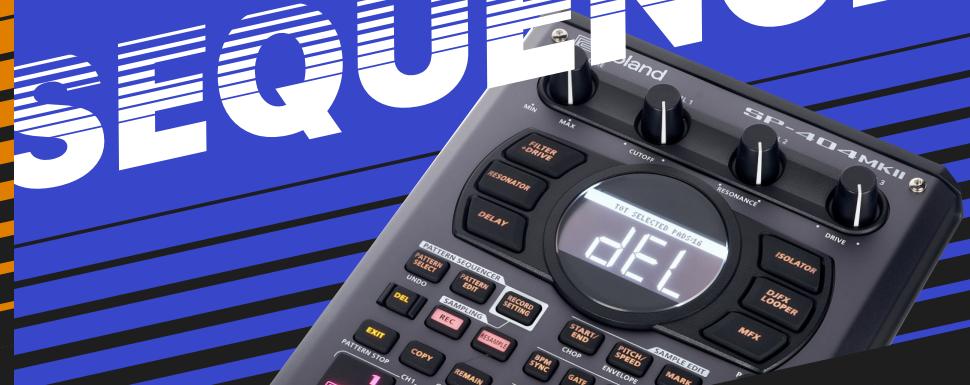


SAMPLES



SEQUENCER



TR-REC



SHIFT + **GATE** = TOGGLE GATE IN BANK

SHIFT + **REVERSE** + **1-16** = MUTE TRACK

SHIFT + **REC** = TOGGLE TR-REC

SHIFT + **BPM SYNC** = TOGGLE SYNC IN BANK

DEL + **MARK** = DELETE MOTION REC

DEL + **A/F** = DELETE SELECTED PAD NOTES IN CURRENT MEASURE

SHIFT + **BNK** = BANK VOLUME

DEL + **REVERSE** = DELETE PAD MUTE MOTION REC

DEL + **B/G** = DELETE ALL PAD NOTES IN CURRENT MEASURE

SHIFT + **REMAIN** = TOGGLE LIVE MODE

SHIFT + **REVERSE** + **REMAIN** = TOGGLE MUTE MODE

ROLL + **I** = RECORD MOTION IN TRIG MODE

SHIFT + **COPY** = BANK PROTECT

I + **1-16** = SELECT PAD WITHOUT PLAYBACK

SUB PAD + **1-16** = SELECT PAD

DEL + **EXIT** = DELETE ALL PADS IN BANK

I + **SUB PAD** = SNAP SAMPLE TIMING

I + **SUB PAD** + **1-16** = SELECT PAD WITHOUT PLAYBACK

COPY + **EXIT** = COPY BANK

SHIFT + **EXIT** = STOP ALL SOUNDS

REMAIN = TOGGLE TRIG MODE

REMAIN + **I** = SET PARAMETER IN BANK
SET VALUE ON ENVELOPE/PITCH SCREEN

COPY + **I** = SET PARAMETER IN MUTE GROUP
SET VALUE ON ENVELOPE / PITCH SCREEN

I + **GATE** = TOGGLE ONE-SHOT PLAYBACK

EFFECTS



DJ MODE

#1



DJ MODE

#2



MFX + 1-16 = SELECT FX 1-16	START/END = TOGGLE CUE/MIXER FOR CTRL3	SHIFT + 1-16 = PLAY SAMPLE FROM MARKER
MFX + DJFX LOOPER + 1-16 = SELECT FX 17-32	PITCH/SPEED = TOGGLE BPM UNIT	SHIFT + MARK = ADD MARKER
MFX + ISOLATOR + 1-16 = SELECT FX 33-48	MARK = TOGGLE FT / MIXER SCREEN	SHIFT + START/END = EDIT MARKERS
● + MFX = EFFECT GRAB	BPM/SYNC = TOGGLE CH1 / CH2 FOR REVERSE	SHIFT + DEL + 1-16 = DELETE MARKER
● + BUS FX = BYPASS BUS 3-4	SHIFT + REVERSE + 13/15 = MUTE CHANNEL	RESAMPLE + ● = VOLUME CURVE
REMAIN + 1-16 = PAD BUS SELECT	SHIFT + ROLL = SET ROLL	SHIFT + REMAIN = REMAIN IN SHIFT / EXIT
REMAIN + BNK = BANK BUS SELECT	ROLL + 13/15 = ROLL CH1 / CH2	DEL + 2/4 + 6/8 = RESET BPM FOR CH1 / CH2
REMAIN + MFX = KEEP FX SCREEN OPEN	ROLL + 1-4 = CHANGE LIVE ROLL INTERVAL	
REMAIN + BUS FX = SWAP BUS 1-2	REMAIN + 14/16 = ASSIGN CH1 / CH2 TO BUS	
SHIFT + MARK = SAVE FX PARAMETERS <small>3s</small>		