

collections

save, load, overwrite, delete

[overview]

to manage your cheat codes sessions, use `PARAMS > collections`

GRID >

cheat codes params

`collections >`

`loops + buffers >`

`patterns + arps >`

`manual control >`

00.cc2

201029A.cc2

201029B.cc2

201029C.cc2

files located at `dust > data > cheat_codes_2`

PARAMETERS / collections

load/save

load collection

collect Live buffers?

no

save new collection

danger zone!

overwrite loaded collection

delete collection

saved audio at `audio > cc2_live-audio`

< = > ? @ A B C D E F G H I J K

DEL

OK

enter a unique name using encoders

saving collection

3

K3 to cancel

deleting collection

3

K3 to cancel

you have 3 seconds to
back out of destructive actions

nb. since cheat codes generates so much data, the standard PSETs system will not save / restore effectively.
please **only** use collections.