

col 16

- 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 poke