Mode 1: R/P

Record/Play

Hitting any key will enter that trigger into the pattern

Holding the shift key and pressing any key toggles mute for that channel. The pattern is stored unless:

Hitting the key of a muted channel erases the pattern and lets you enter a new pattern

Default behavior is one-shot, meaning holding a key down only triggers once. This behavior can be changed in configure mode, but defaults back to one-shot when powered down

Mode 2: FS

Freestyle

Hitting keys allows you to simply trigger whatever channel you like. Triggering is quantized, so you must have an external clock plugged in or have the internal clock running. The default behavior is roll, meaning you can hold a key and it will play on each beat.

Holding the shift key mutes all tracks except the keys you press.

Mode 3: CNFConfiguration

Key 1: Sets the sequence length shorter, to a minimum of 16 beats

Shift-Key 1: does nothing

Key 2: toggles Record/Play mode one-shot or roll behavior

Shift-Key 2: toggles Freestyle mode between roll, one-shot, and unquantized trigger generating mode

Key 3: sets the sequence length longer, to a maximum of 256 beats

Shift-Key 3: does nothing

Key 4: tweaks the self-clocked tempo to a slower tempo

Shift-Key 4: nudges the pattern five milliseconds earlier

Key 5: tweaks the self-clocked tempo to a faster tempo

Shift-Key 5: nudges the pattern five milliseconds later

Key 6: changes the swing value by two milliseconds

Shift-Key 6: does nothing

Key 7: toggles self-clocked or externally-clocked mode

Shift-Key 7: does nothing

Key 8: changes the swing value the other way by two milliseconds

Shift-Key 8: does nothing

Key 7 and 8 together: resets swing value to zero

When the switch is in CNF mode, tapping the shift key allows you to tap a steady rhythm into the module and it will average the taps and set a tempo.

Tapping the shift key in a tempo first establishes a few taps, then zeroes out part of the average that's already been input, and then up to 20 taps get averaged. Fewer taps is okay, just not as precise. More taps roll over. One missed tap or accidental switch-bounce problems get ignored. A single tap after about 1.5 seconds will snap the pattern back when it drifts, BUT there's no way to know if your drum pattern will be as-expected when doing this. The module doesn't know if it's drifting too fast and needs to skip the next step or going too slow and needs to delay the next step. It's better to use the nudge-and-tweak system to get your pattern matching something external.