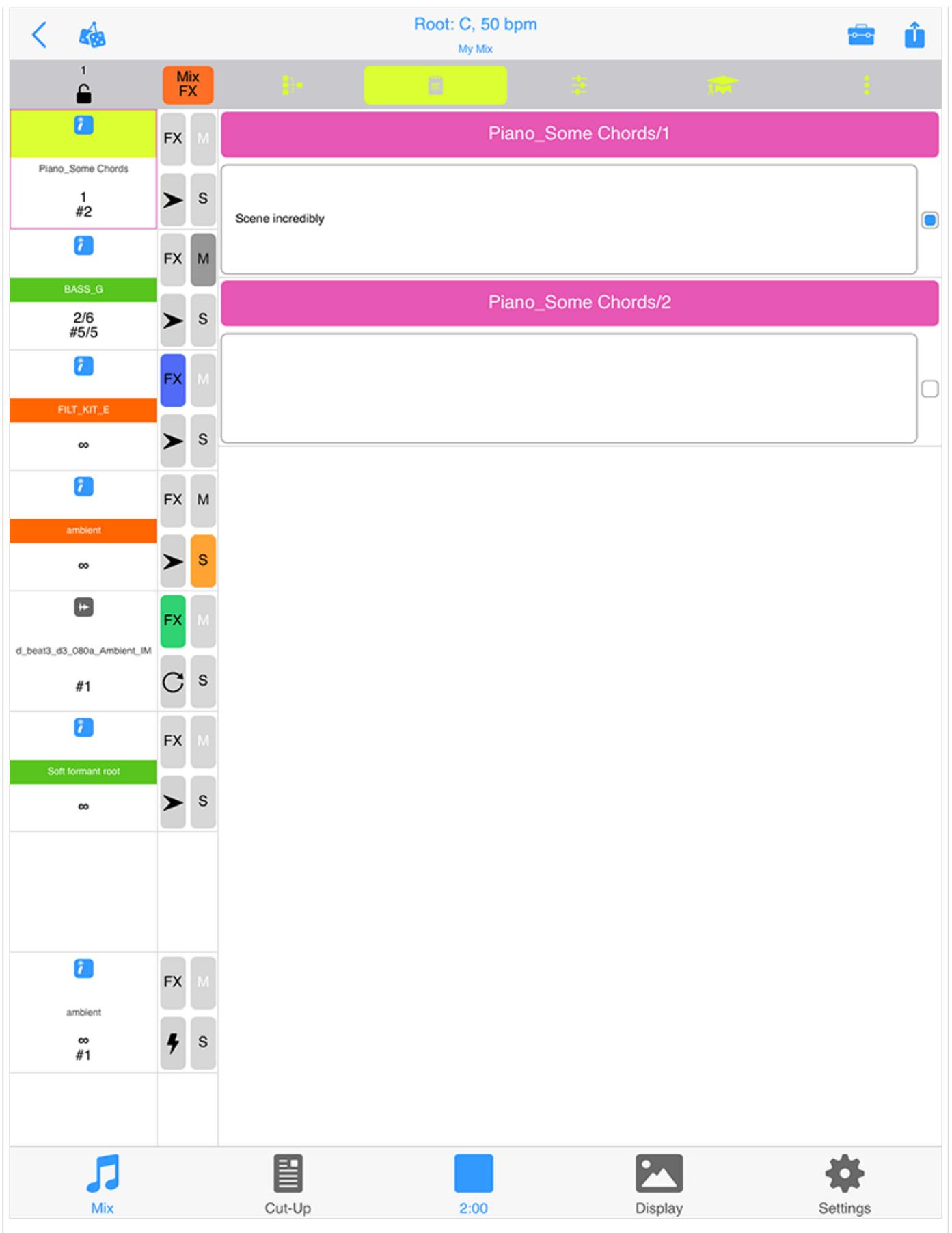
Tap/hold on a Voice button (and/or right click in Desktop version) to get a Voice Action pop-up menu (see the IME Edit button menu above).

Note: To Paste a voice (once copied) you must tap an existing voice and then select Paste.

 <p>MIDI channel</p>	<p>The Voice "IME Patch" parameter (see Voices screen) defines which MIDI Patch command to send for each MIDI channel.</p> <p>The MIDI channel box is an indicator and not a button. However, you can tap/hold a voice button and drag it to a MIDI channel box.</p> <p>In general, you should only hook-up multiple Voices to the same MIDI channel if they all share the same Patch parameter.</p> <p>MIDI Channel 10 is reserved for the Drum instrument. Every voice with a Drum Patch, should generally be attached to MIDI Channel 10.</p>
 <p>Synth button</p>	<p>If the "ISE for Sounds & FX" toggle is checked in the Settings screen, then MIDI events are routed for each channel through an ISE Synth configuration defined by the associated Synth button, which by default will use ISE's built-in MIDI Wavetable synth (using the Patch defined by the Voice's Patch parameter). If you want to use a custom sound, click the Synth button to invoke the ISE Synth editor.</p>
 <p>Track FX button</p>	<p>The output from every Synth box can be passed through a custom FX Network. If you want to use an FX, click the FX button to invoke the ISE FX editor.</p>

Mix Edit : Panel - TTM





See the Video: [Wotja iOS: Quick Start \(4m\)](#)

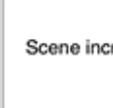
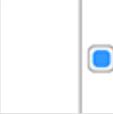
The "Text to Music" (TTM) panel is where you see which TTM players are active and it provides a quick route to adding text into them.

Tap on a coloured voice button to take you to that Voice's parameters in the Voice Tab.

Tap on the Text area to go into the Text Editor screen (see table below) where you can add your text .

You can use any text , and in can be in any language. In general it takes 2 characters to generate a note .

UI Item	Description
TTM Panel	

 <p>Voice button</p>	<p>Tap to take you to the parameters for this voice in the Voices tab. In that screen tap the LHS "Text Pattern" item to scroll to all the TTM related parameters.</p>
 <p>Text</p>	<p>This is your TTM text. Tap this to go to the Text Editor screen below.</p>
 <p>Enable toggle</p>	<p>Turn this on to enable the TTM voice, meaning your text will be used to generate a pattern. If the voice type is not already Fixed Pattern turning on this toggle on will change it to one.</p> <p>The pattern generated by your text will then override any pattern that may already be in the Fixed Pattern voice.</p>

Text Editor Screen

Accessed via the [Mix Mode](#) > [TTM Panel](#) > Voice TTM button or via the [Mix Mode](#) > [Network Panel](#) > Voices Button > [Text to Music](#) > Text parameter, this is the screen where you enter your TTM text .

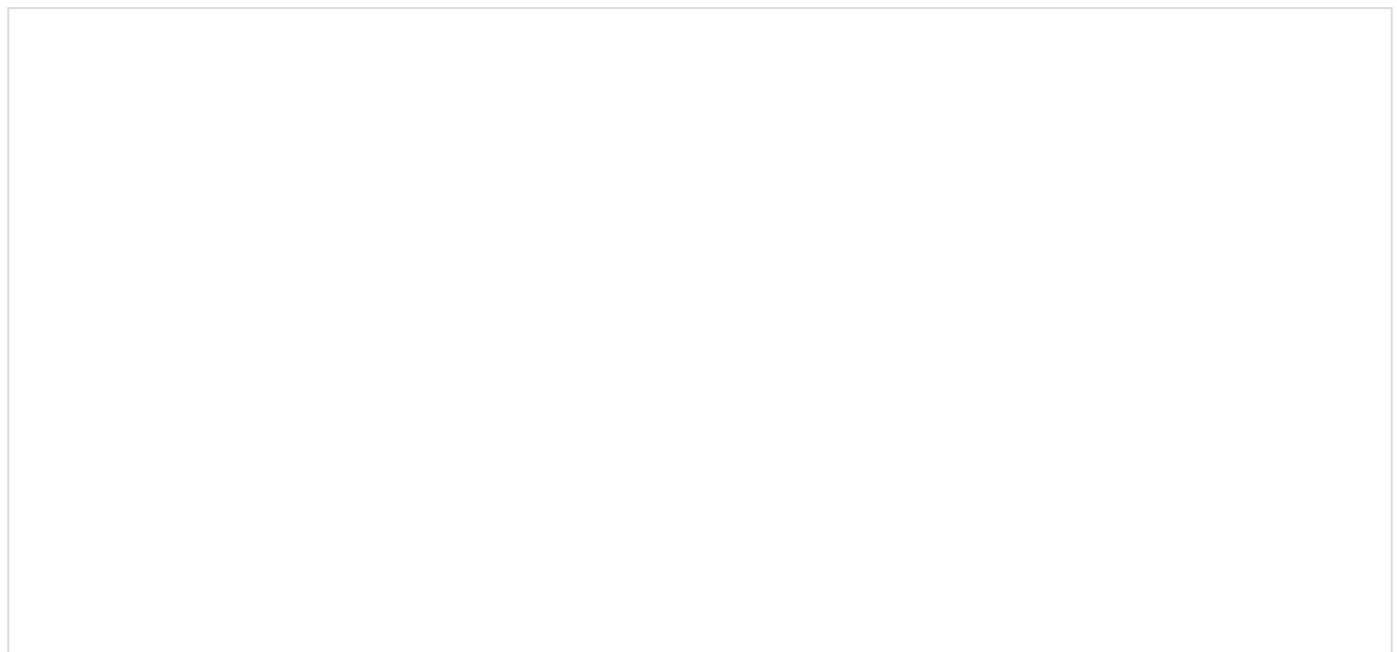
Tip: Using the Randomise button in this screen is a quick and easy way to create some cut-up text!

UI Item	Description
 <p>Text Editor (click image for large)</p>	<p>Where you enter your TTM text .</p>
 <p>Action</p>	<p>Popup Menu:</p> <ul style="list-style-type: none"> • <i>"Clear Text"</i>: Clears the text in the text area. • <i>"Export to Clipboard"</i>: Allows you to export the TTM text e.g. randomizations you have made (there are some restrictions prior to an IAP tier being active).

	<ul style="list-style-type: none"> • <i>"Import from Clipboard"</i>: Import text to be used for your TTM.
<input checked="" type="checkbox"/> Display Text? Display Text?	When this toggle is on and you use in a TTM voice, your TTM text will show in full screen mode.

<input checked="" type="checkbox"/> Shuffle Words Randomise Option	Tap the button for a Popup menu where you can set what happens when you press the Randomise button (dice icon to the right of this button). Popup Menu: <ul style="list-style-type: none"> • <i>"Shuffle Words"</i>: Existing TTM words in this text area will be randomly shuffled. • <i>"Shuffle Text"</i>: All characters in existing TTM words in this text area will be randomly shuffled. • <i>"Random Words"(Default)</i>: Allows the creation of a simple cut-up derived from words in your word pool. How many words are used is governed by the TTM Min Words and TTM Max Words settings in Randomization Settings.
 Randomise Button	Carries out the action set in Randomise Option.
<input type="text" value="8 notes"/> Notes	Tells you the number of notes your text generates.

Mix Edit : Panel - Voice Mixer





See the Video: [Wotja iOS: Quick Start \(4m\)](#)

Tip: To swap between Voice Mixer and Track Mixer panels, first select this segment in the top toolbar. Tap the segment again for a pop-up menu which allows you to change between them.

The right side "Voice Mixer" panel is where you can easily change the volume and pan balance of the Voices (generators) used *within the cell*.

Tip: To mix tracks against each other use the Track Mixer panel.

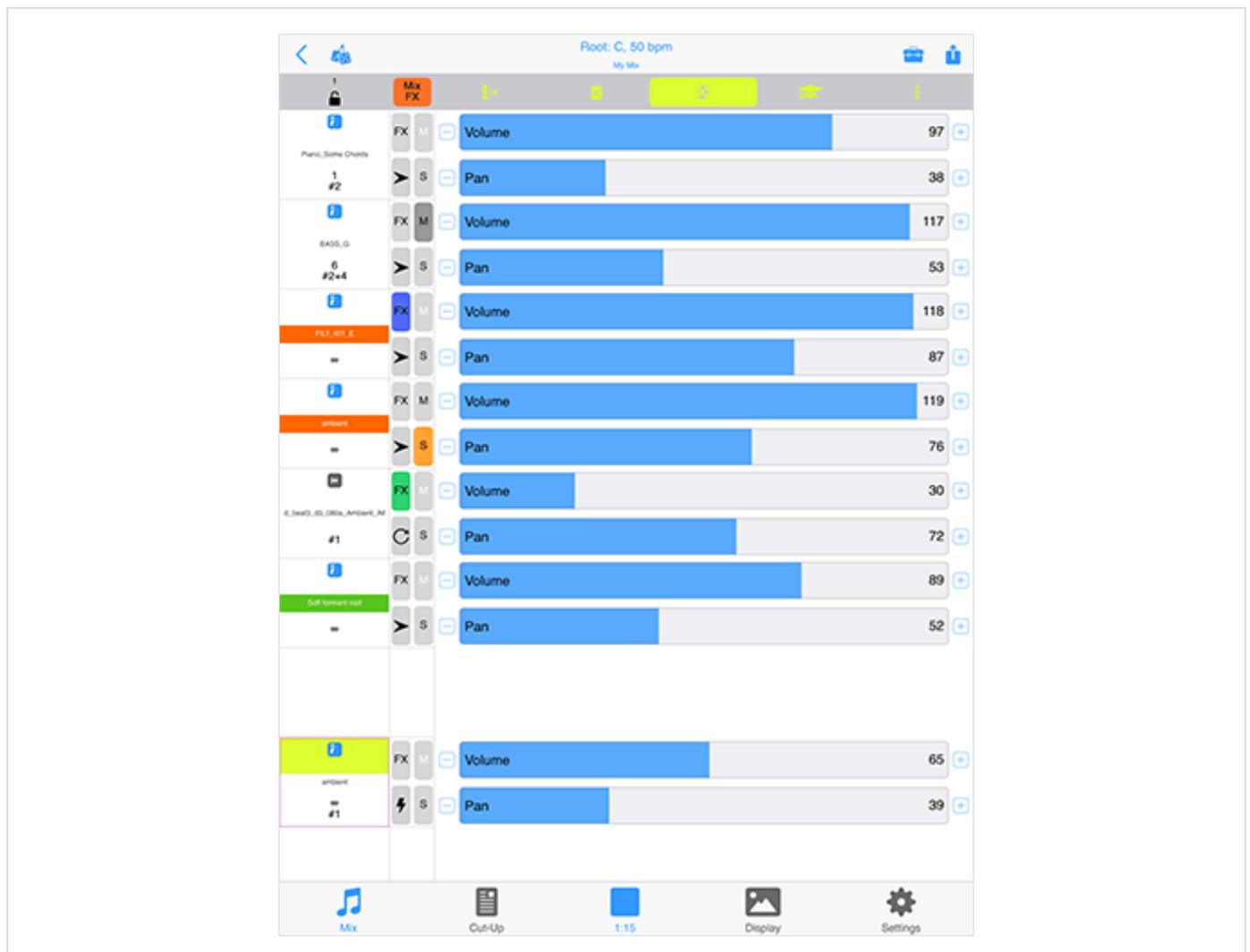
Tap on a slider to change the volume or pan.

Tap the Mute or Solo button to mute or solo the Voice. These buttons do not at present change colour like those in the Track Mix panel.

UI Item	Description
Voice Mix Panel	
 Voice button	Tap to take you to the Voice in the Voices tab so that you can edit its composition parameters.
 Volume Slider	Tap to change the volume for the related Voice. <i>Tip:</i> This slider changes the volume value for the MIDI channel that this Voice is on. You may

<p>have multiple Voices all on one MIDI channel. In that instance, try changing the Voice's Velocity parameters instead.</p>	
<p> Pan Pan Slider</p>	<p>Tap to change the pan position for the related Voice.</p> <p><i>Tip:</i> This slider changes the pan value for the MIDI channel that this Voice is on. You may have multiple Voices all on one MIDI channel.</p>
<p> M S Voice Mute/Solo Buttons</p>	<p>Tap to mute or solo the related Voice.</p> <p><i>Tip:</i> The Voice button will turn light grey when it is muted. These buttons do not at present change colour like those in the Track Mix panel.</p>

Mix Edit : Panel - Track Mixer



See the Video: [Wotja iOS: Quick Start \(4m\)](#)

Tip: To swap between Track Mixer and Voice Mixer panels, first select this segment in the top toolbar. Tap the segment again for a pop-up menu which allows you to change between them.

The right side "Track Mix" panel is where you can easily change the volume and pan balance of each of the tracks used in the mix.

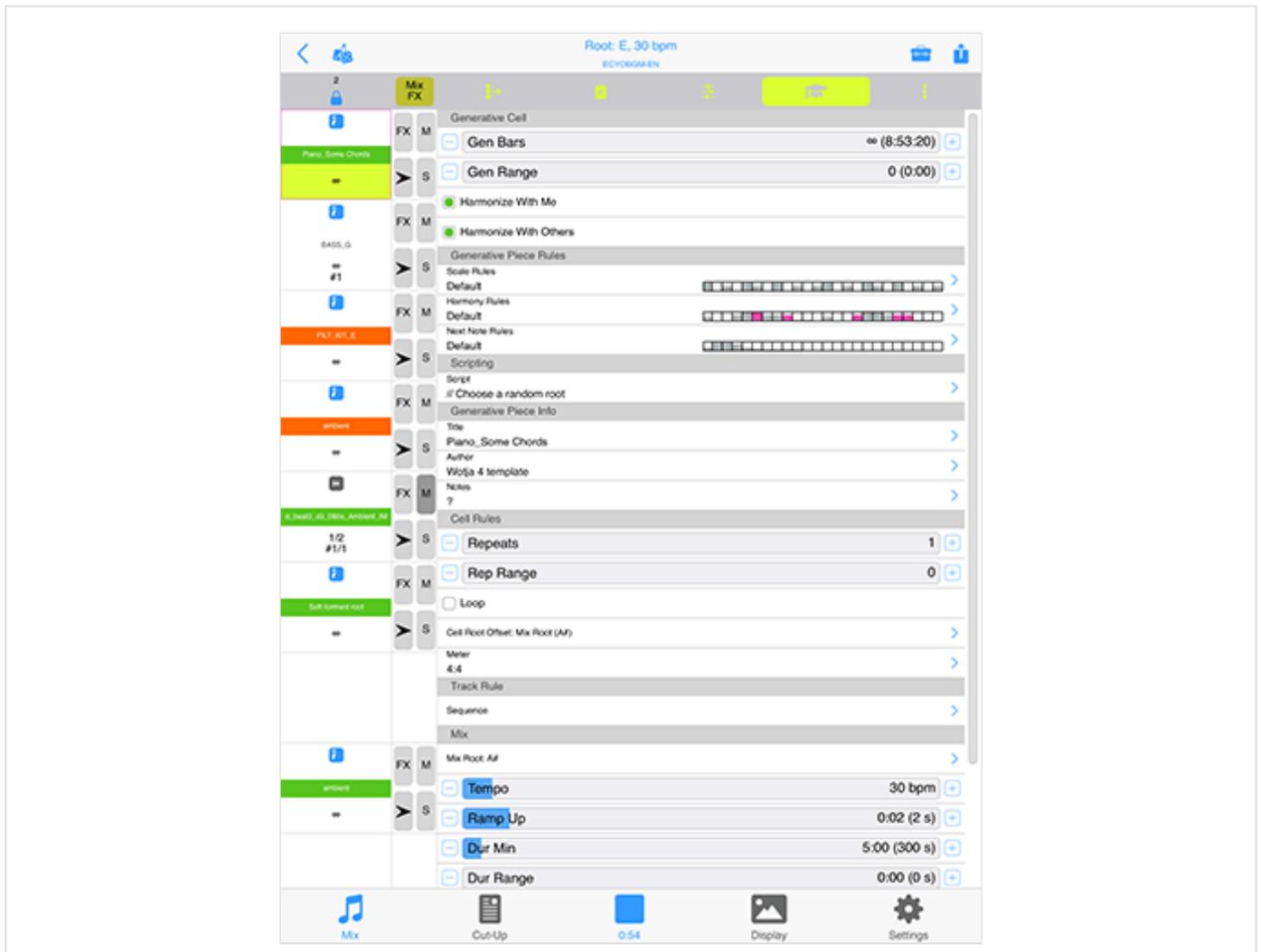
Tip: To mix the internals of a cell use the Voice Mix panel.

Tap on a slider to change the volume or pan.

Tap the Mute or Solo button to mute or solo the Voice. These buttons change colour to indicate their status.

UI Item	Description
Track Mix Panel	
 Volume Slider	Tap to change the volume for the related Track.
 Pan Slider	Tap to change the pan position for the related Track.

Mix Edit : Panel - Cell & Mix Rules



See the Video: [Wotja iOS: Quick Start \(4m\)](#)

The right side "Rules" panel is where, amongst other things, you can easily set the parameters that define how a Cell will play, as well as the rules used for the Piece in that Cell AND some general values that apply to the whole Mix (such as Tempo, Root, Ramp Up/Down as well as Playlist Duration settings, all shown at the bottom of the panel).

Tip: The values of some of these cell settings are shown overlaid on the relevant Cell.

Tip: Access the "Mix" section controls by tapping on the Root/Tempo indicator in the top Status bar.

Mix section: The Mix Tempo, Mix Root and Ramp Up/Down settings apply to both a mix and/or that mix in a Playlist, but the Playlist Duration/Playlist Duration Range/Playlist Ramp Down are specific to that mix only in Playlists.

Important: We do not support Mix level *rules* that override those in all cells, but it is something we may consider later.

Noatiki Tip: When exporting a piece for use as a template, it is best to use a maximum piece length (32,000 seconds).

Tip: If you are going to be making your mix or piece available for others to use, you may well wish to include your own copyright statement for each piece in the mix. Each voice within the piece can also have its own copyright statement.

For full information on the Intermorphic Music Engine (IME) parameters refer to the [IME User Guide](#).

UI Item	Description
Generative Cell	
Gen Bars	<p><i>Default:</i> ∞ [0 - 1000] - The minimum number of bars for which a cell will play generative content. <i>Special Value:</i> If this value is set far left to ∞ [0] then once play in a Track reaches such a cell the generative content in that cell will continue to play either for as long as the mix plays or until you manually select another cell in that Track to play.</p> <p>This value is the first of a pair of numbers shown in blue in the top line of text at the bottom of the cell.</p> <p>The value in brackets next to the Gen Bars value shows what this represents in terms of h:m:s and takes into account the mix tempo.</p>
Gen Bars Range	<p><i>Default:</i> 0 [0 - 1000] - A value that is added to the Gen Bars value to define the maximum number of bar for which a cell will play generative content.</p> <p>This value is the second of a pair of numbers shown in blue in the top line of text at the bottom of the cell. If the first value (above) is ∞ then this value is not shown.</p>
Harmonize with Me	<p><i>Default - ON:</i> This determines if Wotja needs to take the notes played by this Cell into account when composing/playing other Cells.</p>

Harmonize with Others	<i>Default - ON:</i> This determines if Wotja needs to take the notes played by other Cells into account when composing/playing notes for this Cell.
Generative Piece Rules	
Scale Rules	<i>Default - Default Rule:</i> When the cell is playing any active rule element will flash; the colour is that of the Voicetype of the playing voice. To edit or change the Piece Level Scale Rule (which can be overridden at Voice level), tap on it to go to the Rule Editor screen. For information on Scale Rules refer to IME Rule Object . For information on Piece Level rules refer to IME Piece Rules .
Harmony Rules	<i>Default - Default Rule:</i> When the cell is playing any active rule element will flash; the colour is that of the Voicetype of the playing voice. To edit or change the Piece Level Harmony Rule (which can be overridden at Voice level), tap on it to go to the Rule Editor screen. For information on Harmony Rules refer to IME Rule Object . For information on Piece Level rules refer to IME Piece Rules .

Next Note Rules	<i>Default - Default Rule:</i> When the cell is playing any active rule element will flash; the colour is that of the Voicetype of the playing voice. To edit or change the Piece Level Next Note Rule (which can be overridden at Voice level), tap on it to go to the Rule Editor screen. For information on Next Note Rules refer to IME Rule Object . For information on Piece Level rules refer to IME Piece Rules .
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Scripting

Script	Show the first line of any Piece (Cell) level script. Tap on it for the Wotja Script Editor .
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Generative Piece Info

Title	Displays the Title of the Piece/Template, if it is defined. For information on Piece Title refer to IME File .
Author	Displays the Author of the Piece/Template, if it is defined. For information on Piece Author refer to IME File .
Notes	Displays any Notes in the Notes field the Piece/Template, if defined. For information on Piece Notes refer to IME File .

Cell Rules

Cell Repeats	<i>Default - 1:</i> The minimum base value for the number of times a cell will repeat after it has played through once and to which the range value (below) is added. For a generative template each bar counts as one repeat; for audio or MIDI content this is the length of the content
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	<p>rounded up to the end of a bar). <i>Note:</i> If the cell contains generative content and the Generative Bar Min is value is set to ∞ then this setting takes no effect as the cell never repeats!</p> <p>This value is the first of a pair of numbers shown in black in the bottom line of text at the bottom of the cell.</p>
Cell Repeats Range	<p><i>Default - 0:</i> Sets the range that applies to the above base value.</p> <p>This value is the second of a pair of numbers shown in black in the bottom line of text at the bottom of the cell.</p>
Loop (Toggle)	<p><i>Default - Off:</i> Turn this on to force the Cell to loop continuously. Only once Cell per Track can be looped. Turning on Looping for another Cell will turn off Looping for this Cell.</p>
Cell Root Offset: Mix Root + Semitones	<p><i>Default - Template Root:</i> Choose the Root you want to apply to the Cell. Its value is a Semitone offset from the Mix Root.</p>

Track Rule	
Sequence/One Shot/Loop	<p><i>Default - Sequence:</i></p> <p><i>Sequence:</i> When the content in the Track's current cell has finished playing, the next Cell in the track will play (unless it has been forced to loop).</p> <p><i>One Shot:</i> No Track Cell will play UNTIL it has been triggered (it will display the green "play marker" in the middle of the cell). Once triggered, any content will play through ONCE (like a sting) and then the cell will stop playing.</p> <p><i>Loop:</i> No Track Cell will play UNLESS it is forced to loop - either by tap/hold on the cell or by setting the Loop <u>Toolbox menu</u> "Randomize" menu functions only the item "Randomize Cell (sticky)" will randomize the Cell. <i>Advanced Tip:</i> Cells in Loop tracks containing Audio/MIDI content will play ONCE when the Column lock is first applied to a Column (if a cell is not already looping); cells containing generative content will be set to play for the length of the mix (∞).</p>
File Info	
Name	<i>File name:</i> This displays the name of the audio/MIDI file or original template used in the Cell.
Path	<i>Pak Name:</i> This displays the name of the zip file that includes the template.
Duration	<i>Content length (secs):</i> This displays the play length of the content in the cell.
Mix	

Mix Root:	<i>Random root is chosen for an automatic mix or from the template if created manually: Choose the Root you want to apply to the whole Mix.</i>
Tempo:	<i>Default - Template Tempo: Choose the Root you want to apply to the Cell. Its value is a Semitone offset from the Mix Root.</i>
Ramp Up: Seconds	<i>0-20: This applies when the mix starts to play (also in a Playlist).</i>
Playlist Duration: Seconds	<i>10-7200: This is how long the mix will play for in a Playlist (overridden by Music Play Time). Double tap for a pop-up menu where you can edit the value via on-screen keyboard.</i>
Playlist Duration Range: Seconds	<i>0-7200: A range value added to the Playlist Duration value (overridden by Music Play Time). Double tap for a pop-up menu where you can edit the value via on-screen keyboard.</i>
Ramp Down: Seconds	<i>0-20: This applies when the mix stops playing in a Playlist.</i>

Mix Edit : Param Editor - Voices

The screenshot displays the 'Voices' parameter editor for 'E-Piano_Chorused (MIDI: 1)'. The interface is organized into several sections:

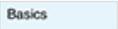
- Groups:** Voice #1 / 1
- Basics:** Voice Name (E-Piano_Chorused), Voice Type (Fixed Pattern)
- Repeat:** Mute (checkbox)
- Patterns:** MIDI Channel (1)
- Text to Music:** Send MIDI Bank/Patch? (checkbox)
- Chords:** Patch (006-Electric Piano 2)
- Rules:** Pitch (60)
- Comments:** Pitch Range (16)
- Articulation:** Phrase Length (4)
- Controllers:** Phrase Length Range (12)
- User C 1:** Phrase Gaps (1)
- User C 2:** Phrase Gaps Range (5)
- Micro Delay:** Note Rest % (0)
- Micro Pitch:** Ambient (checkbox)
- Micro Vol Env:** Units (Seconds (thousandths of a))
- Note to MIDI CC:** Duration (2000), Duration Range (6000)
- Volume:** Gap Minimum (2000)
- Pan:** Gap Range (6000)
- Velocity:** Follow (checkbox)
- Vel Range:** Follow Voice (?)
- Vel Change:** Percent (100)
- Vel Ch Range:** Strategy (Chordal Harmony), Units (Seconds (thousandths of a)), Delay (0), Delay Range (0)

The bottom navigation bar includes icons for Mix, Cut-Up, 0:33, Display, and Settings.

The Voice Editor screen is where you can fullscreen edit all the parameter values for each of the voices in the piece in the cell. You get to it from the [Network panel](#) by tapping on a Voice button (or IME Edit button) and selecting Edit from the pop-up menu.

Simply select the Parameter Group on the left hand side, and then edit the parameters on the right.

For full information on the Intermorphic Music Engine (IME) parameters refer to the [IME User Guide](#).

UI Item	Description
Undo/Redo	Undo or Redo your last parameter change.
Central area	
 <p>Voice Selector Bar</p>	<p>The Voice selector bar shows the number of voices in the piece (in the selected cell). Tap in the left or right side of this bar to move to another.</p>
 <p>Parameter Group List</p>	<p>Tap the item you are interested in the left hand Parameter Group list for the right panel to scroll to that section.</p> <p><i>Tip:</i> Tap "Basics" to scroll the Parameter Values panel to the top so you can see the Voice name.</p> <p>For full information on the Intermorphic Music Engine (IME) parameters refer to the IME User Guide.</p>
 <p>Selected Parameter Group</p>	<p>The selected Parameter Group.</p>
 <p>Parameter Values Panel</p>	<p>The Parameter Values panel is where you change the values for parameters in the group. Swipe up / down in this panel to scroll up or down.</p> <p>For full information on the Intermorphic Music Engine (IME) parameters refer to the IME User Guide.</p>

Mix Edit : Param Editor - Rule

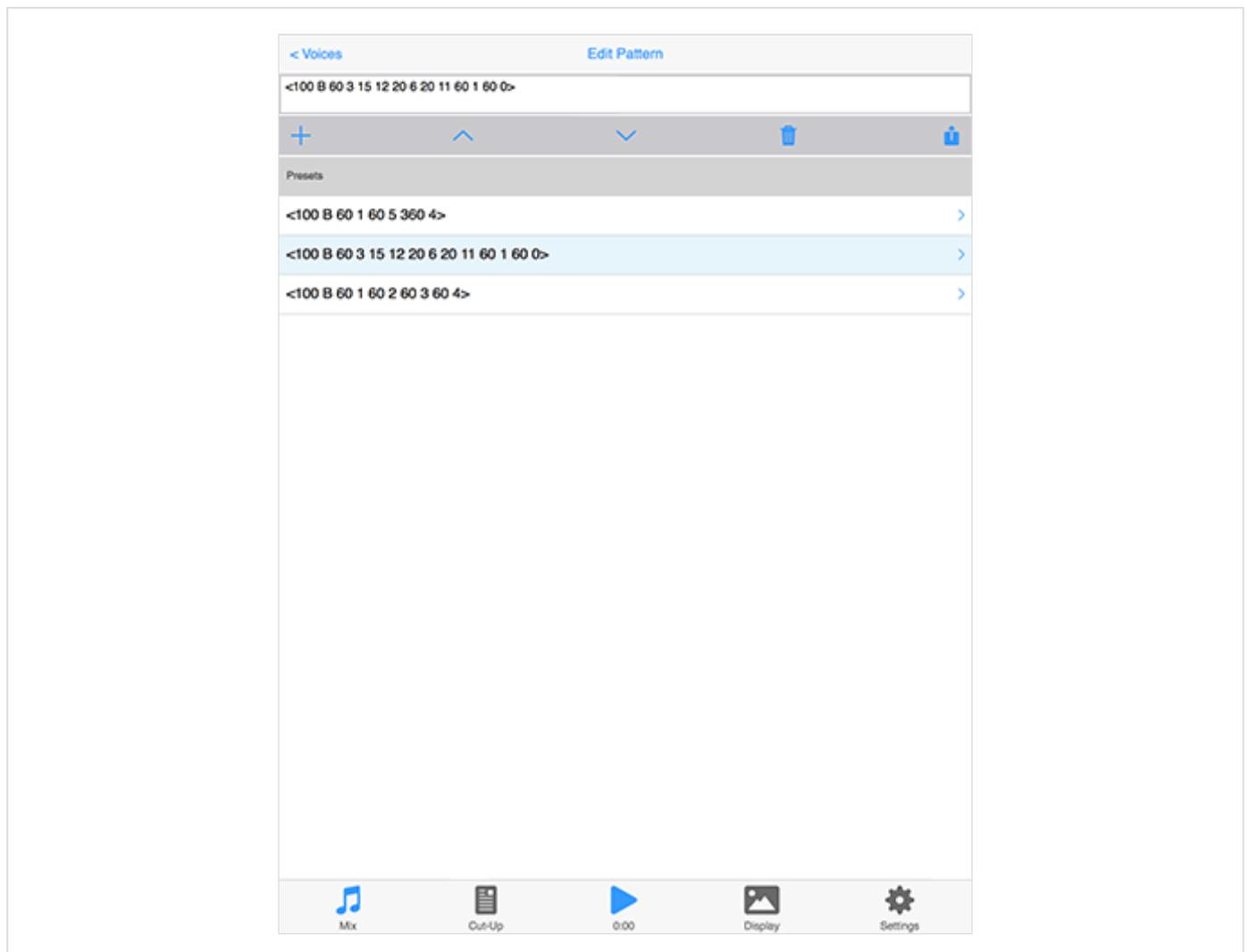


This view is where you select and (real-time) edit the Rules used in your voice or piece - be they Scale, Harmony, Next Note or Rhythm rules.

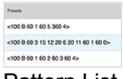
UI Item	Description
Top area	
 <p data-bbox="116 1888 204 1939">Rule Element</p>	<p data-bbox="260 1451 1479 1525">This control lets you change the rule elements. Tap on a rule element to change its value. The composition engine accommodates all rule changes in real-time - which can be a lot of fun!</p> <p data-bbox="260 1556 1479 1765">So that you can tell when a voice using the currently selected rule composes using it, it flashes the colour of the voice type used by that voice. This is primarily to remind you that other voices rely on that rule, so if you are going to change it then the way other voices compose may change, too. It can be useful to have the same rule used by all voices, but if you want to, then each voice can have its own rule!</p> <p data-bbox="260 1796 1479 1870">For full information on the Intermorphic Music Engine (IME) parameters refer to the IME User Guide.</p>
List area	

 Rules List	Below the Rule Edit area is a scrollable list contains all of the defined rules. Tap a rule to select it so that you can edit it in the Rule Edit area above.
Toolbar      	<p>The toolbar contains the Add Rule button, as well as a the Edit Rule Name, Cut, Copy and Paste buttons and the Delete button.</p> <p>When you select the Add Rule button you are presented with a set of included default rules. For Scale rules these may include Major, Minor, Dorian, Hypodorian, Hypolydian, Hypomixolydian, Hypophrygian, Lydian, Mixolydian, Pentatonic, Phrygian.</p>

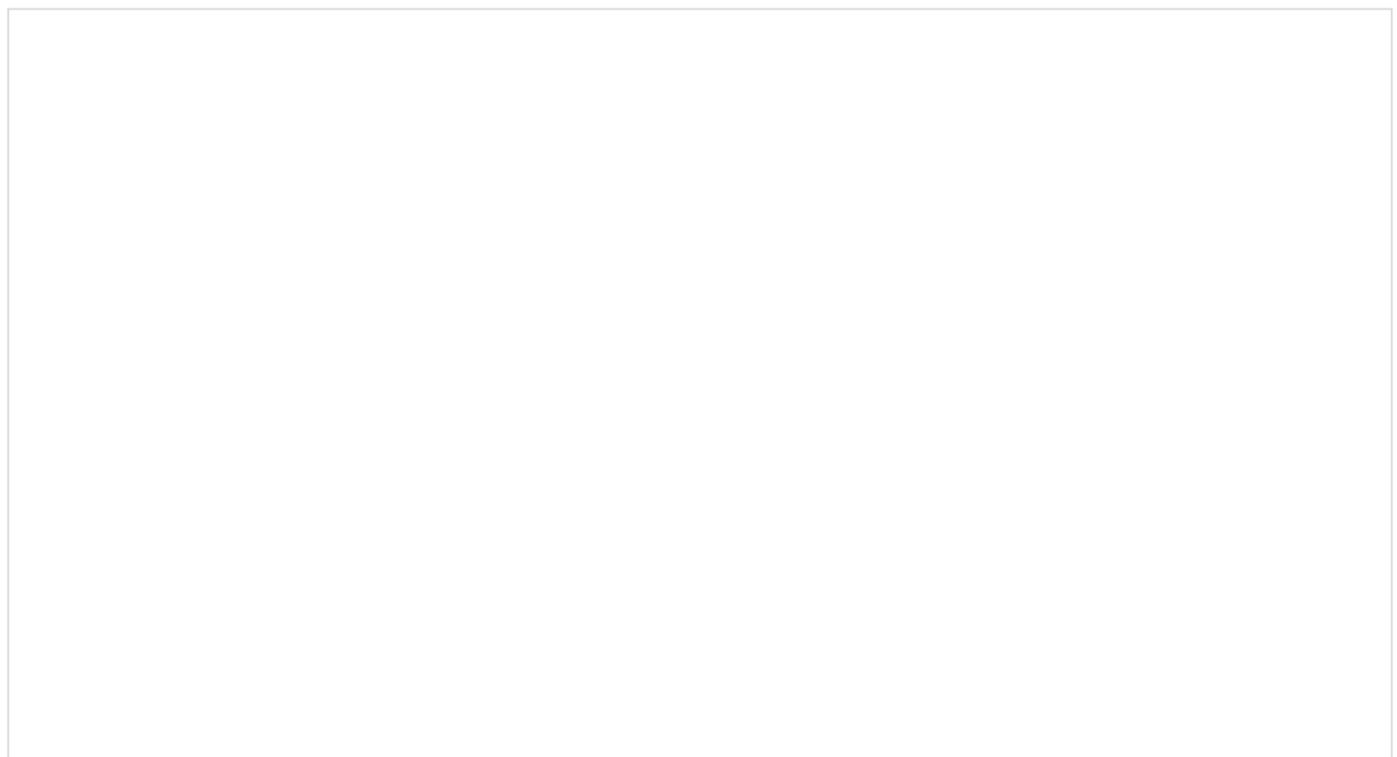
Mix Edit : Param Editor - Pattern

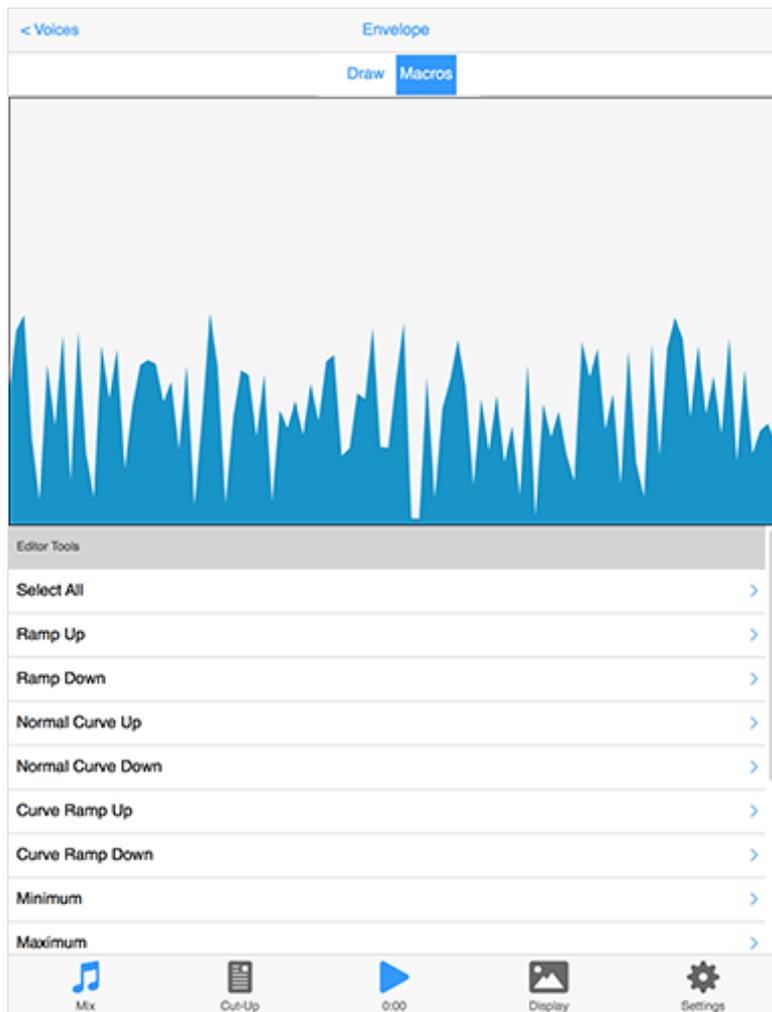


This view is where you edit all the Pattern parameters. Patterns are a little tricky to use because of limited string editing, so be aware. We suggest instead to use TTM Patterns.

UI Item	Description
Top area	
 <p>Pattern Edit field</p>	<p>Tap in the field to edit the IME Pattern or Sub-pattern. The IME Pattern Syntax can take a bit of getting used to and you will need to study it carefully if you want to use patterns.</p>
List area	
 <p>Pattern List</p>	<p>Below the Pattern Edit field is a scrollable list contains all of the defined patterns or sub-patterns. Tap a pattern to select it so that you can edit it in the Pattern Edit field above.</p>
<p>Toolbar</p> 	<p>The toolbar contains the Add Pattern button, as well as the Up and Down buttons to move patterns up and down, the Delete pattern button and the Presets button. Select the Presets button display a list of preset included patterns to choose from.</p> <p>IMPORTANT: The pattern you select in the presets list OVERWRITES your current selected pattern.</p> <p><i>Tip:</i> Patterns are a way that can be used to create hidden structure in a piece. Set up a voice to be of Voice Type Pattern, set its volume to be zero (e.g. in the Blend view), but do not mute it (or it will not count in terms of composition). Then, follow that Fixed Pattern voice with another voice. Set up the following voice with Chords Strategy set to Chordal Harmony and you will never hear the pattern but it will be used as an invisible skeleton around which to compose! If you want to hear the pattern, set Follows Strategy to Semitone Shift.</p>

Mix Edit : Param Editor - Envelope





Voice Envelopes are supported for the following parameters:

- Volume
- Pan
- Velocity
- Velocity Range
- Velocity Change
- Velocity Change Range

Envelopes work in the same way for all of these. This view is where you edit the Voice Envelopes.

Each envelope is a collection of up to 100 data points. A piece starts with the value at the left side of the envelope, and as it progresses, eventually ends up with the value from the far right of the envelope.

UI Item	Description
<div style="border: 1px solid #ccc; padding: 2px; display: inline-block; margin-bottom: 5px;"> Draw Macros </div> Envelope Mode	<p><i>Draw</i>: Select this if you want to draw direct on to the envelope with your finger to change the values.</p> <p><i>Macro</i>: Select this to use one of the various macro envelope editing tools.</p>



Envelope
Editor

- *Draw Mode*: Tap/drag to select the range using your finger...
- *Macro Mode*: Select the option you want. e.g. random, curve up etc.
- Select top *Draw* button to return to the normal click-to-paint mode.

Cut-Up : UI Overview



See: 'Free Mode' & Limitations

The powerful "cut-up technique" allows you to quickly generate ("Create") random word associations ("Cut-up") from a pool of words. This pool can include words from up to 5 user entered text fields ("Sources"), a user word library ("Word Library"), the customisable Wotja Word Bank ("Word Bank") and a non-editable Wotja Word Database ("Word Database").

You can lock down ("Lock") any words you want or, for just a selected word, choose one of the alternative cut-up words presented. You can use Rules ("Rules") to constrain your cut-up by lines, words and syllables.

Keep iterating until you find the interesting, inspiring or serendipitous combinations of words you are looking for. Save the the best Cut-ups ("Saved") and then use in real-world lyrics, poems, haikus, tweets etc.

For your cut-up you get to choose how many lines and how many words per line you want in it and whether you want Wotja to attempt End of Line (EOL) rhyming.

Tip: You can also also quickly generate cut-up in the [Text Editor screen](#).

In Wotja for macOS there are 3 main panels in the display.

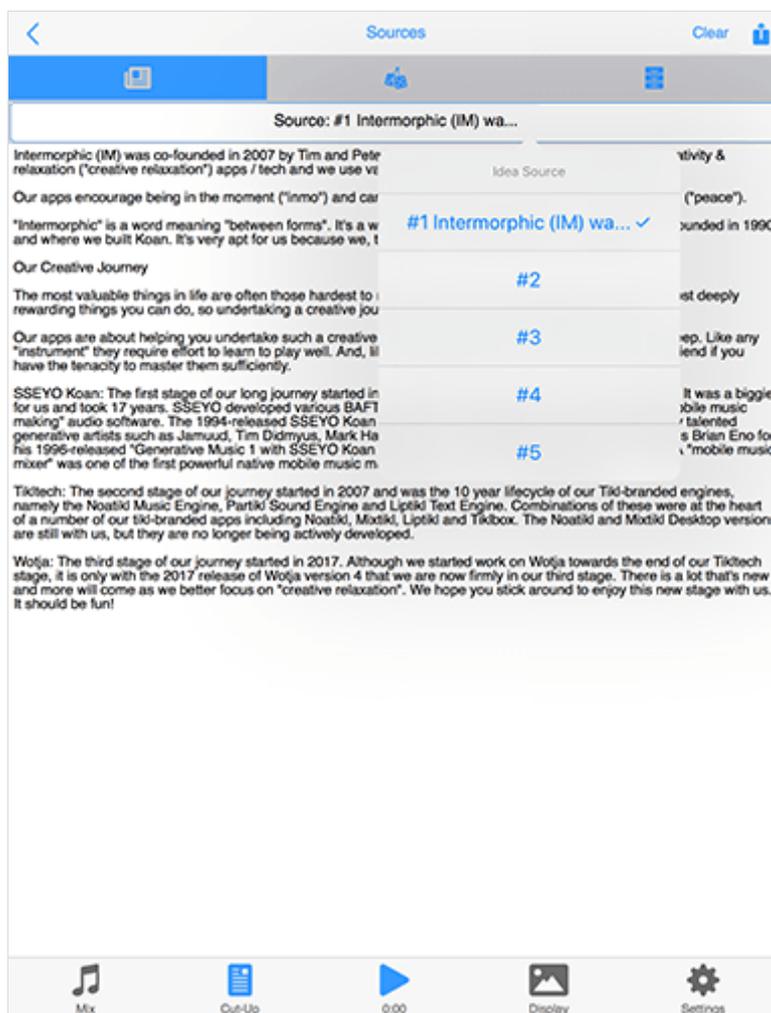


In Wotja for iOS these are selected by the control at the top (shown above):

- **Sources:** - Where you input and store all the text you want to be used as a source for your cut-up. The sources are saved in the your Wotja file and you can have up to 5 of them.
- **Create:** - Where you create your cut-ups. The created cut-up, locks and associated Rules are saved in your Wotja file.
- **Saved:** - Where you can see all the cut-ups you have chosen to save. These cut-ups are saved in your Wotja file.

Important: We respect copyright and strongly encourage you to do the same. That means if you use Wotja to come up with a lyric you like, make sure that it does not infringe the copyright of any of your source material. Wotja is pretty good at creating random "cut-ups", but it is just a tool for you to use to generate ideas. It is ultimately your responsibility to make sure you are not infringing anyone elses copyright.

Cut-Up : Sources



The Sources screen is the first of the three Cut-Up related screens.

It is where you input and store all the text you want to be used as a source for your cut-up. The sources are saved in the your Wotja file and you can have up to 5 of them.

Each source field is plain text only and you can type the data in directly, or paste-in some text from the clipboard.

macOS: There are also various other options you can use, which are on a pop-up menu that you can get at either by either right clicking or control clicking.

The *Sources* text boxes are all editable, which means you can move words around by cutting and pasting, or even edit or manually add in new words.

Tip 1: The more interesting the source material you use, the more interesting the cut-up suggestions generated. You can think of your favourite source materials like spices or ingredients, and then build up a collection of your favourites to add when you want. You can then add as little or as much as you like!

Tip 2: Why not try using text from some current news item as a Source - that way you can make sure you use words that are current, and some interesting themes can seemingly come out of nothing!

Tip 3: The more words there are in your Sources the more options for cut-ups.

Tip 4: To use the "Sources Only" cut-up mode requires that you have at least one source defined.

UI Item	Description / Menu Items
 <p>Action</p>	<p>Popup Action menu.</p> <ul style="list-style-type: none"> • <i>Export Source to Clipboard:</i> - Exports the currently selected source. • <i>Export all Sources to Clipboard:</i> - Exports all 5 source fields to the clipboard. • <i>Import Source from Clipboard:</i> - Imports what is on the clipboard to the currently selected source.

<p><small>Intermorphio (IM) was co-founded relaxation ("creative relaxation") a Our apps encourage being in the "intermorphio" is a word meaning and where we built Kolan. It's very Our Creative Journey The most valuable things in life are rewarding things you can do, so u Our apps are about helping you u "intermorphio" they require effort to know the intermorphio in intermorphio.</small></p> <p>Text Area</p>	<p>This text area displays your source. It supports standard iOS text copy/paste etc controls.</p> <p>There is no formatting of text in a source.</p> <p>Wotja for macOS:</p> <p>In Wotja for macOS you can access a pop-up context sensitive menu by either right clicking (Windows) or right clicking/control clicking on one of the text fields in the Sources area, or a word in this area.</p> <p>Right/Ctrl click on a word</p>
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NB: You can click on a word, or, specifically in respect of the search option, select (highlight) single or multiple words.

- *Thesaurus*: Searches for the selected word via an online thesaurus engine.
- *Dictionary*: Searches for the selected word via an online dictionary engine.
- *Search*: Searches for the selected word via an online search engine.
- *Look Up*: Loads the integral macOS dictionary your selected word.
- *Share*: Displays the list of standard macOS options that are available for sharing.
- *Rhyme*: Searches for words (via Rhymebox.com) that rhyme with the selected word. The menu options are:
 - Normal
 - Phonetic
 - Consonants
 - German
 - Normal
 - Phonetic
 - Consonants
- *Edit...*: Displays the list of standard macOS options for copy/paste etc.
- *Services...*: Displays the list of standard macOS options for copy/paste etc.

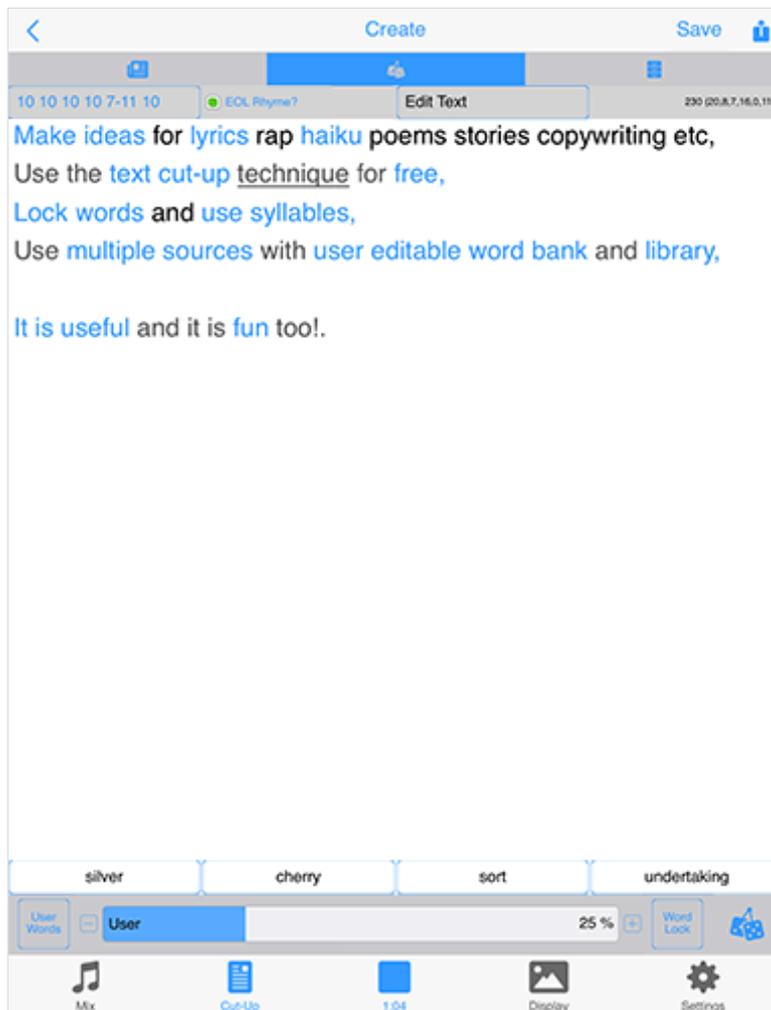
Click on the background

- This presents a slightly different pop-up menu, similar to that from "Edit..." above.



Either tap a dot or swipe the screen left or right to move between sources.

Cut-Up : Create



The Create screen is the second of the three Cut-Up related screens.

It is where Where you create your cut-ups. The created cut-up, locks and associated Rules are saved in your Wotja file.

Tapping a word will lock/unlock it (a locked word is shown in red and will not be changed when you press the Create Cut-up button).

UI Item	Description / Menu Items
 <p>Action</p>	<p>Popup Action menu.</p> <ul style="list-style-type: none"> • <i>Export to Clipboard:</i> - Exports the current cut-up to clipboard. • <i>Email:</i> - Exports the current cut-up and inserts into the body of an Email. • <i>Tweet:</i> - Select to copy your cut-up to a Tweet (only displays if you have an active Twitter account already set up). • <i>Tweet:</i> - Select to copy your cut-up to a Facebook post (only displays if you have an active Facebook account already set up). • <i>Import from Clipboard:</i> - Select this to replace your cut-up with the text on the clipboard. This can be useful of you want to create a new Rule from e.g. an existing poem, lyric etc.

 Save	<p>Saves this cut-up to Saved.</p> <p>If this is the first one you save you see no pop-up. If you already have a saved cut-up in Saved, you see a pop-up with two options:</p> <ul style="list-style-type: none"> • <i>Replace</i>: Replaces a saved cut-up in your Saved list, with the new one. • <i>Append New Cut-up</i>: Saves the cut-up to the end of the Saved list.
 Edit	<p>Select to be able to edit the text in the cut-up area as plain text e.g. perhaps to change a word or even add new words (in which case a suitable new matching Rule will be generated).</p> <p>When in Edit mode, click in a word to place the cursor and press the Esc key to see a drop list of words; or double click a word to select it (once selected if you wait a second and click/hold the word again you can drag it).</p> <p>Press "Done" when finished to revert back to standard cut-up screen behaviour where tapping a word will lock/unlock it.</p>
 Rules	<p>This top left button shows you the rule being used to create your cut-ups. If the rule has a title you will see it here, otherwise you will see the rule syntax.</p> <p>Tap on the Rules button to go to the Rules List where you can select a rule.</p> <p>Tap on the Rules button to go to the Rules List where you can select a rule.</p>

 EOL (End of Line) toggle	<p>Setting determines whether Wotja attempts to rhyme the ends of lines with other lines. For true, random, cut-up, then you would leave this set to EOL - OFF.</p>
 Character Count	<p>Displays the number of characters in your cut-up (useful to know if you plan on tweeting your cut-up) and number of syllables in each line.</p>
 Text Area	<p>Lines are alternatedly coloured with black and dark grey so that if your text wraps you can easily see which line the words are in.</p> <p>Tap a word to lock or unlock it (it shows in red when locked). When you select a word (locked or unlocked) it also underlines it to show that it is the selected word (e.g. "inspiring" in the screenshot above). To select a word without changing its lock state tap on it and then drag away from it and release. Even though the word does not display an underline, it is now selected.</p>
 Word Alternatives Bar	<p>This is displayed just above the bottom toolbar. If you tap on one of the four alternative words (e.g. "creative" in the screenshot above) then that word will replace the selected word (e.g. "inspiring" in the screenshot above). To refresh the alternative words shown, either tap a blank part of the cut-up area or tap the Create Cut-up button.</p>



Library Button

Located to the left of the Blend slider, tap this to view the User Word Library which where you can add your own favourite words ("spices") that you can mix with words from your sources. In the User Library click the Show button to view the Wotja Word Bank (containing over 650 selected words). Both are editable/customisable and operate as standard text fields.



Library Screen
(click image for large)

The User Word Library and Wotja Word Bank are both stored outside of the Wotja file, so these words are available to use in cut-ups for any file.



Library Screen
(click image for large)



Wotja Word Bank
(click image for large)



Blend Slider

The position of the blend slider determines what proportion of words are selected from your Sources or from the User Library and/or Wotja Word Bank.

Left means use words only from Sources, and right means use words only from your Word Library. Any where in between is a blend!



Cut-Up Mode Selector

Tap the Mode Selector to choose how your cut-up is created.

Word Lock: In this classic mode, words can be locked, and the non-locked words are changed using the active rule (including syllables), and are sourced from Sources text, User Library and any Word Bank data you might have defined. This mode is very useful for fine-tuning a cut-up.

Sources Only: This new cut-up mode analyses the structure of the Sources text and lets you create cut-up with a more natural feel; in this mode the cut-up is created from Sources ONLY and it uses the active rule (ignoring syllables) but EOL rhyming and word locks are ignored.



Create Cut-up Button

This button looks like a dice and is located on the right of the tools panel. Provided you have first added some words to at least one of the Sources text boxes above (or you have some words in your User Library or the Wotja Word Bank toggle is on AND the Library slider is not hard over to the right) when you click this you'll see a Cut-up appear in the text area above it. Each time you click this button all non-locked words will be replaced by words selected at random from your word pool and/or Library/Word Bank.

Rules List



Rules List
(click image for large)

In the Rules List you will see the available Rules and can select the rule you want to have used for your cut-up.

If there isn't one there you want to use then you can easily create and use any rule you want - see the [Rule Editor](#).

Tip: Rules are stored in a Wotja file. When you create a new cut-up then the Rules List is populated with the default rules. The cut-up uses only the rule you select and you can delete any of these rules you don't want to be used for cut-up.

Edit:

- *Delete a rule:* Tap the left hand red icon to delete a saved cut-up.
- *Re-arrange Rule list:* Select the right hand list icon and drag it up or down.

Actions:

- *Export to Clipboard*: Select to export all rules to the clipboard.
- *Import from Clipboard*: Select to import rules that are on the clipboard. Wotja ensures there are no duplicates.
- *Prune*: Remove all rules from the list that are not actually used in this Wotja file.
- *Use Default Rules*: Replace all the rules in your Wotja file with the default rules (use carefully!).

Rule List item:

- *Rule*: Tap to use it for your cut-up.
- *Cogs icon*: Tap to take you to the [Rule Editor](#).

Rule Editor



Rule Editor
(click
image for
large)

See: ['Free Mode' & Limitations](#)

The Rule Editor provides an easy, graphical way to create rules.

If there isn't a rule you want to use in the Rules List, or you want to edit it, then you can do that easily. There are 3 ways to edit or create Rules. Either:

- A) Use the Rules Editor, or;
- B) Create a rule in a text editor and copy it (e.g. 3 5 6 6) and then paste it into the Rules field (or, from the top right Rules Action button in the in the Rules List select "Import All from Clipboard" to import it) or;
- C) In the Create screen, tap the top right Edit button and type into the textarea any old text for the kind of rule you want (where any single letter counts as a word, you do not have to type full words), e.g.:

```
A A A A A
A A
A A A
```

would be a "5 2 3" rule.

Editor Controls:

- *Edit button (top right)*:
 - *Delete rule*: - Tap the left hand red icon to delete the rule.
 - *Re-arrange rules*: - Select the right hand list icon and drag it up or down.
- *Rules Field*: This is editable.
- *Title Field*: This is editable.
- *Line Summary*: This displays the word and syllable count for the line. Tap the line to expand

- *Line Summary*. This displays the word and syllable count for the line. Tap the line to expand it so you can use the sliders to change the rule values.
- *Slider controls*:
 - *Words Minimum*: The minimum number of words in the line of cut-up.
 - *Words Maximum*: The maximum number of words in the line of cut-up.
 - *Syllables Minimum*: The minimum number of syllables in the line of cut-up.
 - *Syllables Maximum*: The maximum number of words in the line of cut-up.

Rule Syntax

The most basic Rule consists of a series of numbers. Each number stands for the number of words to put in a particular line of the cut-up. For example, the numbers "3 4 5 6" would represent four lines of cut-up as there are four numbers. The first line would have three words, the second would have four words, the third would have five words, and the fourth would have six words.

There is a lot more you can do if you want to, and it then helps to understand the Rule syntax.

Line Rule Syntax

Tip: Items in [] are optional.

```
LineWordsMin [- LineWordsMax[:SyllablesMin [-SyllablesMax]]]
```

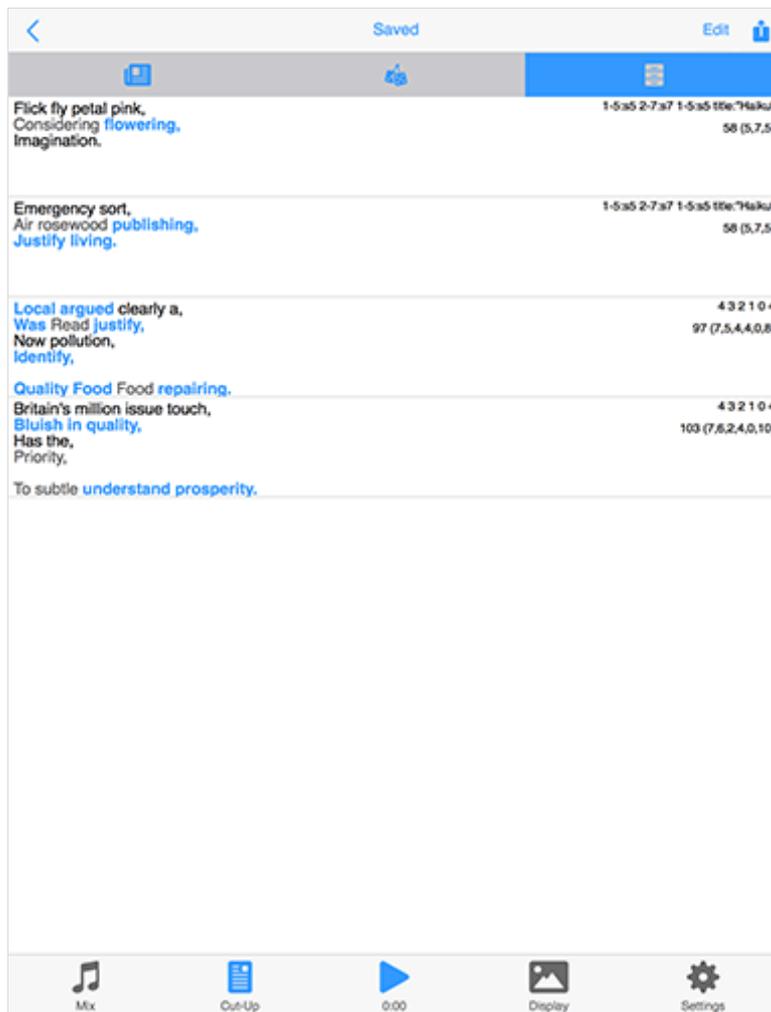
Composite Syntax

```
LineRule1 LineRule2 LineRule1 [title:"Name"]
```

Using the above syntax it is easy to create a Haiku rule with 3 lines of words within a range and fixed number of syllables of 5,7,5 for those lines. e.g.:

```
1-5:s5 2-7:s7 1-5:s5 title:"Haiku"
```

Cut-Up : Saved



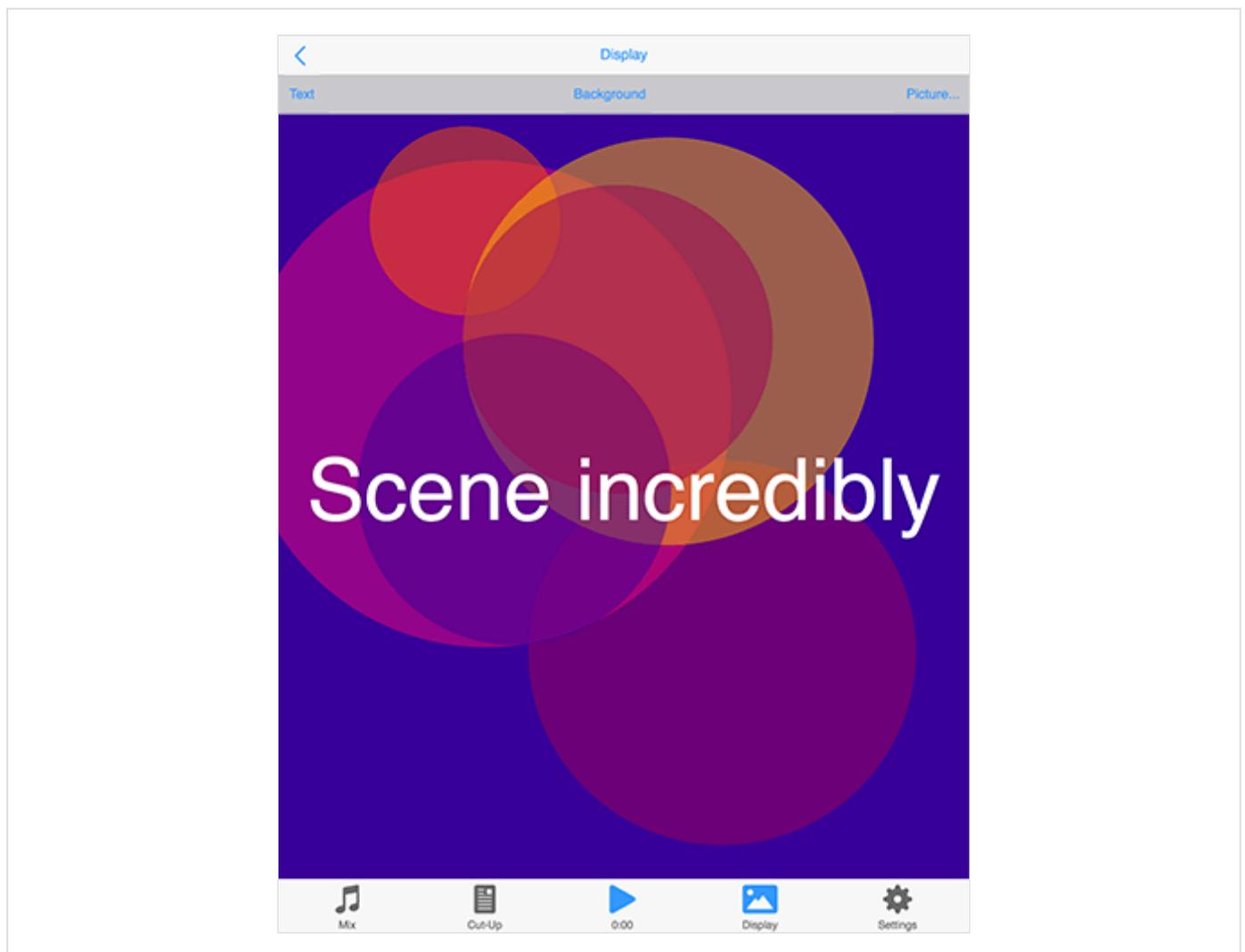
The Saved section is the third of the three Cut-Up related screens / sections.

It is where you can see all the cut-ups you have chosen to save. These cut-ups are saved in your Wotja file.

UI Item	Description / Menu Items
 Action	Popup Action menu. <ul style="list-style-type: none"> • <i>Cut-ups to Email:</i> - Select to copy your saved cut-ups and paste them into a new email. • <i>Cut-ups to Clipboard:</i> - Select to copy your cut-ups and paste them to the clipboard.
 Edit	Popup menu. <ul style="list-style-type: none"> • <i>Delete saved cut-up:</i> - Tap the left hand red icon to delete a saved cut-up. • <i>Re-arrange cut-up list:</i> - Select the right hand list icon and drag it up or down.
 Saved Cut-up	Tap a saved Cut-Up to select it. <i>Export Saved Cut-Up:</i> Right click a saved Cut-Up for a pop-up menu with options to copy it to the Clipboard or share it via standard Apple services.
	<i>Add:</i> Copy the current Cut-Up to the saved Cut-Ups.

 Action  Edit	<p><i>Replace</i>: Replace the selected saved Cut-Up with the current Cut-Up.</p> <p><i>Up/Down</i>: Use these buttons to change the order of saved Cut-Ups.</p> <p><i>Edit</i>: Copy the selected saved Cut-Up to the Cut-up screen for editing.</p> <p><i>Delete</i>: Delete the selected saved Cut-Up.</p> <p><i>Export All</i>: Tap the right hand Actions button for a pop-up menu with options to copy all saved Cut-Ups to the Clipboard or share them via standard Apple services.</p>
 Cut-up	<p><i>Edit saved cut-up</i>: Tap on a saved cut-up and in the pop up message select OK to copy it to the Cut-up screen for editing.</p> <p><i>Delete saved cut-up</i>: Swipe left on a cut-up and select Delete.</p> <p><i>Export one cut-up</i>: Swipe left on a cut-up and select Export.</p>

Display



See the Video: [Wotja iOS: Playlists \(8m\)](#)

The Display Tab (also referred to as Display Screen) is where you access the screens that let you set up how your wotja looks, i.e. for Fullscreen display when someone loads it.

If you want to add text to your wotja you can do that in the TTM (Text To Music) view in the Design screen.

UI Item	Description / <i>Menu Items</i>
 <p>Files</p>	<p>Back to <u>Files</u> screen.</p> <p>For details on the Save Changes popup displayed when you press this button see the description of this button in the <u>UI Elements</u> section.</p>

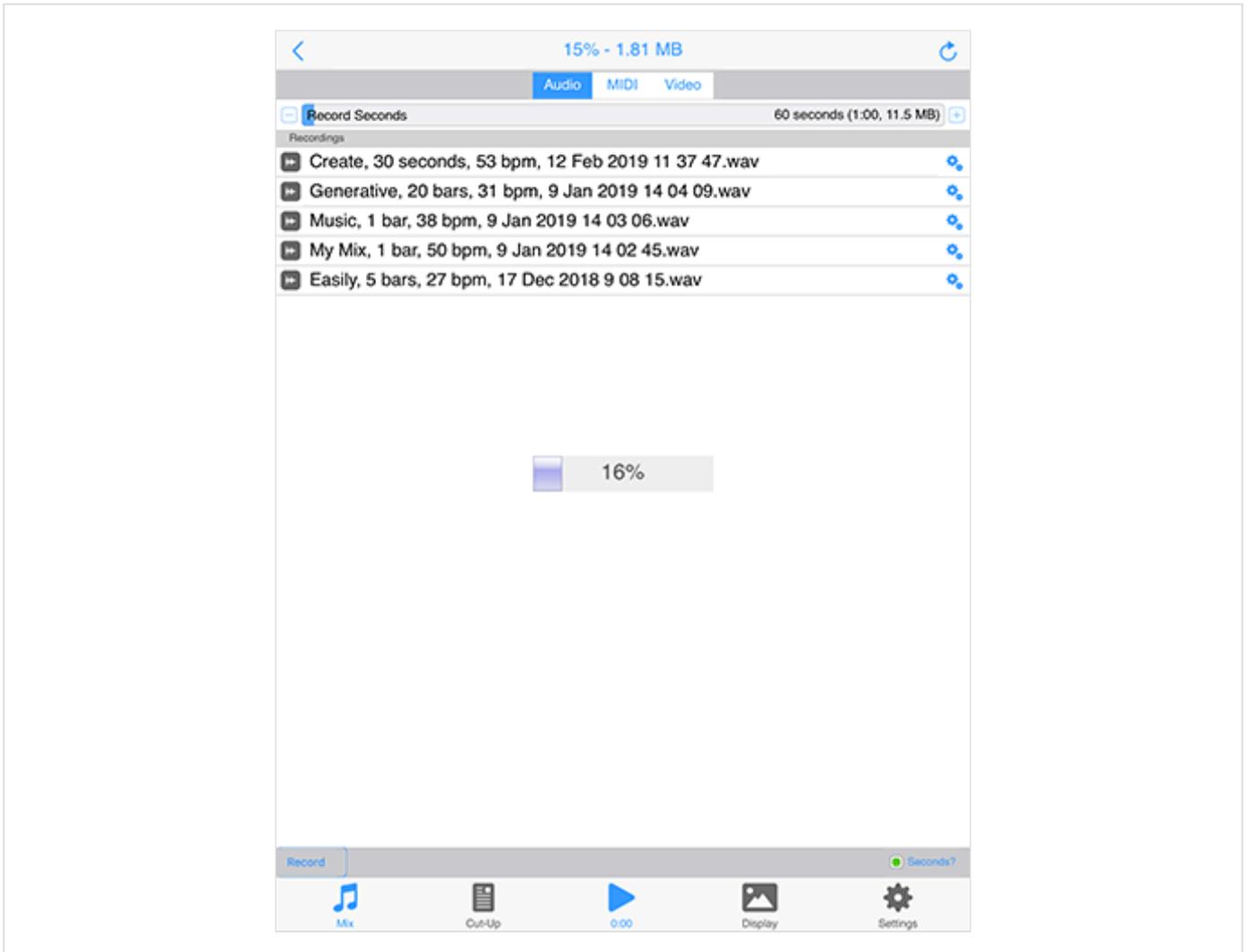
 <p>Text</p>	<p>Displays a pop-up menu where you can select:</p> <ul style="list-style-type: none"> • <i>Show Text from Cut-Up</i> [Default]: The icon thumbnail in Files screen and that exported for a tweet shows this text overlaying the image. • <i>Show Text from TTM Voices</i>: The icon thumbnail in Files screen and that exported for a tweet shows this text overlaying the image. <i>Tip</i>: To prevent TTM text displaying, in the TTM Text Edit screen set the "Display?" toggle to off. • <i>Text Hide</i>: When selected then no text is shown in the Thumbnail - this can be quite nice! • <i>Change Text Colour</i>: Goes to a screen where you can set the text colour via RGB sliders or a HSB colour wheel.
 <p>Background</p>	<p>Go to a screen where you can set the background colour via RGB sliders or a HSB colour wheel.</p>
 <p>Picture</p>	<p>iOS: The toggle is only shown ONCE a picture has been selected. Tap on the text otherwise displays a popup menu with the following items:</p> <ul style="list-style-type: none"> • <i>Browse</i>: Goes to the Photos app screen where you can select a picture to use as a background image to your wotja. Turn off the toggle to remove the image from the wotja when you next save it. macOS: Select an image using Finder. • <i>Random</i>: Creates a random icon/thumbnail to use for the mix as according to the "<u>Random</u> > Albums > Icon Palette and Icon Graphic" settings. • <i>Clear</i>: Removes any icon or picture icon associated with the mix so you can use the Background colour setting. <p><i>Tip</i>: If you want to export an imageless (i.e. small) wotja to clipboard for embedding in a webpage, then from the Action menu select "Export Wotja URL to Clipboard (no image)".</p>
	<p>Wotja A iOS Only: Tap anywhere in the center area to go Full Screen mode; when in Full Screen mode, tap anywhere to return to the Display screen.</p>



Full Screen
(click image
for large)

In Full Screen mode the background picture, if attached, will slowly auto-pan around the screen.

Mixdown & Recordings



See: 'Free Mode' & Limitations

The Mixdown & Recordings screen can only be accessed from the "Mixdown & Recordings" Action menu item in Mix Mode:

- Mix Mode > Action (icon)

This screen is where you can create and preview recordings: WAV (as per Wotja Audio Output System Setting [hardware dependent]), MIDI and Video (iOS, macOS only).

These recordings are all saved to the "Wotja Folder", the location of which depends on the OS and/or whether iCloud is enabled for Wotja.

MIDI Recording Note: MIDI file recordings are saved as Type 1 files.

- In Wotja V19 Type 1 MIDI recordings combine *all* MIDI from Cells in each Track onto one MIDI channel, irrespective of the MIDI assignments in that Cell. For example, if you have a mix with content/templates in both Cell 1 Track 1 and in Cell 1 Track 2 then *all* MIDI from the former is recorded to MIDI channel 1, and from the latter to MIDI Channel 2, etc.
- If in Wotja V19 you wish to *record to a multi-channel Type 1 MIDI file* you must therefore split your content up across Cells in different Tracks. i.e. if you had content in Cell 1 which generated MIDI on Channels 1 and 2, then remove the Channel 2 MIDI content and put that into Cell 2.

Video Recording Note: When making a Video recording Wotja creates an audio recording (that you will find in the Audio segment when you next look there) and creates a video based on that recording, using the current "Display Mode" settings to provide a still image for use in the video.

Tip: For audio/video recordings you can set the music Ramp in and Ramp down times (from 0 - 20 seconds) in the Mix section of the [Cell & Mix Rules panel](#).

Tip: Use the following apps to locate and then export/share a mixdown recording:

- iOS: iCloud enabled - Use the [Apple Files app](#) (See also [this FAQ](#))
- iOS: iCloud not enabled - From the Wotja Mixdown & Recordings screen > Actions button > Open With... and *try* sharing via the options presented there; alternatively use [App File Sharing](#) (See also [this FAQ](#))
- macOS: Finder
- Windows: Explorer
- Android: Files app (or other File Manager app); Once you have selected the file(s) you want to export/share (e.g. recordings), use the Share Menu in the Files app to do what you want (alternatively use USB to copy files off your device)

Usage:

- *Set recording length:* Using the top Record Bars slider control you can set the number of bars you want to record (up to 100 bars maximum by default, but extendable via the Max Bars slider control in the mix segment of [Settings](#)).
- *Start the mixdown:* Tap the left "Record" bottom in the bottom toolbar.
- *Recording progress:* The title bar will show the recording progress (e.g. 34% - 1.75 Mb) and you will see a % Recording progress popup in the middle of the screen (e.g 35%).
- *Recording complete:* The popup will disappear and you will see your recording show up in the list below (if you are using iCloud it might take some time depending on how long your recording is).
- *Preview recording:* Audio/MIDI recording: Tap it to start and stop it playing (but there is no visual indication), or use the right side tools button and select Open With; Video recording: Tap it or tap the right side Action button (tools icon) and select Open With.

Notes:

Recordings you make are saved to the Wotja iCloud folder or Wotja folder depending on the "Use iCloud" setting (iOS > Settings > Wotja > Use iCloud).

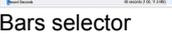
Mixdown recordings are not live recordings and they are made as fast as your device allows. To be made they require sufficient device memory to be available.

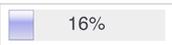
When a recording is made it is held in memory before iOS flushes it to the file system.

Bytes per second = $48000 \times 2 \times 2 = 192,000$. 100 bars of 4:4 at 60 bpm is 400 seconds of recording (just over 6 minutes). In terms of bytes this is $192000 \times 400 = 77 \text{ MB}$. At 30 bpm, that is 154 MB.

For every 100 MB recording, you need to have space in the file system. 10 recordings will be 1 GB.

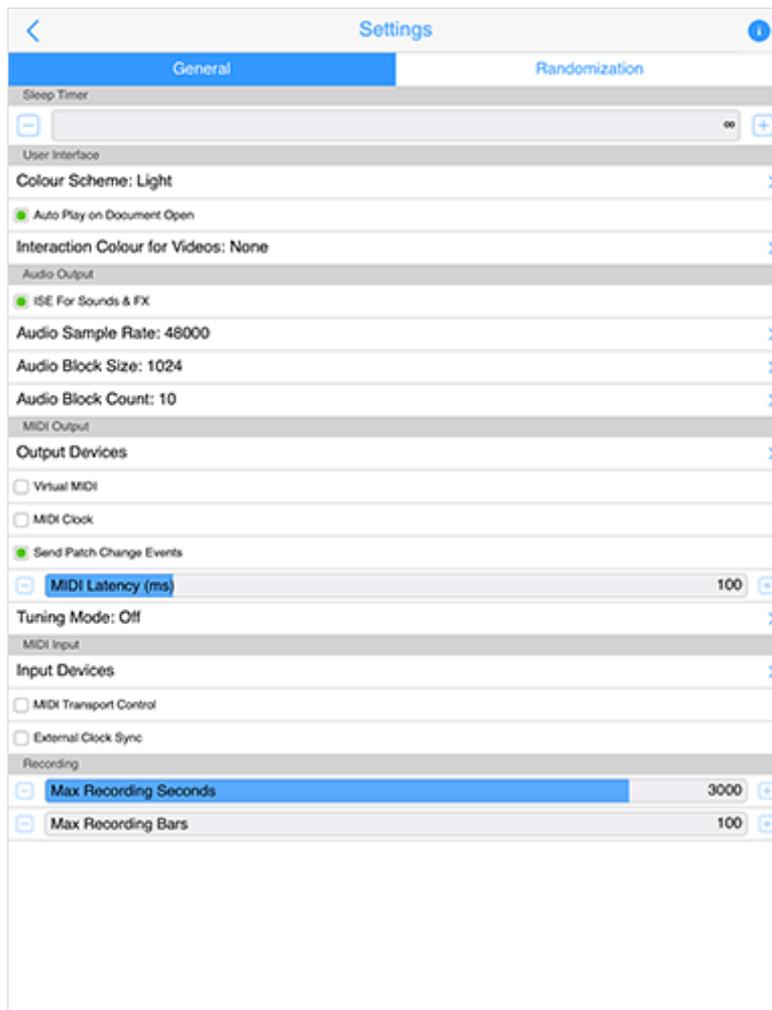
If you're using iCloud, e.g. 10 files totalling 1 GB, remember that those files are synced with the cloud.

UI Item	Description
 <p>Mix button</p>	<p>Tap to go to back to the Mix Mode screen.</p>
 <p>Title</p>	<p>When a recording is being made this will change to indicate the progress of the mixdown.</p>
 <p>Audio/MIDI/Video selector (Video is iOS, macOS only)</p>	<p>Tap to select which file type you want to record do. The supported mixdown recording formats are:</p> <ul style="list-style-type: none"> • 48Khz/44Khz (hardware dependent) Stereo WAV file, or; • Type 1 MIDI file; or • .mv4 (newer devices) or .mov (older devices) file
 <p>Bars selector</p>	<p>To change the bars value either tap the "-" or "+" buttons, drag your finger along the slider or double tap it for a pop up to manually enter a value.</p> <p>You can increase the default value in Settings > Mix.</p>
 <p>Recording</p>  <p>Audio file</p>  <p>MIDI file</p>  <p>Video file</p>	<p>The recording item uses an icon to indicate the file type and the description shows the name, bars, tempo and date/time.</p> <p>Tap the recording to preview it (tapping audio/MIDI recordings can start/stop them playing, but there is no visual indication; tapping a video recording shows the Actions popup), or use the right side Action button (tools icon) and select Open With.</p>

 <p>Actions</p>	<p>Tap the tools button shown to the right of the recording to present a pop-up action sheet with the following options:</p> <ul style="list-style-type: none"> • <i>Show in Finder (macOS only):</i> Opens a Finder window with the file selected. • <i>Open With... (iOS only):</i> Opens an action sheet where you can choose how to export/share your recording to e.g. to iCloud Drive, Facebook, Dropbox etc. depending on what you have installed. See also this FAQ. • <i>Delete (Wotja X only):</i> In Wotja X this is how you delete your recording; in Wotja A (iOS), use the top Edit button or swipe left on the recording and press the red delete button. • <i>Preview (iOS/macOS Video segment only):</i> This allows you to preview your video. • <i>Create Video (iOS/macOS Audio segment only):</i> Wotja will create a video from your selected recording, using the current "Display Mode" settings to provide a still image for use in the video, and present it in the Video segment. This approach allows you to take a "finessed" recording of your generative mix, and create videos from it at your leisure.
 <p>Record button</p>	<p>Tap this to start a recording. Once a recording is being made it changes to "Stop". You can press that to stop the recording being made.</p> <p>As the recording is being made you will see the recording progress is displayed at the top of the screen instead of the screen title.</p>
 <p>Recording Progress</p>	<p>Shows the % progress of the mixdown recording, e.g. 34% done.</p>

Settings: General

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The General "segment" in Settings is where you set the Sleep timer if required, the User Interface mode (Light or Dark) and various Audio settings.

It is also where you determine how you want Wotja to play its sounds and, amongst other things, how it is used with Audiobus / Inter-app Audio [both iOS only] and MIDI Out/In.

This screen is accessible from the Cog item which is shown in the Documents screen and others.

Item	Description
 Info	Select for a popup with links to further information, such as version number, links to this user guide, website, EULA, Privacy Policy etc.
Sleep Timer	
Timer Slider	<p>(Default: Infinite) The sleep timer can take values 1m to 60 mins. Use it to set how long you want to Wotja to play before fading out over the last few seconds of play time.</p> <p>The timer is off when the slider is in the near left position. You will then see the value shown as ∞.</p> <p>If the setting is ∞ then it means there is no sleep timer active and the only timer in operation is the Music Play Time Timeout.</p>

User Interface	
Colour Scheme: Light/Dark	(Default: Light) This where you choose whether you want the app to use a Light or Dark scheme to suit your preference. This User Guide uses the Light scheme. Select the Light or Dark option to change theme - it is that simple!
Auto Play on Document Open	(Default: Enabled) This setting simply means that when you open any file it will start to play.
Interaction Colour for Videos: None, Red, Green, Blue	(Default: None) This setting enables/disables a Red, Green or Blue "blob" overlay on many UI events and it is for those wanting to create videos of Wotja operation. When it is on it is easier to see what is going on, but the UI will also be a little slower to update.
Audio Output	
ISE for Sounds & FX	(Default: On) Enables <u>ISE sounds</u> , which all voices use as this is the sound generator for Wotaj. Turn this to off when you want to play through an external synth(s) and you do not want to hear the ISE sounds as well. NOTE: When this is set to OFF you will not hear anything from Wotja unless you have a MIDI device connected (and you will hear sounds through that instead). Note: Inter-App Audio and <u>Audiobus</u> are on by default. To use either of these you need to route Wotja via an Inter-App Audio or Audiobus enabled app (e.g. AUM). IMPORTANT: For Wotja for iOS to work with such apps it requires that the Wotja Audio Block Size MUST have the same value as the Buffer Size (samples) or Latency Control (frames) in those apps [different apps refer to the same thing in different ways]. We recommend that this value is 1024.
Audio Sample Rate	(Default: 48 kHz or 44 kHz auto selected depending on device capabilities [iOS, macOS, Windows]; 22Khz [Android]). iOS: If you experience noise with Wotja in AudioBus, consider changing the sample rate between 48000 and 44100 Hz. If, after changing sample rate, you get occasional audio break-up, consider experimenting with the Audio Latency value, below.
Audio Block Size (iOS, Android)	(Default: 1024 samples [iOS]; 2048 [Android]). This setting is of particular use if you are using Wotja on an older device or are using it routed via Audiobus or Inter-App Audio - higher values minimise audio artifacts which also depend on device power and mix/sound/fx complexity. Used in conjunction with Audio Block Count. If you are using Wotja to drive external MIDI synths you may need to tweak the values both here and for MIDI Latency. Example: You're driving an external synth via MIDI and want to sync the audio output of that with audio output from Wotja (i.e. via the <u>ISE sounds</u>). Try setting the Audio Block Size and Audio Block Count to be as low as you are happy with. Then, change the MIDI Latency until the output from 3rd party synth is in sync. Many dependencies are outside control of Wotja, however.

<p>Audio Block Count (iOS, Android)</p>	<p>(Default: 10 [iOS]; 5 [Android]). This setting is of particular use if you are using Wotja on an older device or are using it routed via Audiobus or Inter-App Audio - higher values minimise audio artifacts which also depend on device power and mix/sound/fx complexity. Is the number of Audio Blocks of size determined in Audio Block Size setting.</p> <p>If you are using Wotja to drive external MIDI synths you may need to tweak the values both here and for MIDI Latency. Example: You're driving an external synth via MIDI and want to sync the audio output of that with audio output from Wotja (i.e. via the <u>ISE sounds</u>). Try setting the Audio Block Size and Audio Block Count to be as low as you are happy with. Then, change the MIDI Latency until the output from 3rd party synth is in sync. Many dependencies are outside control of Wotja, however.</p>
<h2>MIDI Output</h2>	
<p>Output Devices</p>	<p>Wotja will send-out MIDI events to whichever device you have selected in the MIDI Output Device List of detected outputs.</p> <ul style="list-style-type: none"> • MIDI routing on iOS <ul style="list-style-type: none"> • On iOS this is via <u>Core MIDI</u>. Apps that are Core MIDI enabled can take advantage of this. • The entry you will see will be "Network Session 1" (this is how iOS [CoreMIDI] refers to the name of the network MIDI device). • MIDI routing on a Mac <ul style="list-style-type: none"> • On macOS MIDI Output/routing is via <u>Core MIDI Framework</u>. Apps that are Core MIDI enabled can take advantage of this. Refer to Apple's information, e.g.: "<u>Set up audio devices on iMac (Mid 2014) and later</u>", "<u>Audio Midi Setup: Set up your MIDI devices</u>" and "<u>Audio MIDI Setup: How to test for MIDI function</u>". See also Apple's knowledge base article on <u>Combine multiple audio interfaces by creating an Aggregate Device</u> • Depending on how your Mac is set up you will likely see list entries like 'IAC Driver Bus 1', 'IAC Driver Bus 2' and 'Network Session on Mac'. • MIDI routing on Windows <ul style="list-style-type: none"> • We have found that loopMIDI is an easy to use virtual loopback MIDI cable. If you cannot seem to get MIDI Out working with your laptop Windows MIDI drivers, then give this a try! • Once you have installed it you may well need to restart Wotja and/or your DAW. Then, in Wotja > Settings > Mix tab select <u>MIDI Out</u> > Devices and ensure that loopMIDI is selected. • If you need a Network MIDI driver for Windows you might also wish to check out rptMIDI. • See also the rptMIDI tutorial. • MIDI routing on Android device <ul style="list-style-type: none"> • On Android devices we refer to Wotja MIDI Out as an experimental feature because we require it to be supported in the OS AND by the device manufacturer, but this is not always the case. We expect that most devices running Android 8+ <i>should</i> support MIDI Out in the

	<p>OS, but some devices using Android 6+ may also support MIDI Out (e.g. some Samsung / Google devices). There seems to be no public list of such MIDI enabled Android devices but you can at least check that it works on your device in the free version of Wotja.</p> <ul style="list-style-type: none"> When it is supported it will let you control <i>external</i> MIDI devices via a suitable USB MIDI Interface (e.g. Roland UM-One mk2). If you just want to make MIDI file recordings on Android, see this FAQ. Getting it working: <ul style="list-style-type: none"> BEFORE loading Wotja, plug into your Android device your USB MIDI Interface (e.g. Roland UM-One mk2; we know this works as we have tried it); you will likely also need a Micro USB Male to USB Female OTG Adapter cable to be able do that. Load the Wotja app, go into Wotja Settings, find the MIDI Output section and tap the "Output Devices" selector. In the MIDI Output Devices screen that then displays, you should see your MIDI Interface in the MIDI Output Device List (e.g. Roland UM-ONE). Tap the checkbox to the left to select it (you will see the checkbox show a green dot). Create or load a Wotja mix and start it playing; you should see your MIDI Interface show that it is receiving MIDI notes. You should then be all set!
Virtual MIDI (iOS/macOS)	<p>Default: Off</p> <p><i>Note:</i> Available for iOS/macOS only.</p> <p>When enabled, causes Wotja to present a number of Virtual MIDI ports - one Omni (all channels) and 16 per-channel virtual MIDI ports - and Wotja sends MIDI events as Virtual MIDI ports over Core MIDI.</p>
MIDI Clock	<p>(Default: Off) When enabled, tells Wotja to send-out MIDI Clock events over Core MIDI / Omni channel.</p> <ul style="list-style-type: none"> <i>Important Note:</i> The iOS version can emit MIDI clock but it doesn't support MIDI transport controls.
Send Patch Change Events	<p>(Default: On) When enabled, tells Wotja to send-out MIDI Patch Change Events. Turn this off if you want ONLY MIDI Note Event information to be sent.</p>
Latency	<p>(Default: 100ms) Sets Latency (milliseconds) to apply to MIDI events sent-out to Core MIDI / Virtual MIDI by Wotja. Use to help remove jitter if using e.g. Network MIDI.</p>
MIDI Input	
MIDI Input Devices button	<p>Notes: MIDI Input is only used by Listening Voices.</p> <p>Tap the MIDI Input Devices button to go to the MIDI Input Devices screen where you will see</p>

Tap the MIDI Input Devices button to go to the MIDI Input Devices screen where you will see toggles for all MIDI Input Devices detected by Wotja.

- **Network Session (iOS/macOS):**
 - Used for detecting MIDI sent via a network (e.g. from a Mac or iOS device over WiFi).
- **IAC Driver Bus (macOS) / loopMIDI port (Windows):**
 - Used for detecting MIDI routed via OS system level capabilities.
- **Wotja + Tracks/Channels (iOS/macOS):**
 - These allow Wotja to detect MIDI it sends out over Virtual MIDI (see below). As it is a kind of MIDI feedback it is for specialist use and unlikely you will need to use it.
- **App / MIDI Device + Channels:**
 - All 3rd party MIDI emitting Apps or MIDI devices that Wotja detects (e.g. Thumbjam, MIDIKeys apps, Roland UM-ONE MIDI Interface etc.) will be shown here; toggle on the ones you want Wotja to receive MIDI input from.
 - Note: Each of the apps have created virtual MIDI ports named after themselves (e.g. Thumbjam, MIDIKeys etc.). You'll only get their output (sent on those ports) into Wotja, if you enable those input ports. For Wotja to see these ports, however, you need to first load the app you want to generate MIDI, e.g. MIDIKeys or Thumbjam and then load Wotja.
 - Tip: When MIDI input triggers notes in Wotja then, as the audio will be playing in Wotja via the ISE, in Settings make sure "ISE for Sounds & FX" is toggled on, and you set the Audio Latency to be some low value. If that is set to 850ms (the default) then your notes will take about 1 second to play!

MIDI
Transport
Control
External
Clock Sync

Wotja's MIDI Input Transport Control / External Clock Sync features allow it to be able to sync to e.g. a DAW.

How to use MIDI Transport Control / External Clock Sync:

- **Sequencer:**
 - Configure your sequencer (e.g. Reaper/Logic, or whatever) to send Transport commands (MMC) and/or MIDI clock to a specific MIDI port
 - Note for iOS: You can route via Network MIDI
 - Make sure your piece in the sequencer is long enough; sequencers will stop sending clock events when they reach the end of their content, and they'll also automatically emit a stop event.
- **Wotja:**
 - Activate the MIDI input port/device that you have configured your sequencer to send Transport (MMC)/Clock to (in the previous step)

- Set tick for MIDI Transport Control
- Set tick for External Clock Sync
- Open a Wotja mix, press Play
- Wotja will say "MIDI: Wait" under the play/stop button rather than elapsed time, and won't (immediately) show tempo
- Start your sequencer playing (e.g. Reaper/Logic):
 - Wotja will now start playing
 - The Elapsed time will now display/update
 - The calculated tempo (from the sequencer's MIDI clock) will display (rather than the internal Wotja tempo)

NOTE: There is an outstanding issue that can be revealed if you sync to the incoming MIDI clock using a different tempo.

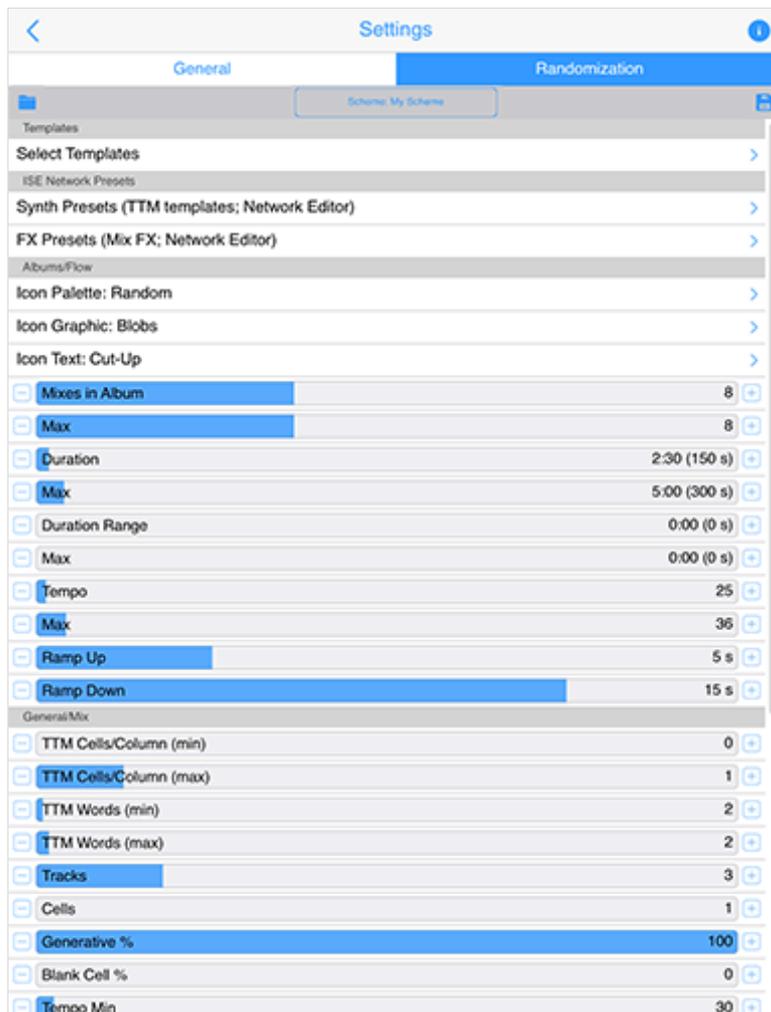
Recording

Max
Recording
Bars

(Default: 100 bars) This setting lets you increase the number of bars you can use to make mixdown recordings in the [Mixdown Recording](#) screen.

IMPORTANT: Use with care as recordings are large and your device must have sufficient free memory available. If you try to change this value take note of the pop up message warning before you change it. Also be aware that these the recordings are stored in iCloud (if you are using that), so that could hit your bandwidth.

Settings: Randomization



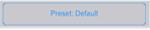
The Randomization "segment" in the Settings screen is a very powerful screen.

It is where you select the Randomization Scheme used for Randomization as well as being able to override the values of Randomization parameters.

Randomization parameters determine both how the mixes in Flow and Automatic albums ('Boxes') are created and whether text is displayed on screen in Flow mode and/or the Box Player Fullscreen mode. Randomization is also used to determine how mix Cells are populated with templates when using the Random function in Wotja, including how TTM voice text randomisation is applied to mixes and how Cut-up is generated in the [Text Editor screen](#) to mention a few.

In Mix Editing mode the Random / Randomize function is manually available as follows:

- [Mix Mode](#) > Menu bar Randomize button (dice icon)

Parameter	Description
Schemes	
 Open	Opens the Scheme list.
 Selected	Shows the selected Randomization Scheme.

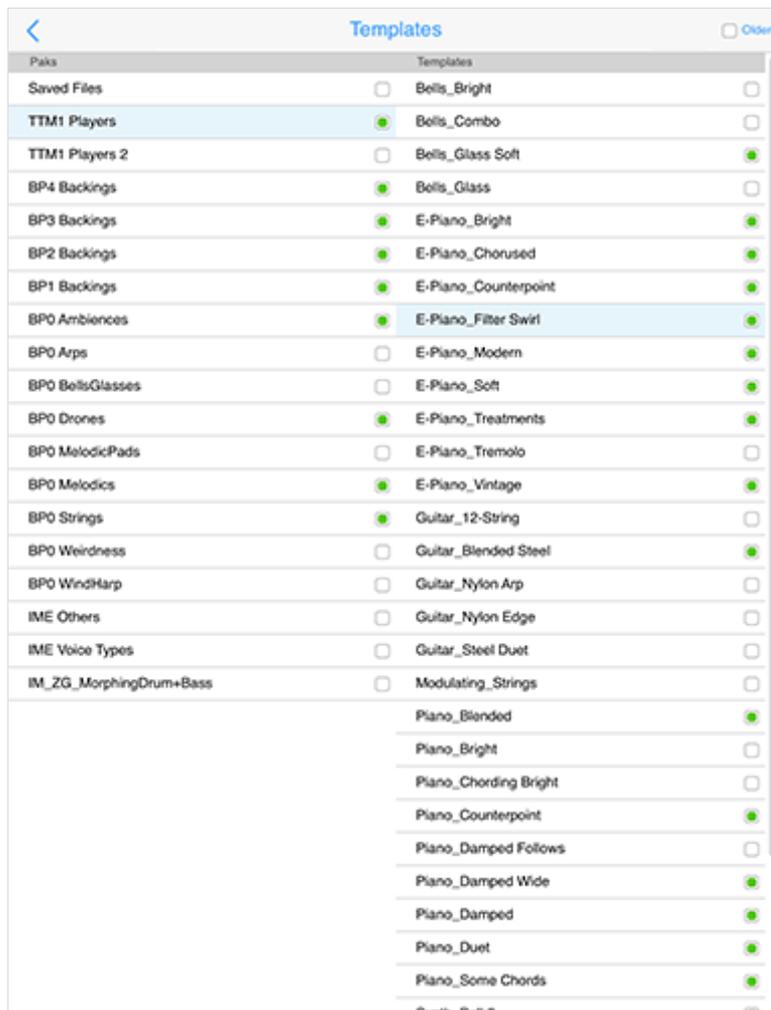
Scheme	
 Save	Displays a pop-up menu for you to save changes to the current scheme or to save as another one (create your own!).
Templates	
Templates for Randomization	<u>Templates screen</u> : This easy access to the templates screen means you can always easily change the pool of templates you want to randomize from.
ISE Network/Presets	
Synth Presets	This takes you to a screen that lets you select the pool of <u>ISE Network</u> presets that are available for selection and use as sounds: <ul style="list-style-type: none"> • For TTM players (only) when randomizing a mix or creating a new Random mix, Flow or Box • When in the ISE Network Editor and you use the randomize button <p>If no presets are selected then no random selection occurs.</p>
FX Presets	the pool of <u>ISE Network</u> presets that are available for selection and use: <ul style="list-style-type: none"> • As (top level) Mix FX when randomizing a mix • When in the ISE Network Editor and you use the randomize button <p>If no presets are selected then no random selection occurs.</p>
Automatic album (Box)/Flow	
Icon Palette	<i>Default - Random</i> : Select from one of 35 includes palettes for auto-icon generation in Boxes or Mixes.
Icon Graphic	<i>Default - Blobs</i> : Select from 2 different kinds of icon graphic styles for auto-icon generation in Boxes or Mixes. The choices are: Blobs or Geometric.

Icon Text	<i>Default - TTM</i> : Select what text, if any, you want to display in your icon. The choices are: TTM, Cut-Up or none.
Mixes in Box	<i>Default - 8</i> : The minimum number of mixes in an automatically generated Box.
Max (Mixes in Box)	<i>Default - 8</i> : The maximum number of mixes in an automatically generated Box.
Duration	<i>Default - 2.5 m (150 s)</i> : The minimum time a mix is configured to play for in an automatically generated Box.

Max (Duration)	<i>Default - 5 m (300 s):</i> The maximum time a mix is configured to play for in an automatically generated Box.
Duration Range	<i>Default - 0 s:</i> The minimum duration that is added to a mix's Duration above <i>when the Box is created.</i>
Max (Duration Range)	<i>Default - 0 s:</i> The maximum duration that is added to a mix's Duration above <i>when the Box is created.</i>
Tempo	<i>Default - 25 BPM:</i> The minimum tempo of a mix.
Max (Tempo)	<i>Default - 36 BPM:</i> The maximum tempo of a mix.
Ramp Up	<i>Default - 5 s:</i> How long a mix takes to ramp up to its full volume.
Ramp Down	<i>Default - 15 s:</i> How long a mix takes to ramp down to zero volume.
General / Mix	
TTM Cells/Column (min)	<i>Default - 0:</i> The minimum number of TTM Players that will be in a column, assuming you have a TTM Pak available for selection when randomizing.
TTM Cells/Column (max)	<i>Default - 1:</i> The maximum number of TTM Players that will be in a column, assuming you have a TTM Pak available for selection when randomizing.
TTM Words (min)	<i>Default - 2:</i> The minimum number of words that will be added to a TTM Text field on creating a new random mix or in the TTM Text Editor when using the Randomize button with Randomise option selected.
TTM Words (max)	<i>Default - 2:</i> The maximum number of words that will be added to a TTM Text field on creating a new random mix or in the TTM Text Editor when using the Randomize button with Randomise option selected.
Tracks	<i>Default - 3:</i> The number of Tracks that will have their cell contents (below) randomized (starting with Track 1).
Cells	<i>Default - 1:</i> The number of Cells in the Tracks above that will have their contents repopulated from the list of available templates.
Generative %	<i>Default - 100%:</i> - The chance that a randomized will be repopulated with a generative template.
Blank Cell %	<i>Default - 35%:</i> - The chance that a randomized will be empty.
Tempo Min	<i>Default - 30 bpm:</i> - The minimum tempo of a new, random mix.
Tempo Max	<i>Default - 60 bpm:</i> - The maximum tempo of a new, random mix.

Tempo Max	<i>Default - 60 bpm:</i> - The maximum tempo of a new, random mix.
Volume Min	<i>Default - 90:</i> - The minimum volume of a track in a new, random mix.
Volume Max	<i>Default - 120:</i> - The maximum volume of a track in a new, random mix.
Pan +/-	<i>Default - 30:</i> - How far away from center that pan can be for a Track in a new, random mix.
Cells	
Generative Bar Min	<i>Default: Infinite</i> - The minimum base value for the number of bars a generative template will play for and to which the range value (below) is added. <i>Special Value:</i> If this value is set far left to ∞ then once play in a Track reaches such a cell the generative content in that cell will continue to play either for as long as the mix plays or until you manually select another cell in that Track to play.
Generative Bar Max	<i>Default - 0:</i> The maximum base value for the above.
Generative Bar Range	<i>Default - 0:</i> Sets the range that applies to the above base value.
Cell Repeat Min	<i>Default - 1:</i> The minimum base value for the number of times a cell will repeat after it has played through once and to which the range value (below) is added. For a generative template each bar counts as one repeat; for audio or MIDI content this is the length of the content rounded up to the end of a bar). <i>Note:</i> If the cell contains generative content and the Generative Bar Min is value is set to ∞ then this setting takes no effect as the cell never repeats!
Cell Repeat Max	<i>Default - 1:</i> The maximum base value for the above
Cell Repeat Range	<i>Default - 1:</i> Sets the range that applies to the above base value.
Reset	
Reset All Random Settings	Resets all values back to their Defaults.

Settings: Templates



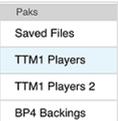
Templates are at the heart of Wotja. They are self contained "generative music and sound presets" - they can vary from being simple to very complex complex generators of notes and sounds. Their use is fundamental to how Wotja works.

Using randomisation techniques Wotja lets you mix templates together to very quickly create interesting music mixes. Once added to a mix you can edit/customize any of their settings, but you do not have to - they sound great as they are!

The Templates screen is where you preview and select templates that you want to have in your Randomization Preset.

On the left of the top panel is a button that takes you back to the screen you came from. Depending on how you accessed this screen, the top right menu items will vary (see below).

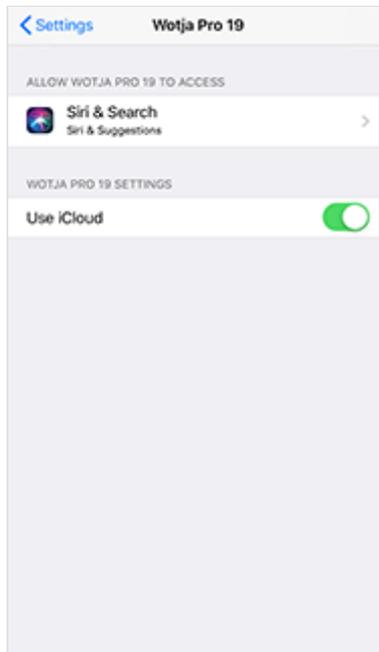
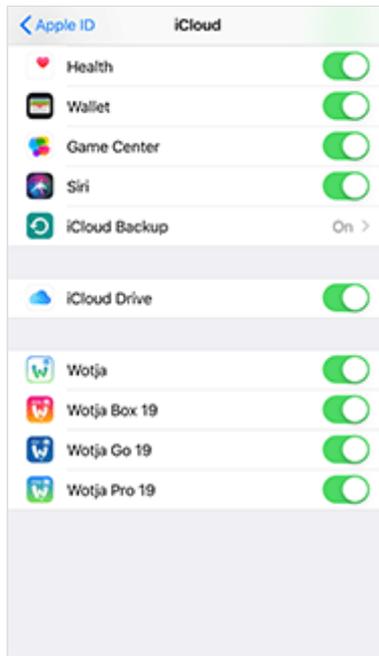
Tip: If you tap on a template or file in the left hand panel you can preview it without having to open it.

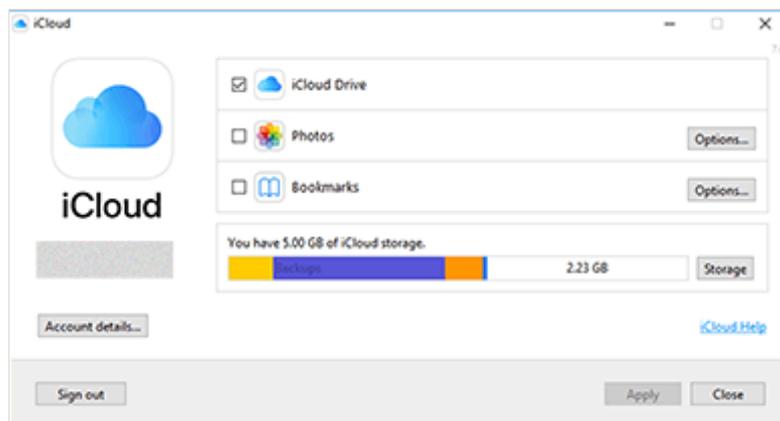
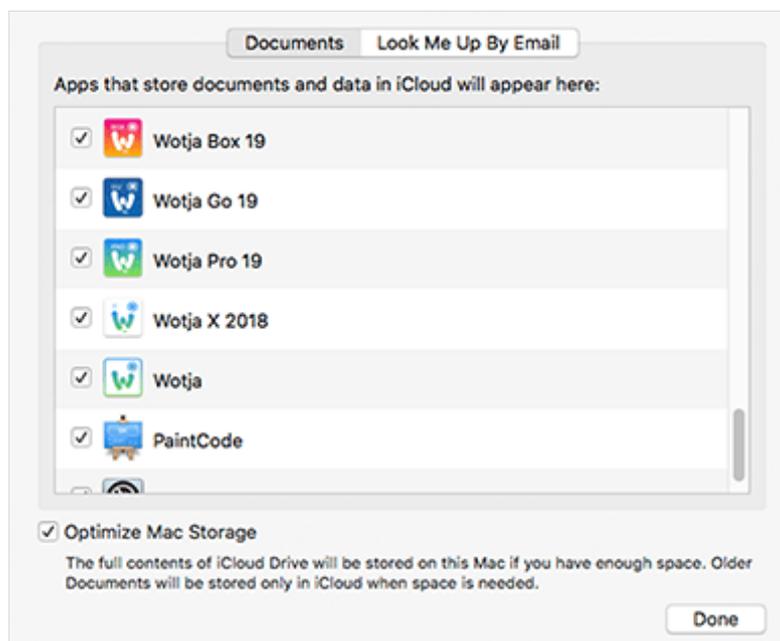
UI Item	Description / <i>Menu Items</i>
	Back to the Settings screen.
	The list of Paks you can select a Template from. <i>Saved Files:</i> Always shown at the top for easy access, this is list of wotjas or generative templates that you have already created and saved

<div data-bbox="124 73 220 159"> <ul style="list-style-type: none"> BP3 Backings BP2 Backings BP1 Backings </div> <div data-bbox="113 163 197 224"> <p>Paks (left list)</p> </div>	<p>Templates that you have already created and saved.</p> <p>TTM 1 Players: Templates that use Text-to-Music techniques to generate melodies.</p> <p>BP1-4 Paks: These include templates optimised for Wotja 19.</p> <p>BP0 Paks: These include templates optimised for Wotja 4.</p> <p>IME VoiceTypes: Simple templates that let you start a cell with just one VoiceType.</p> <p>IME Others: Older sundry templates.</p> <p>BP00 Paks: (Shown in dark grey, and only if "Older?" toggle is on). The Paks that were available for Noatikl 3 and Mixtikl 7</p> <p>BP000 Paks: (Shown in dark grey, and only if "Older?" toggle is on). These include generative templates that came with Noatikl 1 and Mixtikl 1-5.</p> <p>3rd Party Paks: If you have them installed, older IM Paks (e.g. <u>MDB or the AL Collections</u>) are shown in dark grey, italic. Other third party paks are shown in black, italic.</p>
<div data-bbox="124 790 236 1010"> <ul style="list-style-type: none"> Templates Bells_Bright Bells_Combo Bells_Glass Soft Bells_Glass E-Piano_Bright E-Piano_Chorused E-Piano_Counterp </div> <div data-bbox="113 1014 213 1075"> <p>Templates (right list)</p> </div>	<p>The list of Templates in the selected Pak. Tap to preview a Template; tap again to stop the preview.</p>
<div data-bbox="124 1115 236 1176"> <input type="checkbox"/> Older </div> <div data-bbox="113 1180 185 1240"> <p>Older? (Left)</p> </div>	<p>Toggle this on to see generative templates that were included in precursors to Wotja V19, e.g. Noatikl and Mixtikl.</p>

Settings: iCloud

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IMPORTANT: To use iCloud in Wotja you MUST have set up/toggled on iCloud Drive ("iCloud Drive") - See also [Apple's iCloud Help resource](#).

IOS IMPORTANT: You must ALSO have the relevant Wotja App's "Apps Using iCloud" toggle AND the relevant app's Settings "Use iCloud" both toggled on. If you do not want to use iCloud with Wotja turn them both off. If both have different toggle states then when you launch Wotja it can crash. We know it is confusing, sorry!

Using Wotja with iCloud enabled makes it easy to edit/use Wotja files across multiple devices, be they iPhones, iPads, Macs or Windows PCs. When it is enabled then all Wotja files in the iCloud Drive folder are all stored in the cloud, also a great form of backup!

iOS - Set up/Use iCloud Drive:

This screen is where you both turn on the "iCloud Drive" toggle and then set what apps can use it for file saving using the relevant "Apps Using iCloud" toggle.

This screen is accessed as follows: From the iOS Settings Screen > Apple ID, iCloud, iTunes & App Store (Your Name) > iCloud (see also [Apple's iCloud Help resource](#))

- **"iCloud Drive" toggle:** This is found after the iCloud Backup toggle. It must be toggled on for any app (including Wotja!) to use iCloud Drive to save data.
- **"Apps Using iCloud" section toggles:** Scroll further down the screen to find the version of Wotja that you have installed and then turn the toggle on (e.g. Wotja Pro 19). *Both this and the Wotja "Use iCloud" must have the same toggle status or you can get a crash on launching Wotja.*

iOS - Wotja "Use iCloud" toggle:

This screen is where you set whether Wotja can use Mobile Data and whether or not it uses iCloud for file saving. It is accessed from the iOS Settings Screen.

- **Wotja "Use iCloud" toggle:** Scroll down the iOS Settings screen to find the version of Wotja that you have installed, tap on it and then in the ensuing screen find the App Settings section (e.g. Wotja Pro 19 Settings) and turn on the toggle "Use iCloud". *Both this and the Wotja "Use iCloud" must have the same toggle status or you can get a crash on launching Wotja.*

macOS - "iCloud Drive" / Wotja "Use iCloud":

See also [Apple's iCloud Help resource](#).

- **"iCloud Drive" toggle:** From the macOS System Preferences screen go into iCloud and in the ensuing iCloud screen ensure the iCloud Drive setting is toggled on.
- **Wotja "iCloud Drive" toggle:** In the iCloud screen above tap on the iCloud Drive "Options" button and in the ensuing screen (shown left) select the Documents tab and scroll down the screen to find the version of Wotja that you have installed and then turn the toggle on (e.g. Wotja Pro 19).

Wotja iCloud Drive App screen (Windows):

The Windows iCloud Drive app is required to enable/synch iCloud files on your Windows PC (and thus the Wotja iCloud Drive folder). To set it up find/load the Windows iCloud Drive app and ensure iCloud Drive is toggled on.

Important Note: Wotja for Windows will by default save Wotja files to the Wotja Folder (you can however choose to save to the Wotja iCloud Drive folder using File Save As). All mixdown recordings are always saved to the Wotja Folder. The Wotja Documents screen will, however, only display/load files from the Wotja Folder. If you have saved Wotja files to the Wotja iCloud Drive folder then to see them in the Documents screen simply move them to the Wotja Folder and then press the Action button in the Documents screen and select refresh.

Credits

Intermorphic is Tim Cole & Pete Cole - yes, just two brothers - and we have now been working together in generative music since 1990. However, without the incredible support and interest from so many over the years then we would not be where we are today with our current Apps, Engines and Content. Our thankyou list below is an ever expanding one, in no particular order, and does not include everyone (sorry to those we have missed!). We offer our heartfelt thanks and gratitude to:

- All our old friends and colleagues from SSEYO days including from the early days Jon Pettigrew, John Wilkinson, Steve Crawshaw & Chandra Modi and including from later days (1996 onwards) Jerry Leach, Paul Blampied, Jerry Swan, Nick Barefoot, Simon Robertson, Kerry-Anna Saia, Natalie Da Gama Rose,

John Tenkoni and also including Jesper Bennedbaek, Wenwu Wang etc. from our Tao Group audio days (we are focusing primarily on audio and so there are way too many to list here, but they include all those who went on to work at Antix Labs!)

- Timothy Didymus and Mark Harrop, longstanding friends, colleagues and artists with incredible talent whose sublime generative music creations have, on the many occasions when times were hard, given us the much needed inspiration to press onwards.
- All customers, and most especially those who wish to continue with us as we move forward - *we love you, thank you!*
- Everyone who made contributions to our forums, has helped others and given feedback or who has blogged, tweeted, facebooked or otherwise written nicely about or shared content they have made with our apps and in so doing helped others to find us - *we love you, thank you!*
- Our outstanding beta testers for their testing efforts and everyone who has given feedback, found bugs and helped with suggestions.
- Early content creators such as [David Muddyman](#), Andrew Garton, Paul Weir and Igor Dvorkin.
- Finally, a big thanks to [Brian Eno](#) for his support and kindness to us in the [SSEYO Koan](#) years, out of which arose his pioneering release "[Generative Music 1](#)" with SSEYO Koan Software'.

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