



rnd

the melt stage: random value generators for creative chaos


E1: change banks


K3: switch between generators and parameters

rnd a b c
E2: sel / K3: edit / K1+K3: run
 param: pan
mode: non-destructive
clock: 1/1
min: L 100 max: R 100

rnd a b c
E2: nav / E3: mod / K3: <-
 param: pan
mode: non-destructive
clock: 1/1
min: L 100 max: R 100

E2: select generator or navigate parameters

rnd a b c
E2: sel / K3: edit / K1+K3: run
 param: filter tilt
mode: non-destructive
clock: 1/1
min: -1.00 max: 1.00


rnd a b c
E2: nav / E3: mod / K3: <-
 param: filter tilt
mode: non-destructive
clock: 1/1
min: -1.00 max: 1.00


E3: modify selected parameter
mode: destructive overwrites pad values,
non-destructive adjusts until pad
is re-triggered


clock: re-spawn after x beats
(whole or fraction)

min/max: lower and upper bounds

K1 hold + K3: start/stop generator

rnd a b c
E2: nav / E3: mod / K3: <-
 param: filter tilt
mode: non-destructive
clock: 6/1
min: -1.00 max: 1.00

rnd a b c
E2: nav / E3: mod / K3: <-
 param: filter tilt
mode: non-destructive
clock: 6/1
min: 0.43 max: 0.72

rnd a b c
K1+K3: kill / K3: edit / E2: sel
 param: filter tilt
mode: non-destructive
clock: 6/1
active min: 0.43 max: 0.72

current library: pan, rate, rate slew, delay send, loop, semitone offset, filter tilt

nb. destructive filter tilt can cause zippering if changing pads rapidly (best as non-destructive)