

DELUGE SHORTHAND 1.0

GLOBAL CONTROLS

Action	Sequence
View / change zoom level	[HSCROLL] / {HSCROLL}
Scroll grid up-down / left-right	(VSCROLL/HSCROLL)
New song	[SHIFT <i>[NEW]</i>] [<i>NEW</i>]
Delete song	[LOAD] (SELECT) [SHIFT <i>[DELETE]</i>] [<i>DELETE</i>]
Load song	[LOAD] (SELECT) [LOAD]
Load song keeping current tempo	[LOAD] (SELECT) [TEMPO] [LOAD]
Load song delaying change	[LOAD] (SELECT)
Fast scroll song list	[LOAD] [SHIFT (SELECT)]
QWERTY search in song loading mode	[PAD]
Save song	[SAVE] (SELECT) [SELECT]
Save song collecting samples	[SAVE] (SELECT) <SELECT> [SELECT]
Change tempo coarse / fine	(TEMPO) / {TEMPO}
Metronome	[SHIFT [TAP TEMPO]]
Swing	[SHIFT (TEMPO)]
Adjust brightness	[SHIFT [LEARN] (TURN)]
Firmware update	[SHIFT [POWER ON]]
Settings menu	[SHIFT [SELECT]]
Open sound editor	[SELECT] (HSCROLL)
Change LED refresh rate	[CLIP] (SELECT)
Resample	[SHIFT [RECORD]]
Loop resample	[RECORD [PLAY]] .. [RECORD [PLAY]]

CLIP VIEW

Action	Sequence
Long notes	[Note start PAD [Note end PAD]]
Long notes across screens	[PAD] (HSCROLL) [HSCROLL [PAD]]
Adjust note velocity	[PAD (HSCROLL)]
Set note probability	[PAD (SELECT)]
Copy all note columns at current zoom	[LEARN [HSCROLL]]
Paste all note coluns into current zoom	[SHIFT [LEARN [HSCROLL]]]
Adjust note velocity	[PAD (HSCROLL)]
Duplicate clip	[SHIFT [HSCROLL]]
Set clip length	[SHIFT (HSCROLL)]
Shift clips left/right	[VSCROLL (HSCROLL)]
Clear all clip notes	[HSCROLL [BACK/UNDO]]
Note zoom level to 128th and 256th	[LEARN (TEMPO)]
Live record notes into sequencer	[PLAY] [RECORD] [AUDITION/PAD/KEYBOARD]
Change clip color	[SHIFT (VSCROLL)]
Change row color	[SHIFT [AUDITION (VSCROLL)]]
Nudge note	[PAD {HSCROLL}]
Repeat note	[PAD {VSCROLL}]
Transpose note	[PAD (VSCROLL)]
Change octave	{VSCROLL}
Record automation	[RECORD (UPPER/LOWER)]
Erase automation	[SHIFT [UPPER/LOWER]]
Copy automation	[LEARN [UPPER/LOWER]]
Paste automation	[SHIFT [LEARN [UPPER/LOWER]]]
Per-note parameter lock	[PAD (UPPER/LOWER)]

SYNTH, MIDI, CV CLIPS

Action	Sequence
Cycle default scales	[SHIFT [SCALE]]
Change root note of current scale	[SCALE [AUDITION of new root note]]
Alter current scale	[AUDITION {SELECT}]
Clone current synth or clip preset	[LOAD [SELECT]]
Transpose clip by octave	{VSCROLL}
Transpose clip by semitone (SCALE must be off)	[SHIFT {VSCROLL}]

SYNTH CLIPS

Action	Sequence
New init synth	[SHIFT [SYNTH]]
Load single cycle sample	[SHIT [BROWSE]] [SELECT] (SELECT) [SELECT] [BACK]
Load long (basic) or multi samples	[SHIT [BROWSE]] [SELECT] (SELECT) <SELECT> (SELECT) [SELECT] [BACK]
Save synth as new preset	[SAVE [SYNTH]] (SELECT) [SELECT]
Synth resample	[RECORD [AUDITION]]

KIT CLIPS

Action	Sequence
New init kit	[SHIFT [KIT]]
Save kit as new preset	[SAVE [KIT]] (SELECT) [SELECT]
Move kit clip row up/down	[AUDITION {VSCROLL}]
Add instrument into a blank kit row	[AUDITION [KIT]] (SELECT) [SELECT]
Start/stop recording sample from input into kit	[AUDITION [RECORD]] / [RECORD]
Slice a pre-recorded sample into kit	[SHIFT [KIT]] (SELECT) [SHIFT [SELECT]]

AUDIO CLIPS

Action	Sequence
Create new audio clip in song view	[PAD [SELECT]]
Create new audio clip in arranger view	[AUDITION [SELECT]]
Clear audio recording in clip view	[HSCROLL [BACK/UNDO]]
Change wave color in clip view	[SHIFT (VSCROLL)]
Set audio clip end point / loop length	[End PAD] [PAD]
Adjust audio clip length (audio will stretch)	[SHIFT (HSCROLL)]
Grab audio tempo to avoid time stretching	[TEMPO [PAD]]

WAVEFORM EDITOR

Action	Sequence
Enter waveform file editor in audio clip view	[SHIFT [WAVEFORM PAD 1,1]]
Change start/end points of sample	[Green/Red PAD] [PAD]
Set loop start point	[Green PAD [PAD to the right]]
Set loop end point	[Red PAD [PAD to the left]]
Change loop start/end point	[Blue/Purple PAD] [PAD]
Delete loop points at start/end	[Blue PAD [Green PAD]] / [Purple PAD [Red PAD]]

RECORDING AUDIO IN SONG OR ARRANGER VIEWS

Action	Notation
Set input source in song view	[LEARN/INPUT [PAD]] (SELECT) [SELECT]
Set input source in arranger view	[LEARN/INPUT [AUDITION]] (SELECT) [SELECT]
Check armed clips	<RECORD>
Arm clip (blink red = solo rec, blink purple = multi rec)	[RECORD [MUTE/LAUNCH]]
Enable metronome to lock-in clip timing to song BPM	[SHIFT [TAP TEMPO]]
Start recording	[RECORD] [PLAY]
Stop recording	[MUTE/LAUNCH]
Enable count-in	[SHIFT [SELECT]]

SONG VIEW

Action	Sequence
Queue clip launch / stop	[MUTE]
Instant launch / stop clip	[SHIFT [MUTE]]
Enter clip or create new on blank row	[PAD]
Move clip row	[PAD (VSCROLL)]
Change clip section color	[SHIFT [AUDITION]]
Queue section launch section	[AUDITION]
Section repeat	<AUDITION> (SELECT)
Cancel section repeat during countdwn	(SELECT)
Clone clip from source to destination row	[PAD [PAD]]
Delete clip	[PAD [DELETE]]
Queue solo clip	[HSCROLL [MUTE]]
Instant solo clip	[SHIFT [HSCROLL [MUTE]]]
Clip parameter change	[PAD (UPPER/LOWER)]
Song parameter change	[AFFECT ENTIRE] (UPPER/LOWER)
Change clip preset	[PAD (SELECT)]
Change clip type	[PAD [SYNTH/MIDI/CV/SELECT]]
Check clip name	<PAD>
Record to arranger at play bar position / stop recording	[RECORD [SONG]] / [RECORD]

LOOPING IN SONG VIEW

Action	Notation
Overdub layers	[PLAY] [RECORD [PAD below existing clip]]
Continuous overdub layers	[PLAY] [RECORD [AUDITION below existing clip]]
Close loop recording	[MUTE]
Close loop recording and solo	[HSCROLL [MUTE]]
Cancel overdub clip	[PAD] or [AUDITION]

ARRANGER VIEW

Action	Sequence
Move play bar position	(HSCROLL)
Add clip into arranger	[PAD]
Change clip instance	[PAD (SELECT)]
Delete clip instance	[Clip start PAD]
Delete row from arranger	[AUDITION [DELETE]]
Change clip instance length	[Clip start PAD [New clip end PAD]]
Enter clip	[TAIL PAD]
Move clip instance horizontally	[PAD (HSCROLL)]
Move row vertically	[AUDITION (VSCROLL)]
Clear all clip instances	[HSCROLL [BACK/UNDO]]
Mute / unmute instrument	[MUTE]
Audition instrument	[AUDITION]
Solo instrument	[HSCROLL [MUTE]]
Auto scroll timeline while playing	[CROSS SCREEN]
Start playback from current screen	[HSCROLL [PLAY]]
Make clip unique (white)	[SHIFT [Start PAD]]
Copy clip between arranger and song views	[PAD [SONG]]
Adjust clip parameter	[PAD (UPPPER/LOWER)]
Adjust playback time	[SHIFT (HSCROLL)]
Rename track	[AUDITION [NAME PAD 3,5]]

MIDI

Action	Sequence
Select MIDI channel in MIDI clip	(SELECT)
Set MIDI CC for param knobs in MIDI clip	[UPPER/LOWER (SELECT)]
Change CC keeping automation in MIDI clip	[UPPER/LOWER {SELECT}]
Enable MIDI note output for a kit clip row	[AUDITION [MIDI]]
Set MIDI channel / note for a MIDI kit clip row	[AUDITION (LOWER/UPPER)]
Map external controller to synth or kit notes	[LEARN [AUDITION] [External controller]]
Map external controller to trigger button	[LEARN [MUTE/RECORD/PLAY...] [External controller]]
Unmap external controller from trigger	[SHIFT [LEARN [MUTE/RECORD/PLAY...]]]
Map external controller to Deluge parameter	[SHIFT [Param PAD]] [LEARN [External controller]]
Unmap external controller from Deluge parameter	[SHIFT [Param PAD]] [SHIFT [LEARN]]

NOTATION FOR ACTIONS

Actions on button and knob controls are represented by different types of brackets around the control name:

Action	Notation
Square brackets for <i>press</i>	[CONTROL]
Angled brackets for <i>long press</i>	<CONTROL>
Rounded brackets for <i>turn</i>	(CONTROL)
Curly brackets for <i>turn while pressing</i>	{CONTROL}

Actions can be *nested* to represent order of operations. For example creating a new a song - press and hold SHIFT, press *NEW*, release shift, then press *NEW* - is written as:

[SHIFT [*NEW*]] [*NEW*]

NOTATION FOR CONTROLS

- **Control buttons** are referred to by their label. If referring to a 'shifted' label they are written in italics, e.g. **SAVE** and **DELETE**.
 - **Control knobs** are referred to as: **VSCROLL**, **HSCROLL**, **UPPER**, **LOWER**, **SELECT/SETTINGS**, **TEMPO/SWING** and **OUTPUT LEVEL**.
 - **Grid pads** are generically referred to as **PAD**. A specific pad can also be referred to by its label, e.g. **BROWSE**. An unlabelled pad can be referred to by a XY coordinate, with **1,1** being the top left, e.g. **PAD 1,3**. Pads can also be described by their color or position, such as **Note start PAD**, or **Green PAD**.
 - **Mute / Launch pads** are referred as **MUTE**. A specific mute pad can be referred to by a number, with top being 1, e.g. **MUTE 1**.
 - **Audition / Section pads** are referred to as **AUDITION**. A specific audition can be referred to by a number, with top being 1, e.g. **AUDITION 1**.
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CHANGELOG

Version	Changes
1.0	Initial release for firmware version 3.1

Latest version can be found at github.com/nvillar/deluge