

Clear a pattern

- 1- Switch to (PWM)
- 2- choose PG you wish to erase
- 3- [h]+(CLEAR)
- 4- [p]+(1-8) -> in pattern section A and/or B
- 5- [r]-(CLEAR)
- 6- Check pattern by [h]+(SS) + (1-8)

Copy a Pattern

- 1- Select the pattern you want to copy
- 2- [h]+(F) -> [p]+(COPY) -> [r]-(F)
- 3- [p]+(1-8) where you want to copy to
- 4- [h]+(F) -> [p]+(PASTE) -> [r]-(F)

Construct a song

Set to Track Write Mode (TWM)

1- [p]+(CLR) -> in order to 'bar rest'

To set the pattern order:

- 2- [p]+(SS) + select desired pattern (1-8)
- 3- OPTIONAL: [p]+(PM) + a key to transpose
- 4- [p]+(W/N)

Midi Sync

- 1- [p] (BACK) + (W/N)
- 2- Select: (INT)/(MIDI)/(USB)/(TRIG)
- 3- Select: (1PPS) (28PPQ)

Build a pattern in (PWM)

Default number of steps in a new/ clear Pattern = 16

A. Set the number of steps (1-16 steps) - OPTIONAL

- 1- [h]+(F)
- 2- [p]+ (STEP) x number of desired steps (it only registers the 1st 16 inputs)
- 3- [r]-(F)
- → Number of steps is set now.

B. Insert notes:

- 4- [p]+(PITCH MODE)
- 5- Play desired notes on keyboard -> limited to #steps set in A
- 6- [p] (F) to exit pitch mode
- → Steps are notes now.

C. Put effects on steps – Accent / Slide / Transpose:

- 7- [p]+(PM)
- 8- [h]+(W/N) {you hear this note playing} + a combination of (DOWN) (UP) (ACCENT) (SLIDE)
- 9- Now your 1st step/note is altered. Repeat previous step for all available steps/notes:
- 10- [h]+(W/N) + a combination of (DOWN) (UP) (ACCENT) (SLIDE)
- 11-[h]+(W/N) + a combination of (DOWN) (UP) (ACCENT) (SLIDE)
- 12- Etc. it will end automatically when you reach your final step (max 16)
- 13-[p] (F) to exit pitch mode
- **→** Each step has an effect (or is un-altered)

D. 'Load' the notes by allocating either a step (•), tie (o) or rest (-)

- 14- [p]+(TIME MODE)
- 15- Press (\bullet) or (o) or (-) in sequence and as many times as there are steps (default 16) For example: (\bullet) (\bullet) (\bullet) (\bullet) (o) (-) (\bullet) (\bullet) (o) ((\bullet) (o) (o) (o) (o) (o) for a 16 step seq.
- 16- [p] (F) to exit pitch mode and [p]+(SS) to play the finalized sequence
- → The pattern is finished now!

