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 [timchurches / Mutated-Mutables](#)

Unwatch 13

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Table of functions in Dead Man's Catch v0.7beta

EditNew Page

Tim Churches edited this page 2 minutes ago · 2 revisions

● means a steadily-lit LED, ✨ means a flashing LED, and ○ means an unlit LED

Function page	Function	LED pattern (from top to bottom)
Basic	Envelope*	● ○ ○ ○
	LFO*	○ ● ○ ○
	Tap LFO*	○ ○ ● ○
	Bass/Snare Drums*	○ ○ ○ ●
Alternative ENV	Double attack envelope	● ✨ ○ ○
	Repeating attack envelope	● ○ ✨ ○
	Looping envelope	● ○ ○ ✨
	Randomised AD envelope	● ✨ ✨ ○
	Bouncing ball envelope	● ○ ✨ ✨
Alternative LFO	Frequency-modulated LFO (folded sine FM)	○ ● ✨ ○
	Frequency-modulated LFO (random FM)	✨ ● ✨ ○
	Varying wave shape LFO (folded sine WS mod)	○ ● ○ ✨
	Varying wave shape LFO (random WS mod)	✨ ● ○ ✨
	Phase-locked loop oscillator	○ ● ✨ ✨
Alternative TAP	Mini-sequencer*	✨ ○ ● ○
	ModSequencer	○ ✨ ● ○
	Pulse Shaper	○ ○ ● ✨
	Pulse Randomiser	○ ✨ ● ✨
	Turing Machine	✨ ○ ● ✨
	Bytebeats	✨ ✨ ● ✨
Alternative DRUM	FM drum Generators*	✨ ○ ○ ●
	Randomised bass and snare drum generators	○ ○ ✨ ●
	Randomised high hat	○ ✨ ○ ●


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To return to the 4 basic functions, hold down the FUNCTION button for more than 1

second, one more time, and the function page will cycle back to the basic functions.

+ Add a custom footer

