

1 Bow String Synthesis

Tension Chorus Oscilin Pattern FX

2 Cluster Clustered Oscillators Tone Gravity

Param 1 Manual Amount

3 Digital Digital Raw Engine Octave Feedback

Param 2 Up Cutoff

4 Electrical CmplxTrnsf. CrossMod X-mod Filter

Down Filter

5 Saw Filtered Waves Envelope Tone Resolut. Up-Down Resona.

Attack Down-Up 1 Delay

6 Shade Smooth Piano Detune Drive Pitch Random 2 Rymd

Pitch 3 Dist

7 Sample PCM Sample Player Pitch

Attack Down-Up 4 Crush

8 Uranus Clean Bass Tone Feedback Pan

Osc Var. Osc.ModVolume

9 Volt Multi Osc.Elec.Synt

Osc Var. Osc.ModVolume

Pitch ∞Speed

Revs ∞FnTune

Main

ADSR

LFO

ARP

FX

FX1 Send

FX2 Send

Drum Group

BPM

Note Length

Retrig Gate Loop < Synth

Poly Mono Legato < Synth

Prm1 ililChorus

Delay

Speed

Speed (0=OFF)

FX1 Send

FX2 Send

Synth Group

Swing

Note Style

Drum

Synth

Filter

Sustain

Destination

Style

Pan

Punch

Metronome Level

Quantize

Portamento

Resonance

Release

Shape

Range

Level

Master

Free Trng

P + Clear Pattrn

Clear Proj

Select Ptn

Press & Hold to Copy

Copy Ptn | Prefs | Active Track

SelectProj

Chain Ptn Mode

Bounce Ptn

Hold>Manual Save Mode

Save Snapshot

Recall Snap.

P + (1 - 0) Hold>Save

Mute Tracks

Mute Groups

Mute Audio

Type in BPM

Tap Tempo

Tempo Nudge

Lock Tempo

OP-Z Cht-Sht

SelectTrckHold>LinkTrcks

KillTrckNotesHold>ClearTrck

SelectSound

Select Variant

Rndmze Variant

OffsetTrack

StepCnt/Lnght

Transpose Octave (Synth Track) / Note (Drum Track)

Sample Mode

Enter

Exit

Monitor

InpLvl

Hold to Record

Toggle Input

±1 semito.

Gate

Main Start End Pitch Gain Trigger

More Loop In (S) Loop Out (S) Direction Mode (D) Loop

On Off + - Micro-timing Note Lnght StpCmp/ FXTrcking CpyMd RecMd

Component 1 2 3 4 5 6 7 8 9 0

Pulse 1 2 3 4 5 6 7 8 9 Rndm

P. Hold

Multiply 1 2 3 4 5 6 7 8 9 Rndm

Velocity -4 -3 -2 -1 0 1 2 3 Mute Rndm

RampUp 2 steps 6 steps 2 steps 6 steps

R. Down 1 octave 3 octaves

Random

Portamnt Glide 1 8 Direct Rndm

Sweep Fltr Fltr ∆Synt ∇Synt Pan Fltr Fltr ∆Synt ∇Synt Pan

Short Long

Tonal IgnChrd Trnsp OctavFifthThird ∆Up ∇Dw 1 2 3

Progr. Only Offset Chromatic Quantize

Jump Start 2/4 3/4 4/4 Frwd Back Rnd Stay AlignTo Gate GlobTrck Step

Jump to

PrmLock 1st 8th Rndm Reset

StepCmp Every x bar Counter

Trig(Step) Clear Step Param.Locks>STEP +

FitSwpStereo Pitch Short Long FitSwpStereo Pitch Short Long

1 2 3 4 5 6 7 8 9 0

Duck Loop1 Loop2 Echo Fil 1 Fil 2 Rndm

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