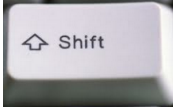


Instructions

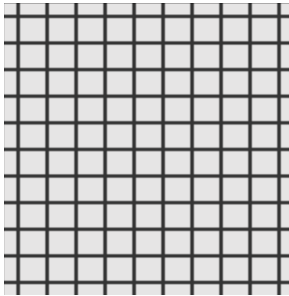


Arrow keys – choose who you connect to



Right - no connection

This is the sequencer - x axis is time, y-axis is sound

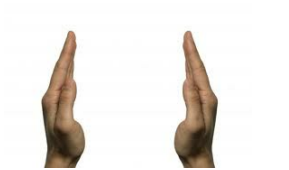


Number keys – choose the number of pulses that you want to play

A red bar will indicate the bars that are currently active.



Rehearsal Gestures



Length of sequence
(press number on
keyboard)



Go to Configuration no.
(2 in this case)



Slork silence – push
clear button



Density of sequence

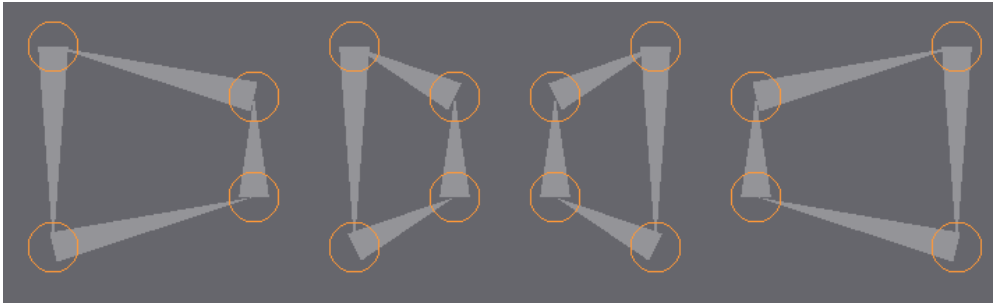
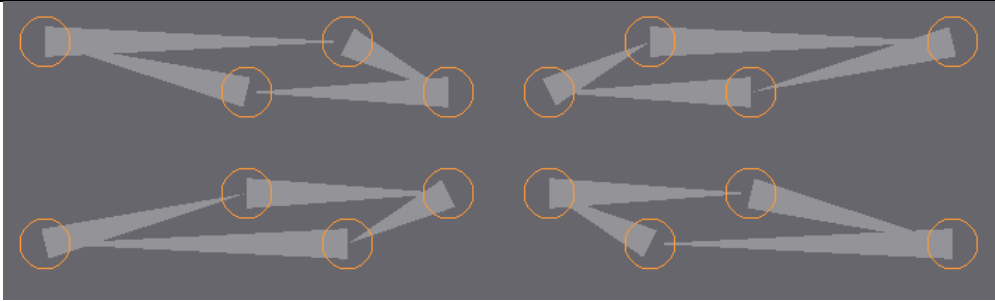
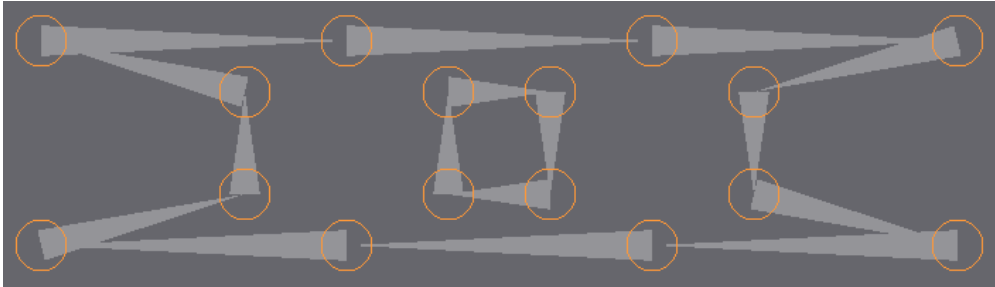


Point in particular direction
(left,right,up,down)



Don't connect to anyone
(Right shift)

Configurations

1	 A diagram showing a 2x4 grid of nodes, represented by orange circles. Each node is connected to its immediate neighbors (up, down, left, right) by a gray triangular beam. The connections form a mesh of triangles across the grid.
2	 A diagram showing a 2x4 grid of nodes, represented by orange circles. Each node is connected to its immediate neighbors (up, down, left, right) by a gray triangular beam. The connections form a mesh of triangles across the grid.
3	 A diagram showing a 2x4 grid of nodes, represented by orange circles. Each node is connected to its immediate neighbors (up, down, left, right) by a gray triangular beam. The connections form a mesh of triangles across the grid.