five

- RESET PITCH of EUCLIDEAN AUDIO
- Distortion send on SAMPLE
- EUCLIDEAN VOLUME
- Distortion send EUCLIDEAN
- PITCH of EUCLIDEAN AUDIO
- **five**
- Distortion low pass filter
- distortion send on BASS
- RERVERB send on DISTORTION
- distortion send on BASS DRUM

toggle

- Random
- <<< left/bass and bass drum
- Euclid hats (up is on)
- low cut (down is on)
- Euclid bass (up is on)
- **toggle**
- Euclid audio (up=on)
- high cut (down is on)
- Euclid bass drum (up=on)
- Random
- <<right/hats /?

one

- STEPS
- PITCH
- STEPS
- STEPS
- PITCH
- PITCH
- **one**
- PITCH
- PITCH
- STEPS
- STEPS
- PITCH
- STEPS
- STEPS

two

- original pitch
- PITCH
- original pitch
- original pitch
- PITCH
- PITCH
- **two**
- PITCH
- PITCH
- original pitch
- original pitch
- PITCH
- original pitch
- original pitch

four

- EUCLID RANDOM OFFSET
- <<bass drum/bass
- regularity of HATS change
- Euclid 2 number of hits
- chance of HATS sounding
- **four**
- HATS volume
- <<hats/?
- chance of BASS DRUM sounding
- BASS DRUM volume
- Euclid 1 numbr of hits
- regularity of BASS DRUM change
- EUCLID RANDOM OFFSET

three

- REVERB SEND on EUCLID
- REVERB SEND on SAMPLE
- REVERB SEND on HATS
- **three**
- BASS SYNTH filter
- REVERB SEND on BASS DRUM
- BASS VOLUME
- Live sampling volume + 300%
- REVERB SEND on BASS