

Setup

to write

Controls

Layout basics

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Latch layers functionality mimics setting 2 (the latch layer button changing the functionality only of the buttons A-P). However, instead of cycling through 3 layers by repeatedly pressing the latch layer button, the button brings you to a menu page where each of the buttons A-P represents a choosable layer,

Top encoder section

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Normal				Shift			
▼ jump length global	▼ set loop deck 1	▼ N/A N/A	▼ set loop deck 3	▼ jump length global	▼ Non shift Non shift	▼ N/A N/A	▼ Non shift Non shift
◄► jump long deck 1	◄► loop size deck 1	◄► jump long deck 3	◄► loop size deck 3	◄► jump short deck 1	◄► loop pos deck 1	◄► jump short deck 1	◄► loop pos deck 3

Button matrix pages

Layer Page

Normal				Shift			
Page A: play controls <i>deck 1 & 3</i>	Page B: slicer <i>deck 1 & 3</i>	Page A: beat roll <i>deck 1 & 3</i>	Page A: keycue <i>deck 1 & 3</i>	Page A: play controls <i>deck 2 & 4</i>	Page B: slicer <i>deck 2 & 4</i>	Page A: beat roll <i>deck 2 & 4</i>	Page A: keycue <i>deck 2 & 4</i>
Page A: hotcues <i>deck 1 & 3</i>	Page A: cueloop <i>deck 1 & 3</i>	Page G: blank <i>N/A</i>	Page I: blank <i>N/A</i>	Page A: hotcues <i>deck 2 & 4</i>	Page A: cueloop <i>deck 2 & 4</i>	Page G: blank <i>N/A</i>	Page I: blank <i>N/A</i>
Page H: blank <i>N/A</i>	Page J: blank <i>N/A</i>	Page K: blank <i>N/A</i>	Page L: blank <i>N/A</i>	Page H: blank <i>N/A</i>	Page J: blank <i>N/A</i>	Page K: blank <i>N/A</i>	Page L: blank <i>N/A</i>
Page M: blank <i>N/A</i>	Page N: blank <i>N/A</i>	Page O: blank <i>N/A</i>	Page P: blank <i>N/A</i>	Page M: blank <i>N/A</i>	Page N: blank <i>N/A</i>	Page O: blank <i>N/A</i>	Page P: blank <i>N/A</i>

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