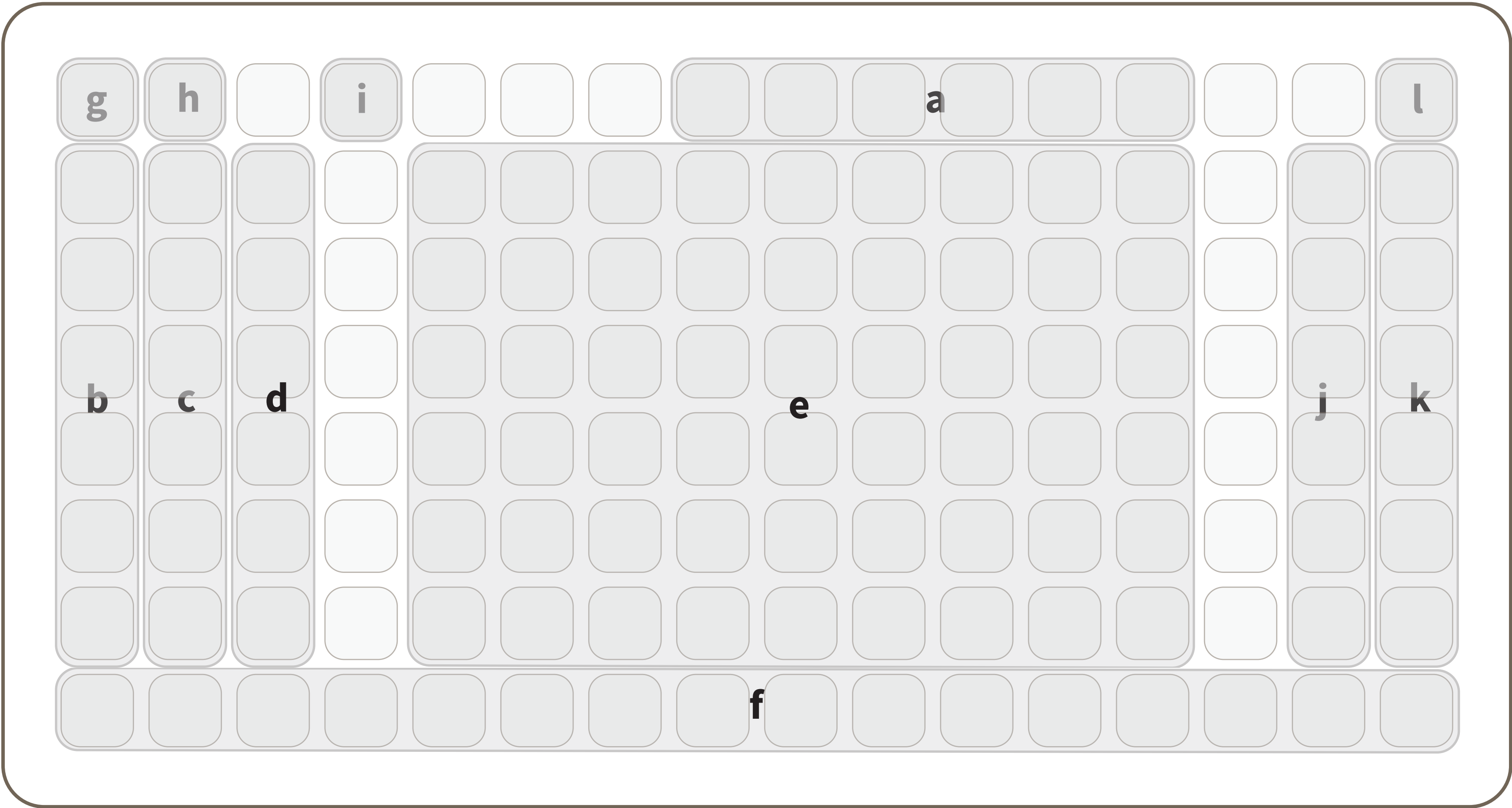


monome layout for Audio Damage Circa six-track looper

- a.** gesture recorders - first press records, second press plays, third press stops. hold to clear.
- b.** stop buttons - hold to clear layer
- c.** trigger buttons - works the same as in the plugin UI
- d.** layer selectors - selects active layer
- e.** layer speed controls - all the way left is -2.0x, all the way right is +2.0x. highlighted colums are -1, 0, and +1
- f.** position and scrub - touch to move playhead to position, hold a second button to set start and end points.
- g.** stop all - press to stop all layers' playback. hold for 2 seconds to clear all layers.
- h.** play all - press to send a play command to all layers that have audio.
- i.** page i / ii toggle
- j.** layer mutes
- k.** layer solo (or cue, depending on mixer settings in the plugin)
- l.** undo



arc layout for Audio Damage Circa six-track looper

