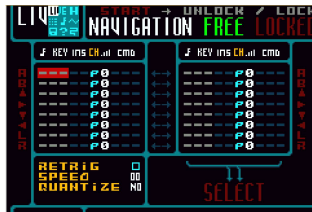


# M4GEEK01 - TODO LIST



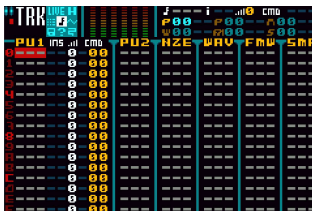
- ☐ Send **KEYS+INS+VOL** to selected channel @ keydown
- ☐ Send **CMD+VAL** to selected channel @ keypress
- ☐ Consider toggling between LIVE1 and LIVE2 using combo (SELECT + START for instance )
- ☐ Support both Retrigger and Continuous mode



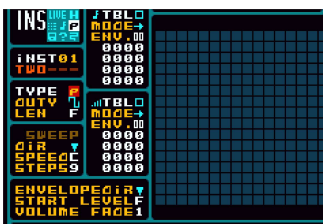
- ☐ Fix bug causing MODE to display incorrect piano
- ☐ Work out a method to lock input here
- ☐ Trigger notes accordingly with settings @ keydown



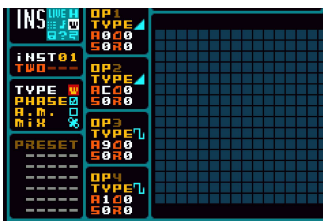
- ☐ Pattern shift
  - ☐ Shift column up ( R + SELECT + UP )
  - ☐ Shift column down ( R + SELECT + DOWN )
- ☐ Pattern Transpose Sequences - Saved along Pattern Orders
  - ☐ This may need to expand datatype from U8 to U16 to fit them in memory.



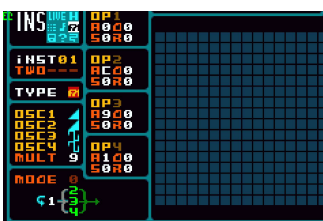
- ☐ Single column shift
  - ☐ Shift column up/down ( R + SELECT + UP / DOWN )
- ☐ Single column transpose/modification
  - ☐ Column up / down ( R + SELECT + RIGHT / LEFT )
- ☐ VU-Meters need to be animated along their envelope values
- ☐ Effect support



- ☐ Show shape @ duty change
- ☐ Fix bug causing WAV type **Mix** parameter interfering with duty parameter in PWM
- ☐ Table envelopes must indicate SPEED ( first nibble) and LENGTH ( second nibble )



- ☐ WAV channel wavedata display
  - ☐ Show shape @ operator change
  - ☐ Live wavedata rendering ( HOLD SELECT during playback )
- ☐ Table envelopes must indicate SPEED ( first nibble) and LENGTH ( second nibble )



- ☐ FMW Audio
- ☐ FMW channel wavedata display
  - ☐ Show shape @ operator change
  - ☐ Live wavedata rendering ( HOLD SELECT during playback )



- ☐ SMP Audio
- ☐ SMP channel wavedata display
  - ☐ Show sample @ kit change
  - ☐ Live wavedata rendering ( HOLD SELECT during playback )
- ☐ Synth mode (Playback each sample in the kit on each note (C-X=>0, D-X=>1, etc)

## M4GEEK01 - TODO LIST



- ☐ Groove table
- ☐ Pattern transpose data saving
- ☐ Check every slot is usable



- ☐ Color editor
- ☐ Decide the new interface amongst all the mockups:



- ☐ Hide master clock if link mode is not GBA
- ☐ Involve sync rate and ticks into sync net code
- ☐ Send data through serial
- ☐ Receive data through serial
- ☐ Show link status on bottom of the screen



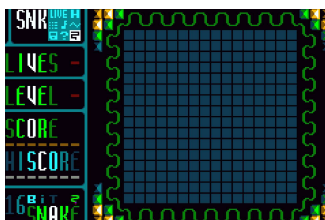
- ☐ AUTOSAVE Option @ Behavior: If enabled, song is autosaved on playback stop
- ☐ Multiple input schemes ( input code should be rewritten for this )
- ☐ Take key rate in consideration
- ☐ Autoload if SRAM data is valid and only if its valid.
- ☐ Show basic keys ( which change with buttonset ) @ footer



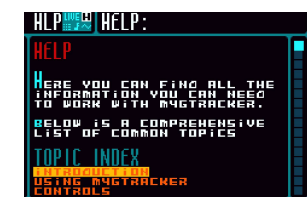
- ☐ Prelisten on Tracker class
- ☐ Remove input mode setting
- ☐ Remove sound BIAS setting, it does no function and it can be harmful for real hardware
- ☐ Global mixer interface



- ☐ Show total memory in blocks @ footer



- ☐ Snake Score Backup / Loading
- ☐ Emit sounds using Synth:polysynth function



- ☐ Help pages for Nze Channel