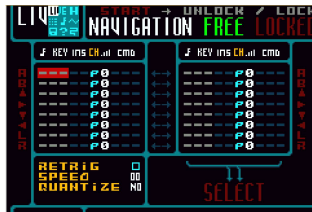


# M4GEEK01 - TODO LIST



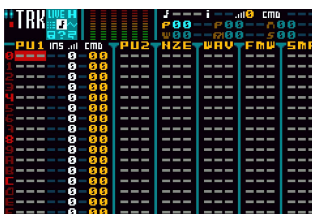
- ☐ Send **KEYS+INS+VOL** to selected channel @ keydown
- ☐ Send **CMD+VAL** to selected channel @ keypress
- ☐ Consider toggling between LIVE1 and LIVE2 using combo (SELECT + START for instance )
- ☐ Support both Retrigger and Continuous mode



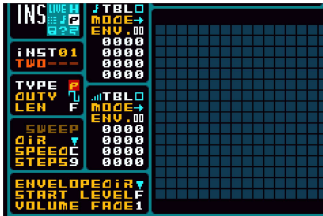
- ☐ Fix bug causing MODE to display incorrect piano
- ☐ Work out a method to lock input here
- ☐ Trigger notes accordingly with settings @ keydown



- ☐ VUMeter Animations
- ☐ Mark with red x muted channel vumeters
- ☐ Pat Transpose must modify transpose value if cursor over tsp column
- ☐ Pat Shift must modify shift value if cursor over tsp column
- ☐ Clipboard must be able to copy tsp values ( it would be good to use a u16 on clip )



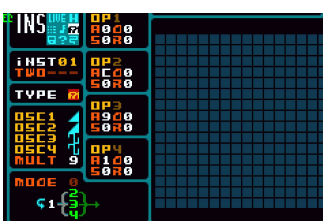
- ☐ Point vumeters to display Channel[x] volume
- ☐ Effect support
- ☐ Pattern navigation: change current pattern order index by pressing B + UP / DOWN
- ☐ Loop playback by pressing L + START
- ☐ Clipboard not always getting max size ( it can oversize, but won't draw )
- ☐ Muted channels must ignore trigger instructions



- ☐ Show envelope shape @ envelope change ( 3 envelopes @ screen )
- ☐ Fix bug causing WAV type **Mix** parameter interfering with duty parameter in PWM
- ☐ Table envelopes must indicate SPEED ( first nibble) and LENGTH ( second nibble )



- ☐ Move OSC Type one position up and change type by GATE
- ☐ Presets
- ☐ Remove Mix parameter → Replace by DIST YES/NO
- ☐ Sound does not stop if snake eats a fruit and sequencer is stopped (polysynth)



- ☐ Move each OSC type control to its correspondant OP zone
- ☐ Add GATE in the place of each OSC type control
- ☐ Add GATE in the place of each OSC type control
- ☐ Rename MULT to DIST
- ☐ Sound glitches (dies) after reboot via SWI(00)
- ☐ ADSR is moving weird, seems to ot be updating correctly on trigger, pos != 0 @ noteon



- ☐ 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



- ☐ Stop Groove table arrows if no Groove Enabled
- ☐ Show Song Info
- ☐ Tempo Tap
- ☐ Apply Pattern Length Setting



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



- ☐ Send data through serial
- ☐ Receive data through serial
- ☐ Show link status on bottom of the screen



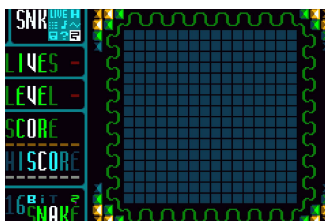
- ☐ Apply Key rate setting



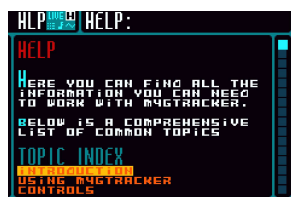
- ☐ Prelisten on Tracker class
- ☐ Remove input mode setting
- ☐ Remove sound BIAS setting, it does no function and it can be harmful for real hardware
- ☐ Global mixer interface



- ☐ Show total memory in blocks @ footer
- ☐ Replace BACKUP DATA by CONFIG.BEHAVIOR.POWERSAVING
- ☐ Remove REVERT DATA ( FREE SLOT...)



- ☐ Snake Score Backup / Loading



- ☐ Help pages for Nze Channel