

PRGM USER'S MANUAL

FIRST DRAFT.

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# PRGM OVERVIEW

prgm is an iPhone app with the purpose to explore rytmik and harmonik combinations.

### **CONTROLS & FUNCTIONS / GESTURES**

Common Gestures.

# Swipe

use swipe to switch between the sequencer and the mixer section.

# Long-Press

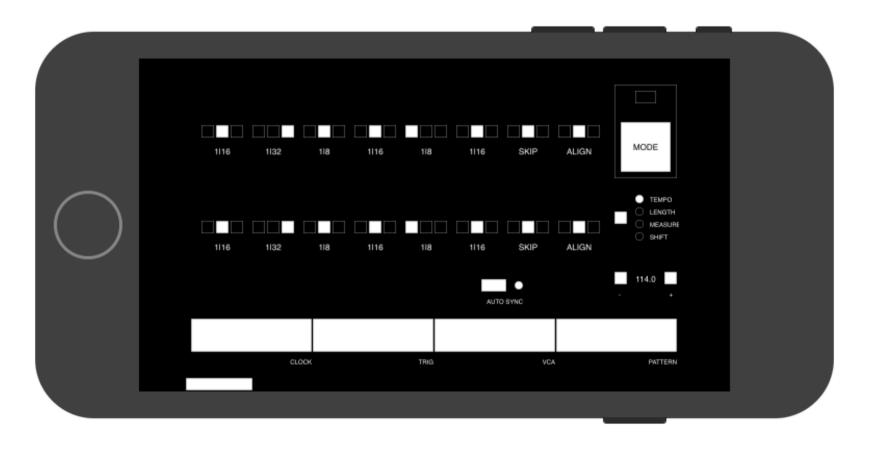
use long-press to access Delay 1 and Delay 2 settings, also use long-press to mute/unmute channels.

# Double-Tap

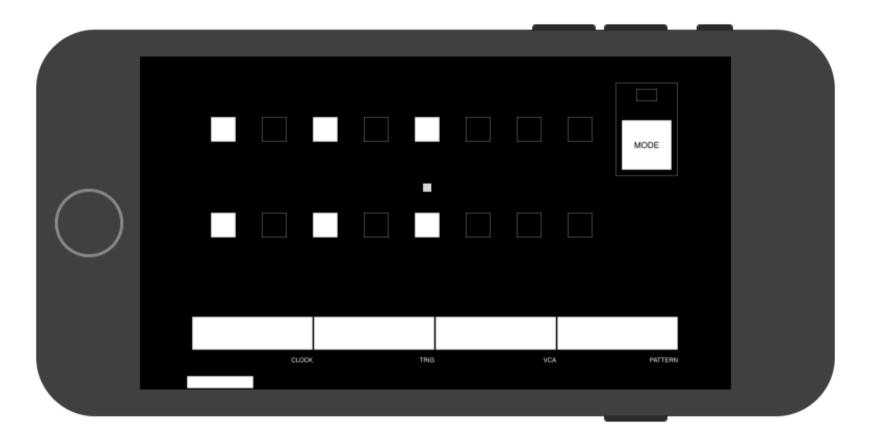
use double-tap to assign a sound to all active trigs.

# Drag-and-Drop

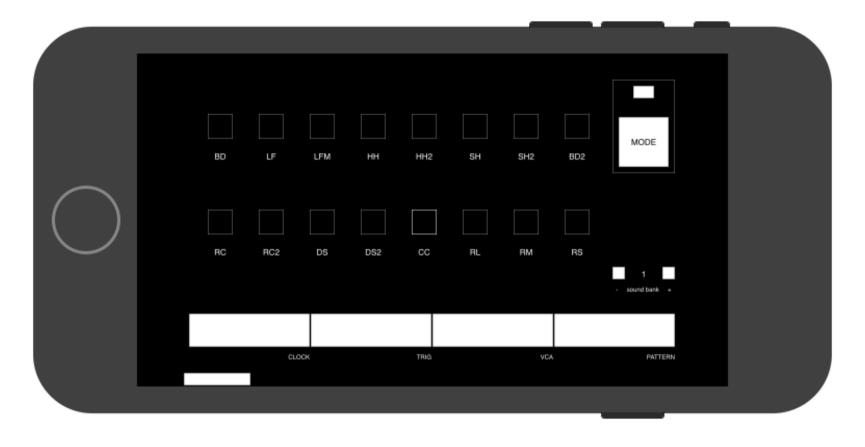
use drag-and-drop to clone patterns and scenes.



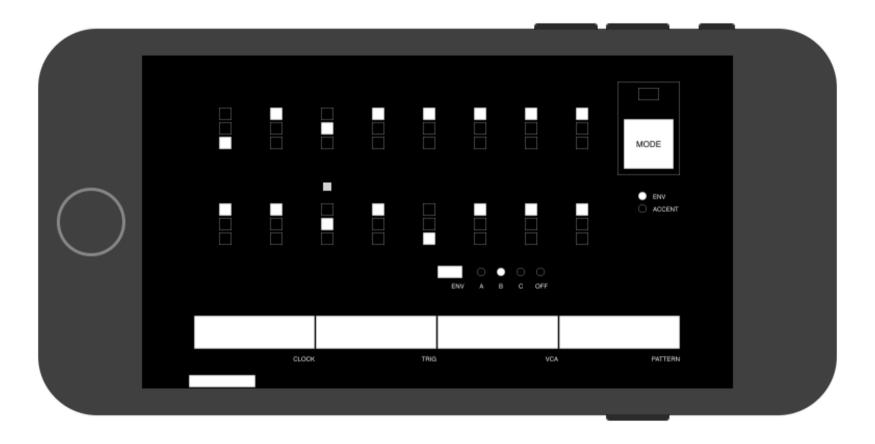
CLOCK/Timing Grid. MODE off sets step shift (shorter, off, longer), MODE on sets step length (1/32, 1/16, 1/8, 1/4, 1/2, 1/1, 2/1, ALIGN, SKIP). Tempo in BPM affects all tracks. Length sets the length of the track. Measure is related to step ALIGN, which assigns a step length that aligns with the next Measure. Shift assigns shifted steps with a length shorter or longer than the straight note values, thus affecting the timing of the following steps. Auto-Sync forces a restart of all tracks when the longest track restarts.



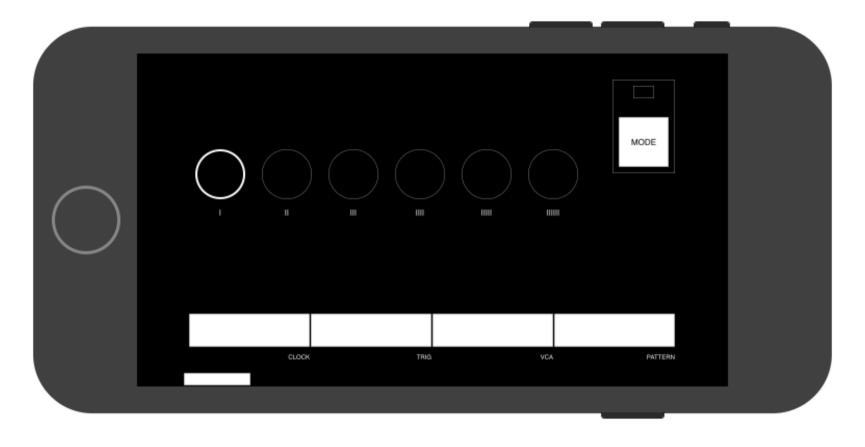
TRIG/Active steps. A trig assigns the step as active, an active step will play a sound unless the step length is set to SKIP (see CLOCK/TIMING GRID).



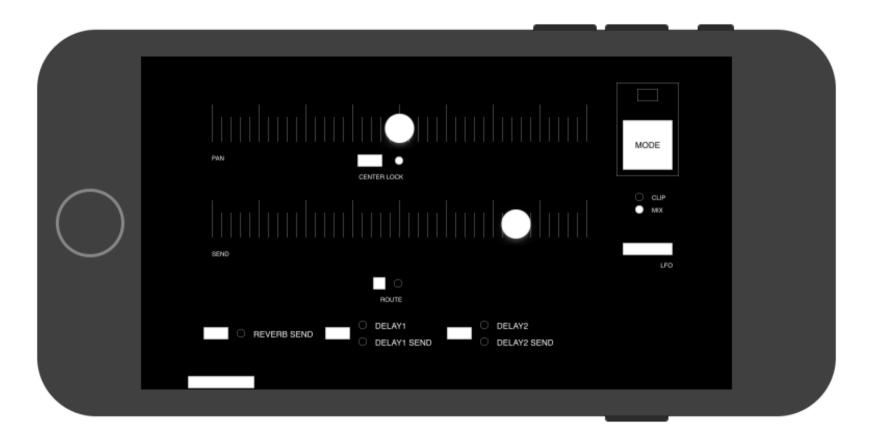
TRIG/Sound Select. MODE on opens up the sound selection. A single-tap selects a sound for the active track, a double-tap assigns a sound to all active steps. A selected sound is assigned whenever a step is made active.



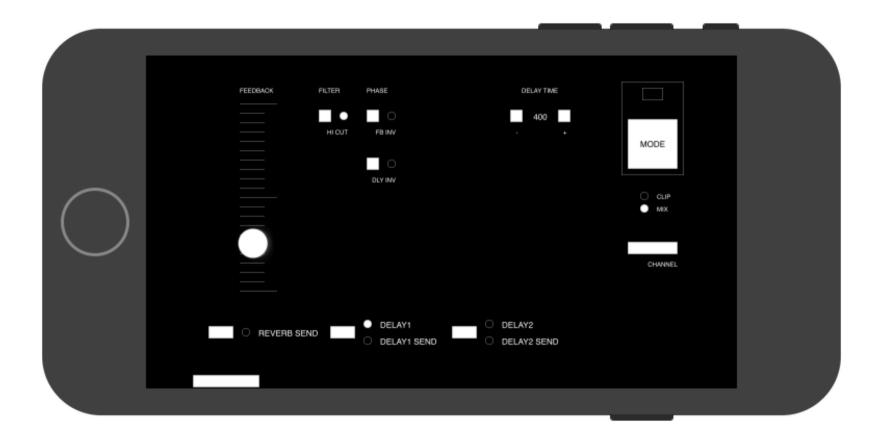
VCA/Envelope and Accent. MODE switches between Envelope Decay and Accent. Note that certain settings can render inaudible results with sounds that have a slow attack and sounds that have a fast decay.



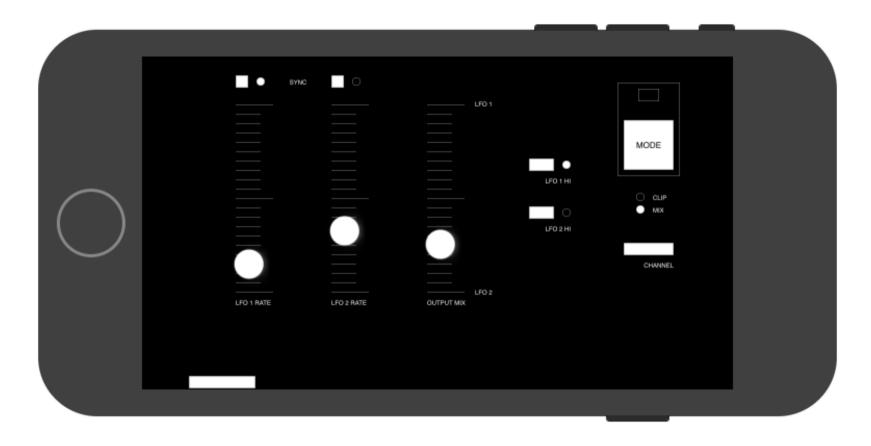
PATTERNS. Use drag-and-drop to clone patterns. Select a pattern, drag it over the destination pattern and release it. With the same method, an empty pattern can be used to clear other patterns.



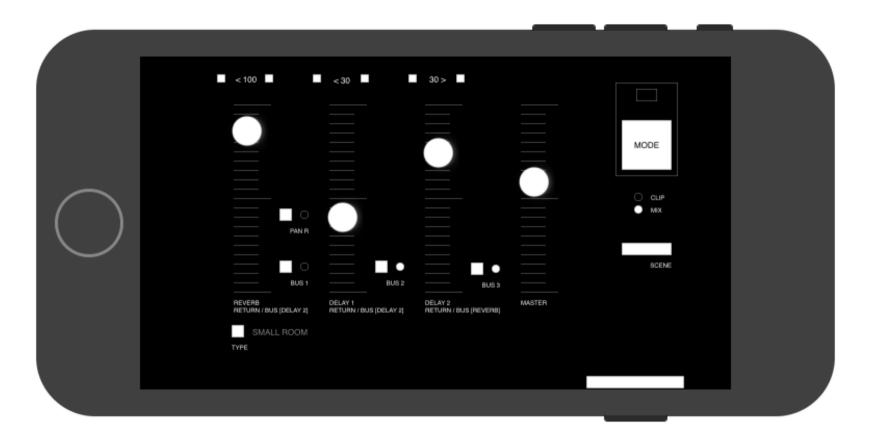
CHANNEL/Pan and Sends. the pan fader controls the channel position in the stereo field. when the MIX led is active, the send fader is assigned to the channel mix level. Reverb, Delay 1 and Delay 2 sends are post fader. MODE on sets modulation amount, a centered fader position (default) is zero modulation, left is negative, and right is positive modulation. Delay 1 and 2 settings are accessed by long-pressing their send buttons. the route switch creates a hard-wire connection, Delay 1 output to Delay 2 input, this in effect disables the Delay 2 send fader.



DELAY 1 and 2.

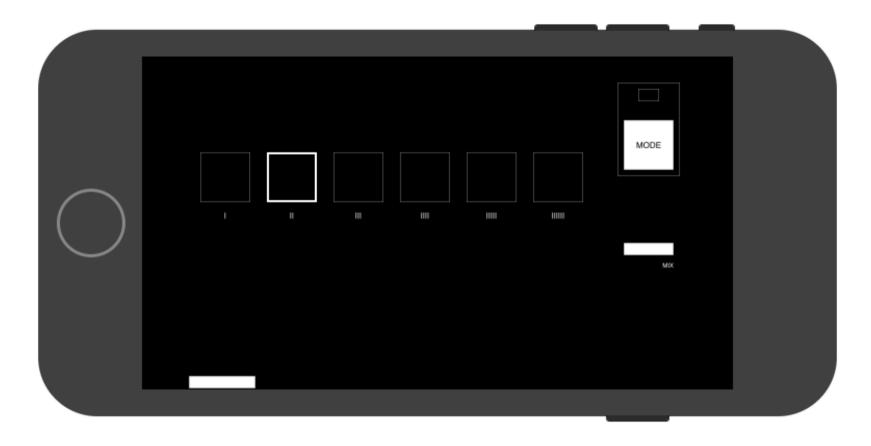


CHANNEL LFO's. Both LFO's are of triangle shape. Sync activates a restart of the LFO on step 1, note that LFO 2 sync restarts with inverted phase. Each channel have it's own pair of LFO's.



MASTER SECTION. Bus 1 sends the Reverb output to the Delay 2 input. Bus 2 sends the Delay 1 input to the Delay 2 input. Bus 3 sends the Delay 2 output (back to) the Reverb output, opening up the possibility to use feedback between Delay 2 and the Reverb as an effect, in effect the amount of feedback is also affected by Delay 2's internal feedback amount.

#### **RECALL**



SCENES. Selecting a scene stores the last scene and loads the new one. Clone a scene by selecting it, followed by a drag-n-drop on another scene. Clear can be achieved by cloning from an empty scene. Closing the app automatically saved the scene in it's current state. A Scene consists of the 6 patterns and the mixer settings, except Channel mute states and the Auto-Sync state.

#### **SPECIFICATIONS**

#### **SEQUENCER**

CONTROL: 16 Steps with SAMPLE, ACCENT and DECAY per step. 3 selectable Decay Envelopes per track. Programmable Clock Patterns with LENGTH per Step, and LENGTH, MEASURE and SHIFT per Track. Selectable Auto-Sync.

TEMPO: 10 BPM to 90,000 BPM.

#### **MIXER**

CONTROL: 6 Channel with Mix, Delay 1, Delay 2, and Reverb Sends, Pan with Center Lock, Channel Mute.

MODULATION: Dual LFO's with SYNC and MIX per Channel. Selectable destinations Pan, Mix, Delay 1, Delay 2 and Reverb sends.

DELAY 1 and 2: Selectable HiCut Filter, Feedback Phase Invert, Delay Phase Invert, and serial routing Delay 1 into Delay 2. Delay 1 time 0 to 2400 ms, Delay 2 time 0 to 4800 ms.

REVERB: Selectable programs; Small Room, Medium Hall.

MASTER SECTION: Delay 1, Delay 2 and Reverb Returns with Pan. 3 dedicated Busses; Reverb to Delay 2, Delay 1 to Delay 2, Delay 2 to Reverb. Master Fader.

OTHER: CLIP Level Indicator, Channel Mute Zero-Cross Detection.

#### **RECALL**

SAVE TO FILE: Complete Scene Recall to file.