clear all triggers euclidean triggers +1 set length to 1 Note Offsets cycle betweeen +0, +5, +7, +12 length +1 midi note -1 (default 60) midi note +1 (default 60) Amplitude Envelope Decay SHORTER Amplitude Envelope Decay LONGER LFO or TONE DECREASE LFO or TONE INCREASE nb_1 Toggle or Specialty Function Note Offset 1

Offset 2

Offset 3

Offset 4

Randomize

col 16

nb drumcrow

grid -:

nb 8

col 1

restart norns, connect crow to norns, load rudiments, should hear tones coming out of crow (that's a bug lol) go to Params, set nb_1 to drumcrow 1, scroll to drumcrow 1 param menu, click the on/off button to turn ON the output of crow col 9 and 10 is pulse width parameter. On drumcrow, the pulse width controls different parameters for each synth model col 11: bitcrusher, bit Ifo, and amplitude envelope bit ON/OFF

col 16: randomize env decay, pulse width, pulse width 2, and midi note of track

emplaitress

col 9 and 10 are DECREASE or INCREASE harmonics of plaits

col 11: set FM mod to 0.9 (ON) or 0 (OFF)

col 16: randomize decay, harmonics, timbre, morph, and midi note of track

oilcan

col 9 and 10: DECREASE or INCREASE modulation release (0 to 100%)

col 11: +1 midi note (ON) +0 midi note (OFF)

col 16: freq, sweep time, sweep index, env release, mod release, mod level, mod ratio, feedback, fold

midi note controls which of the 7 "timbres" is triggered! Not pitch! Try using multiple rudiments rows to trigger same Oilcan nb rudiments

col 9 and 10 DECREASE or INCREASE IfoFreq and IfoSweep parameters

col 11: sets osc shape to sine or square I think

col 16: randomizes like everything except osc shape

doubledecker

col 9 and 10 DECREASE or INCREASE brilliance (tone control)

col 11: EACH PRESS will increment the layer 2 pitch ratio value and wrap through 9 values

col 16: randomizes brilliance, amp release, portomento, LPF, LP res, HPF, HP res, filter envelope stuff

- 1) load rudiments, then go to params and find nb_1 through nb_8
- 2) select what nb voice that row is triggering (you can select the same nb voice for multiple rows)

) send all the rows to doubledecker for polyphony!

) send multiple rows to the same oilcan for different patterns and midi notes to select sounds

) use a different nb voice for each row?!

) combine different length pitch sequences?!

- 3) press col 2 to get a trigger, or turn ENC 2 to increase/decrease the number of triggers on a track
- 4) there is no press and hold, there is only poke poke poke poke