AV_Sampler_SMPL

raw: $0 = begening of the file
@: $0 = where you are (on the fly)
re: $0 = call back @ position
@ + <≠ : at release back at first value
re + ≠> : at release go back where you were when **re** was last pressed

Step off = silence

SAMPLING
By default entry point are sent by step sequencer A.
raw: raw value
@: sampling on the fly
re: call back @ value

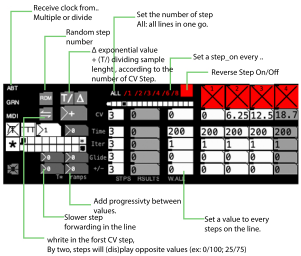
Stresh back and forth
-Select source A or B
-Black flake: on/off
-White flake: freeze
-Change direction
and speed

By default entry point are sent by step sequencer A. (raw, @, re will it turn on and off)

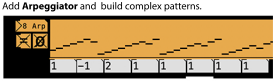
STEP SEQUENCERS

Every CV step (G/general)
got it's own StepOn/Off option and a value.
The line under set the clock, under the number of iteration / time dicision, the line under define the progressivity between values.
The last line allow to add or remove a value from the CV step.

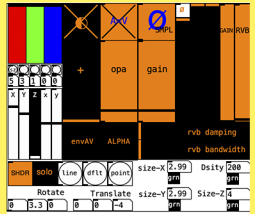
-/T : divide clock
***:** number of repetition of the G step
TTT: play all clock value for each G step



Add **Arpeggiator** and build complex patterns.



Each value tells to play; this step (1), go to next (2), go two ahead (3) , play the one before (-1)...



The left control panel/module is the settings of the left sampler(SMPL) driven by default by stepsequencer A.

oN/OFF

Stepoff= opacity at 0

Send audio ADSR to video opacity

Video output panel

Choose screen size

Select full screen monitor

video codec : prefer QUICKTIME ProRes LT or proxy.
AV_seq can read .aiff audio but is configured (folders system) to read and find .wav, for now;)