

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

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. S prompts for a name; R removes at cursor. In non-Chain focus, R keeps its original meaning.

Chain Edit – Pattern Editing

Key	Action
`Enter`	Open StepSeq for the pattern at cursor

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: 32-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