

APS Key Map (Ardule Pattern Studio)

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Global Keys

Key	Action
q / F10	Quit APS
Space	Play / Stop
H / F1	Help

Function Keys

Key	Action
F1	Help
F2	Toggle left list: Pattern / Arrangement
F3	Refresh (rescan patterns / ARR; keeps filters)
F4	Info (show ADT / ARR details)
F5	Duplicate Pattern
F6	MIDI settings
F7	Save ARR
F8	Count-in settings
F9	BPM
q / F10	Quit APS

Navigation (Common)

Key	Action
↑ / ↓	Move cursor
J / K	Move cursor (vi-style)
Enter	Confirm / Apply
Esc	Cancel / Exit dialog

List / Browser

Key	Action
G	Genre filter (Pattern list)
PgUp / PgDn	Fast scroll
C	Cycle pattern suffix (P → B → h → P)

Chain Edit – Block Selection

Key	Action
V	Set block start (anchor)
(move cursor)	Extend block selection

Note: Block selection is shown using reverse video.

Chain Edit – Block Operations

Key	Action
Y	Yank (copy block)
X	Cut block
P	Paste (clipboard / section)
F	Flush clipboard

Chain Edit – Section Labels

Key	Action
S	Attach section label at cursor
R	Remove section label at cursor

Notes:

Section labels are **metadata only** and do not affect playback order.

S opens a prompt to enter or select a section name.

R removes the section label at the current chain position.

In non-Chain focus, R keeps its original meaning.

Insert (Focus-aware)

Focus	Key	Action
ARR list	Enter	Insert after cursor
ARR list	O / o	Insert before cursor
Pattern list	Enter	Insert / increase repeat
Pattern list	O / o	Insert before cursor

Step Sequencer (StepSeq)

Supported grids:

82-step (straight)

24-step (8T triplet)

48-step (16T triplet)

Half pattern (_h):

PLAY_BARS = 1

Second bar is visually disabled but editable

Bar separators are explicitly shown.

Design Notes (Mental Model)

ADT = Pattern (reusable rhythmic unit)

ARR = Arrangement (ordered structure of patterns)

Chain represents a **linear time axis**

Sections are **labels only**

Bar counts and positions are **computed**, not stored