levels
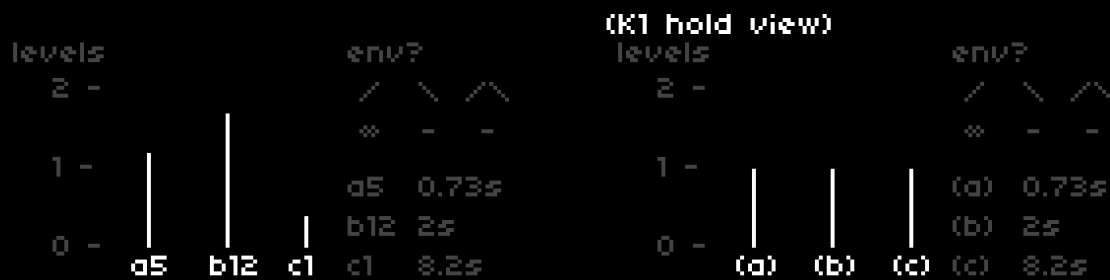
louder, softer, fade it in, fade it out, do it again

K3: switch between highlighted sections
encoders: 1=a, 2=b, 3=c (one per bank)
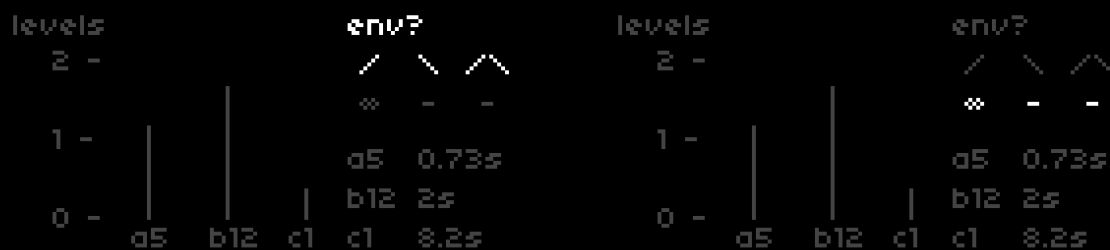
(K1 hold view)

```
levels              env?                levels              env?
 2 -                 /\  /\              2 -                 /\  /\
                    ⨳   -   -                               ⨳   -   -
 1 -                a5  0.73s            1 -                (a)  0.73s
                    b12  2s                                (b)  2s
 0 -   a5  b12 c1   c1   8.2s            0 -  (a) (b) (c)  (c)  8.2s
```

overall level = pad level multiplied by the bank level

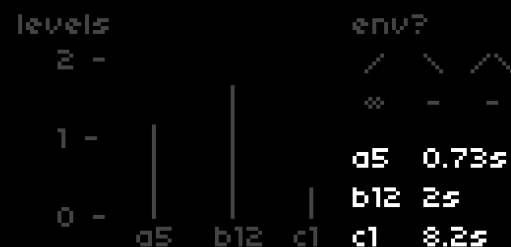encoders: change displayed pad's level
K1 hold + encoders: change bank's level
    ⨯ useful for fading in a bank without
      changing pad levels

```
levels              env?                levels              env?
 2 -                 /\  /\              2 -                 /\  /\
                    ⨳   -   -                               ⨳   -   -
 1 -                a5  0.73s            1 -                a5  0.73s
                    b12  2s                                b12  2s
 0 -   a5  b12 c1   c1   8.2s           0 -   a5  b12 c1   c1   8.2s
```

three envelope shapes: falling, rising, rise/fall
optional cycling mode available
----
encoders: adjust envelope for displayed pad
K1 hold + encoders: adjust envelope for
                    all pads in the bank

```
levels              env?
 2 -                 /\  /\
                    ⨳   -   -
 1 -                a5  0.73s
                    b12  2s
 0 -   a5  b12 c1   c1   8.2s
```

adjust duration of specified envelope
for rise/fall, specifies total duration (vs. single stage)
----
encoders: adjust envelope duration for displayed pad
K1 hold + encoders: adjust envelope duration for
                    all pads in the bank