

**USER'S MANUAL**

**prgm v1.0**

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## CONTROLS & FUNCTIONS

### 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.

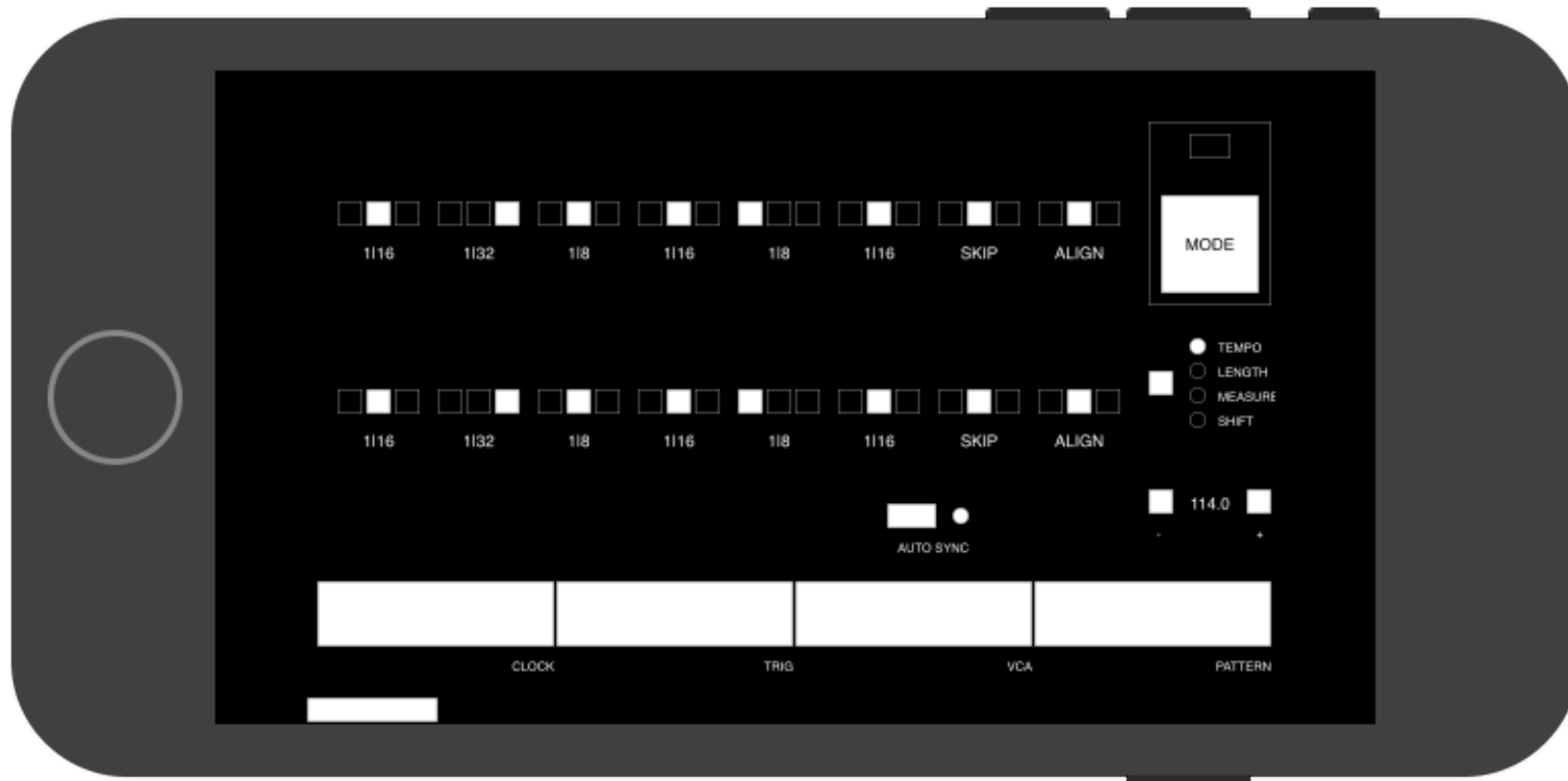
#### Double-Tap

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

#### Drag-and-Drop

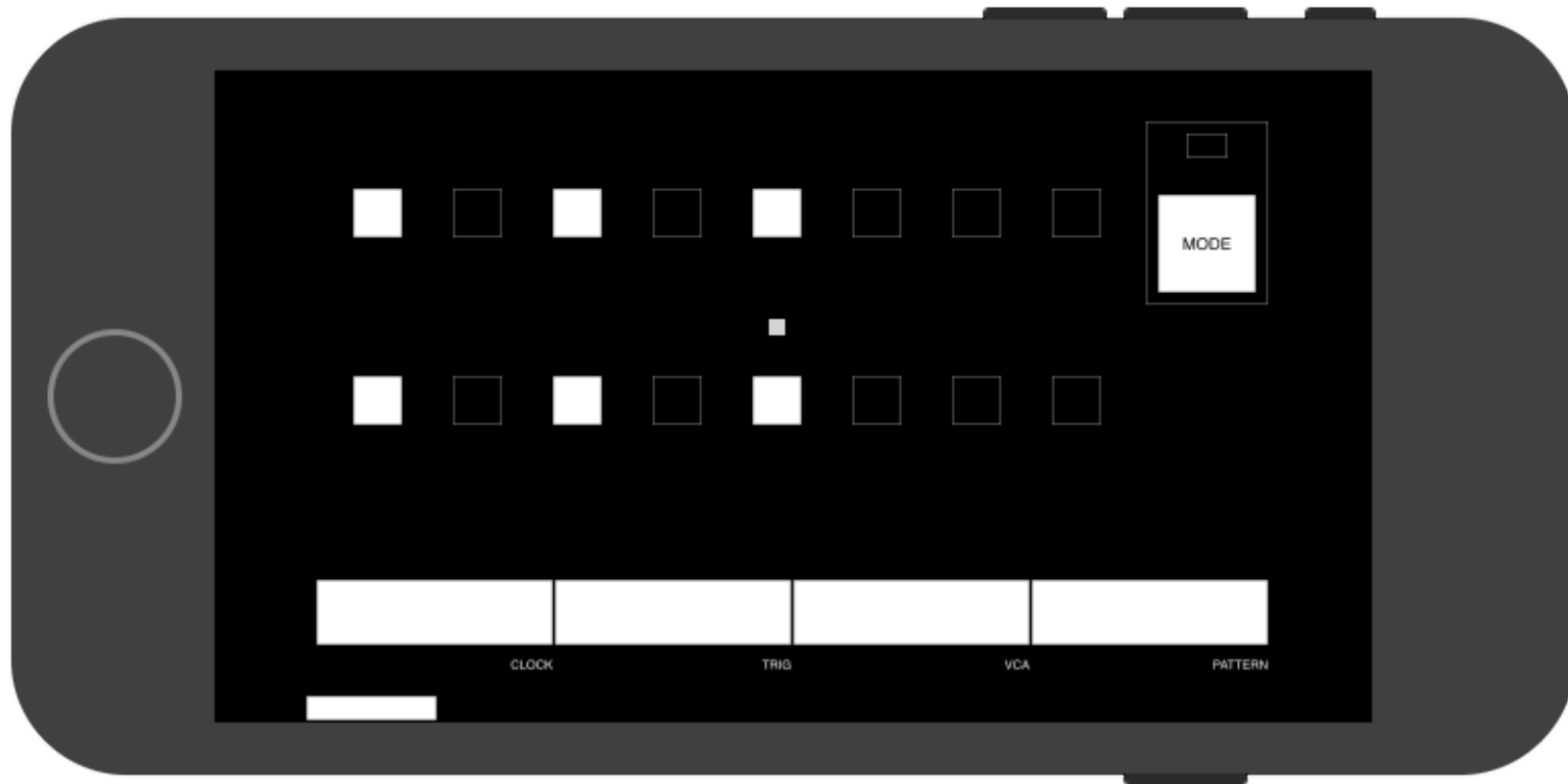
use drag-and-drop to clone patterns and scenes.

## SEQUENCER CONTROLS & FUNCTIONS



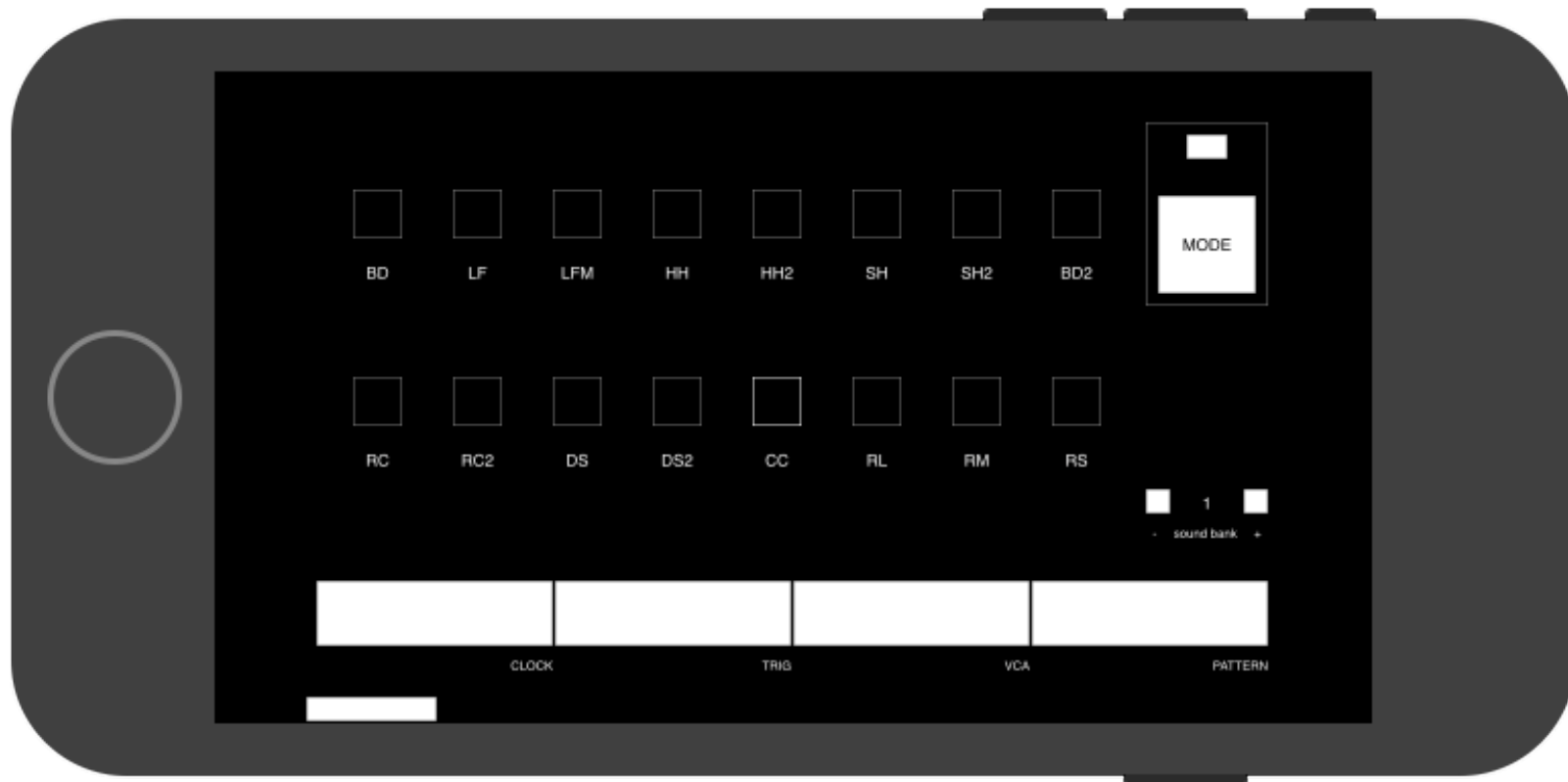
CLOCK/Timing Grid. MODE off sets step shift (shorter, off, longer), MODE on sets step length (1/32, 1/16, 1/8, 1/4, 1/2, 1/1, 2/1, ALIGN, SKIP). Tempo in BPM affects all tracks. Length sets the length of the track. Measure is related to step ALIGN, which assigns a step length that aligns with next Measure.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

## SEQUENCER CONTROLS & FUNCTIONS



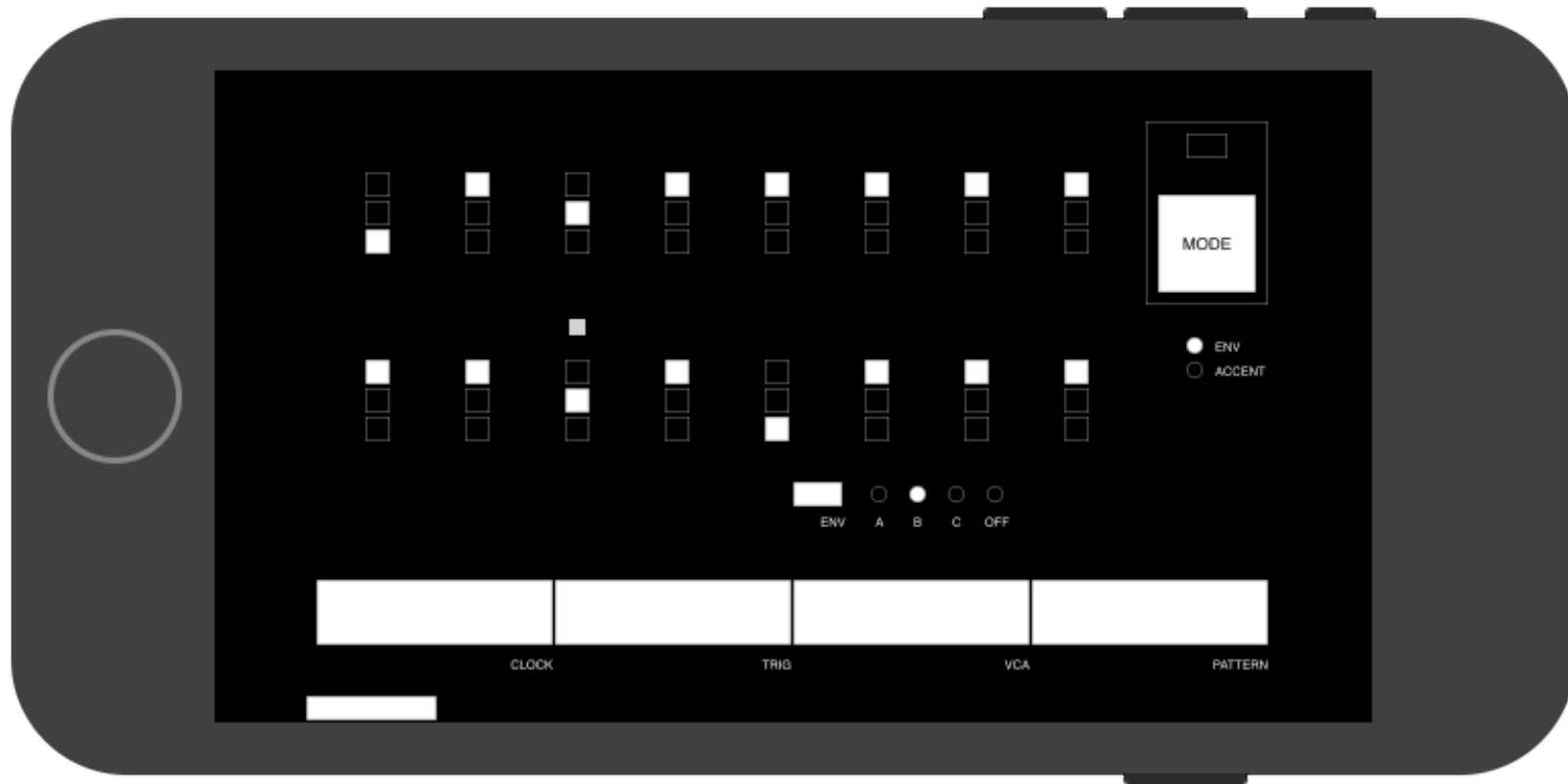
TRIG/Active steps. Setting a trig assigns the step as active, an active step will play a sound unless the step length is set to SKIP (see CLOCK/TIMING GRID).

## SEQUENCER CONTROLS & FUNCTIONS



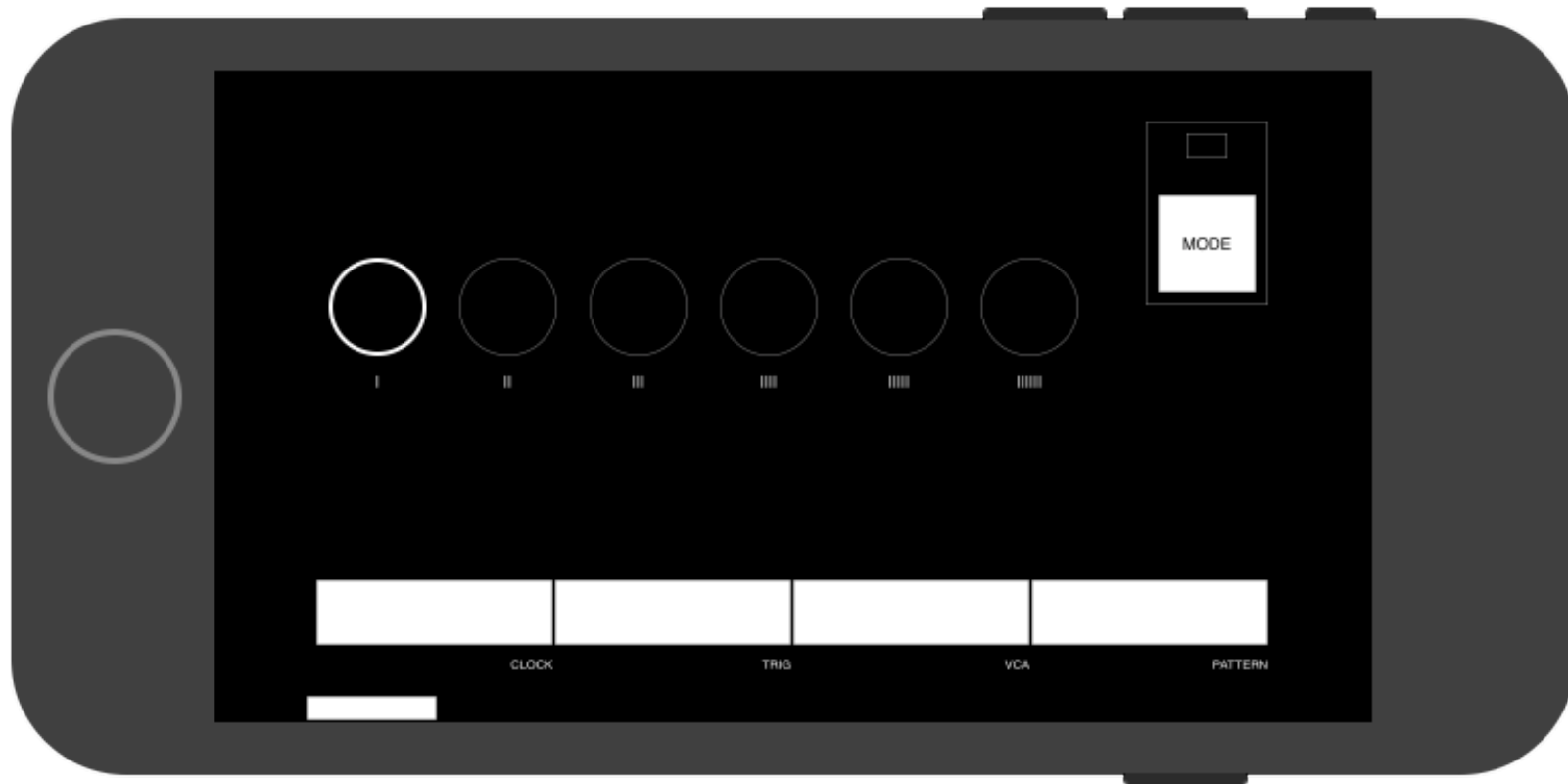
TRIG/Sound Select. MODE on opens up the sound selection. A single-tap selects a sound, a double-tap assigns a sound to all active steps.

## SEQUENCER CONTROLS & FUNCTIONS



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.

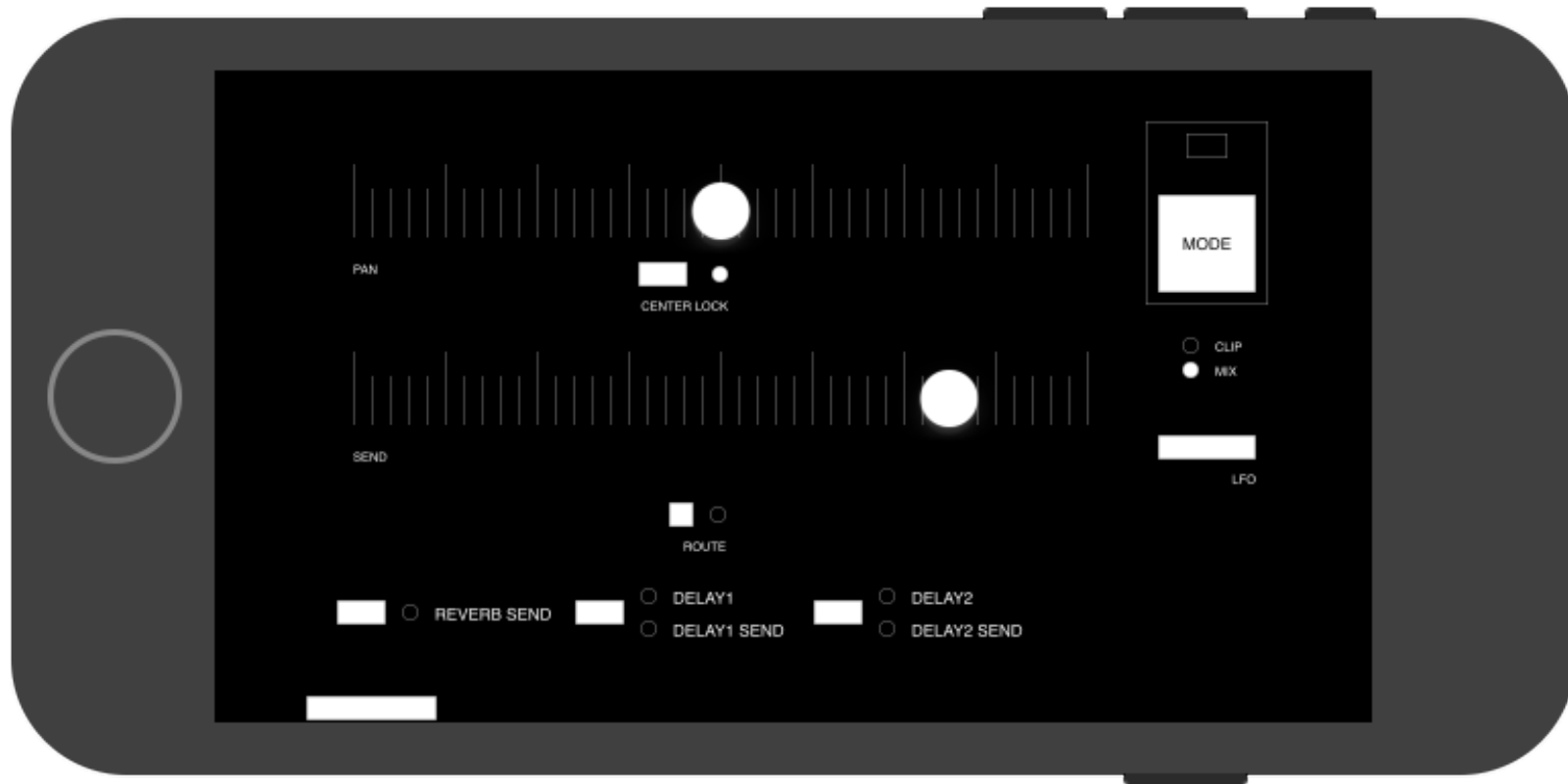
## SEQUENCER CONTROLS & FUNCTIONS



**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.

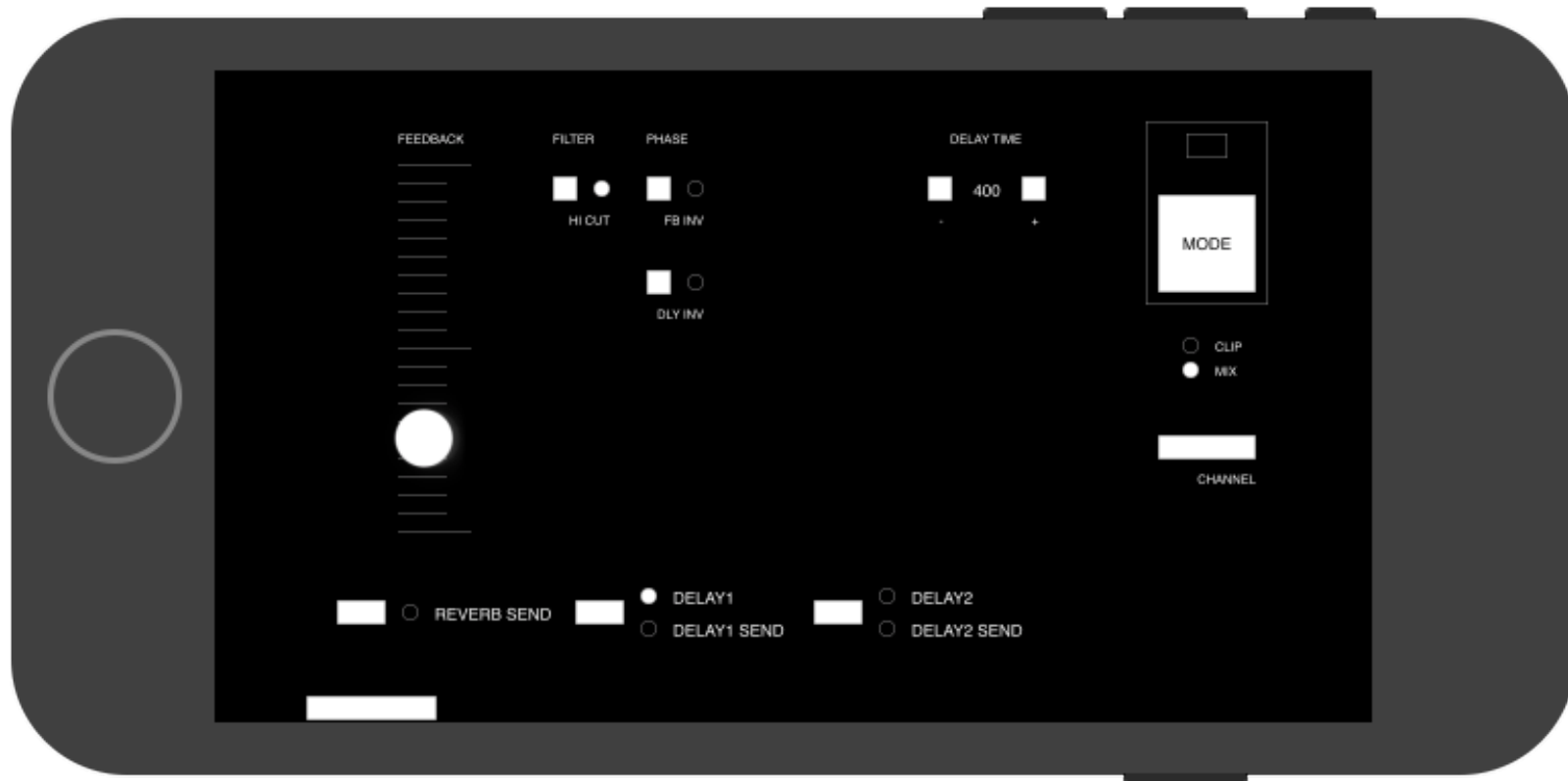


## MIXER CONTROLS & FUNCTIONS



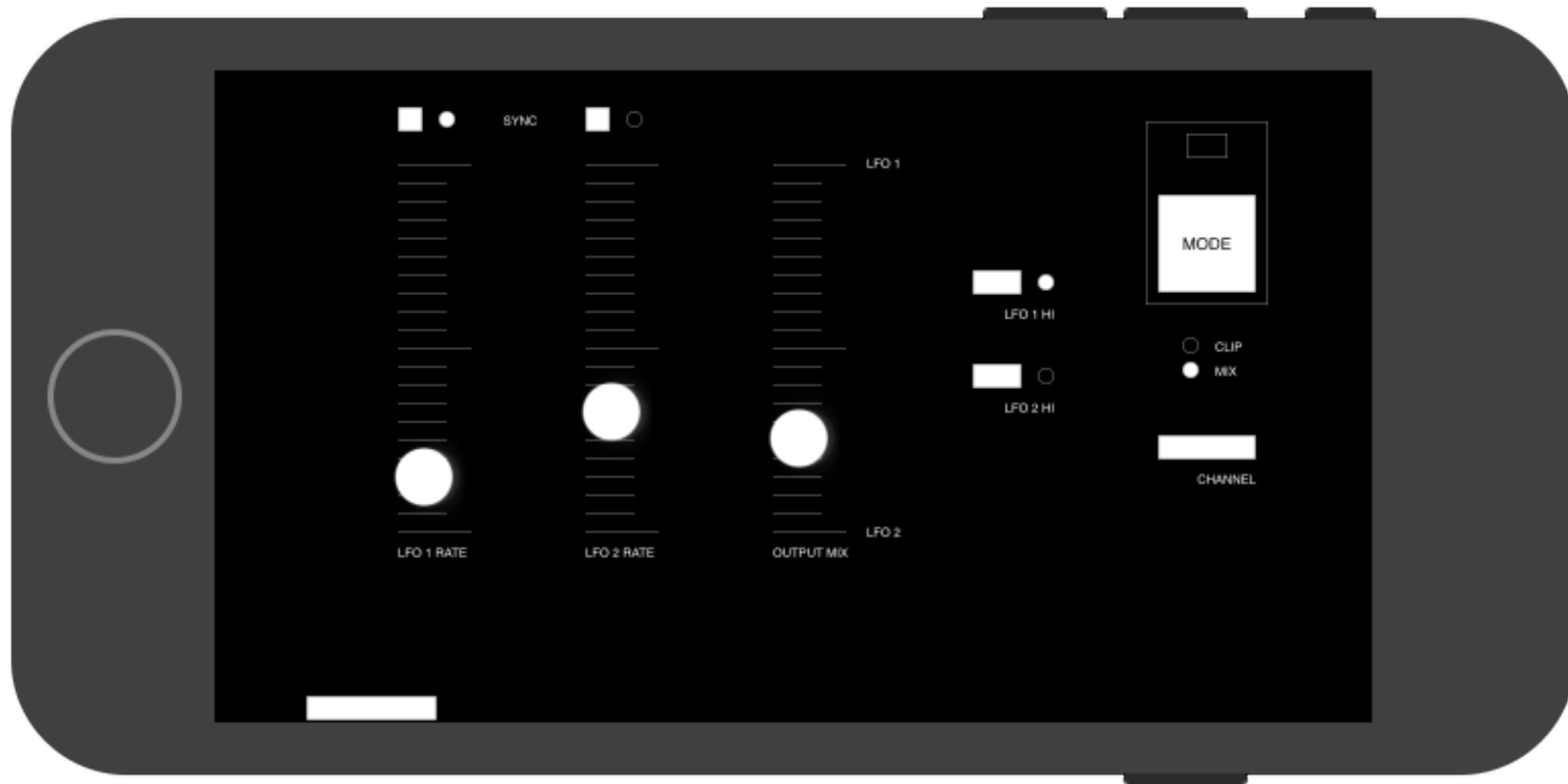
CHANNEL/Pan and Sends. The pan fader controls the channel position in the stereo field. The send fader controls the channel level in the mix and the aux sends (Reverb, Delay 1 and Delay 2). The MIX led indicates fader designation to mix level. MODE on sets modulation amount, a centered fader position (default) gives zero modulation, left negative, and right positive modulation. Delay 1 and 2 settings (Time, Feedback etc.) are accessed by long-pressing their send switches. The ROUTE switch creates a hard-wire connection from Delay 1 output to Delay 2 input, this in effect disables the Delay 2 send fader. Aux sends are post fader.

## MIXER CONTROLS & FUNCTIONS



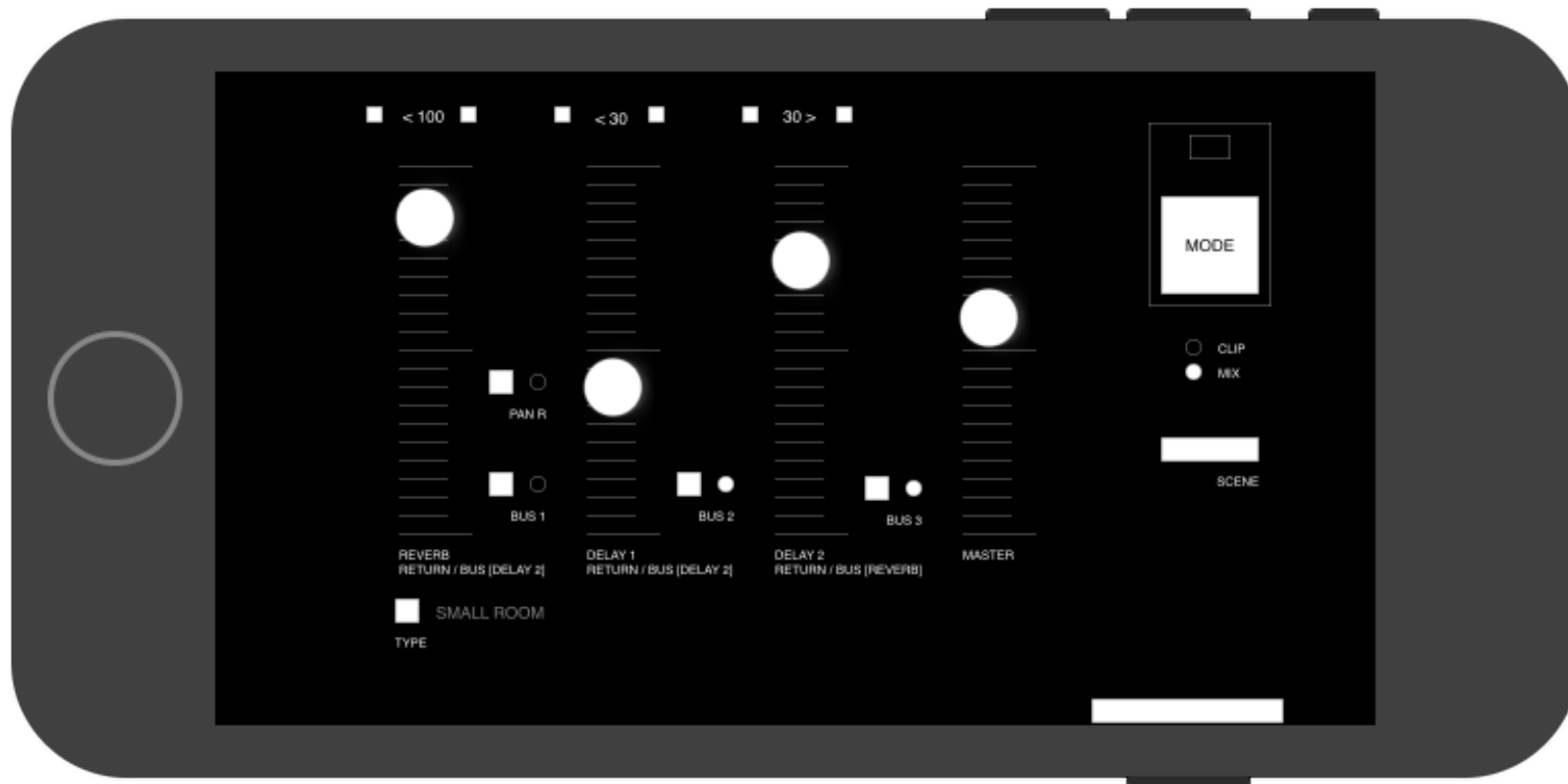
DELAY 1 and 2. HiCut inserts a Low Pass Filter in the Feedback path. The FB INV switch inverts the phase of the feedback. the DLY INV switch inverts the phase of the Delay output. The Delay 1 range is 0 to 2400 ms, the Delay 2 range is 0 to 4800 ms.

## MIXER CONTROLS & FUNCTIONS



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 related to LFO 1. Mix controls mix output, the HI switches affects the range of the LFO rate faders.

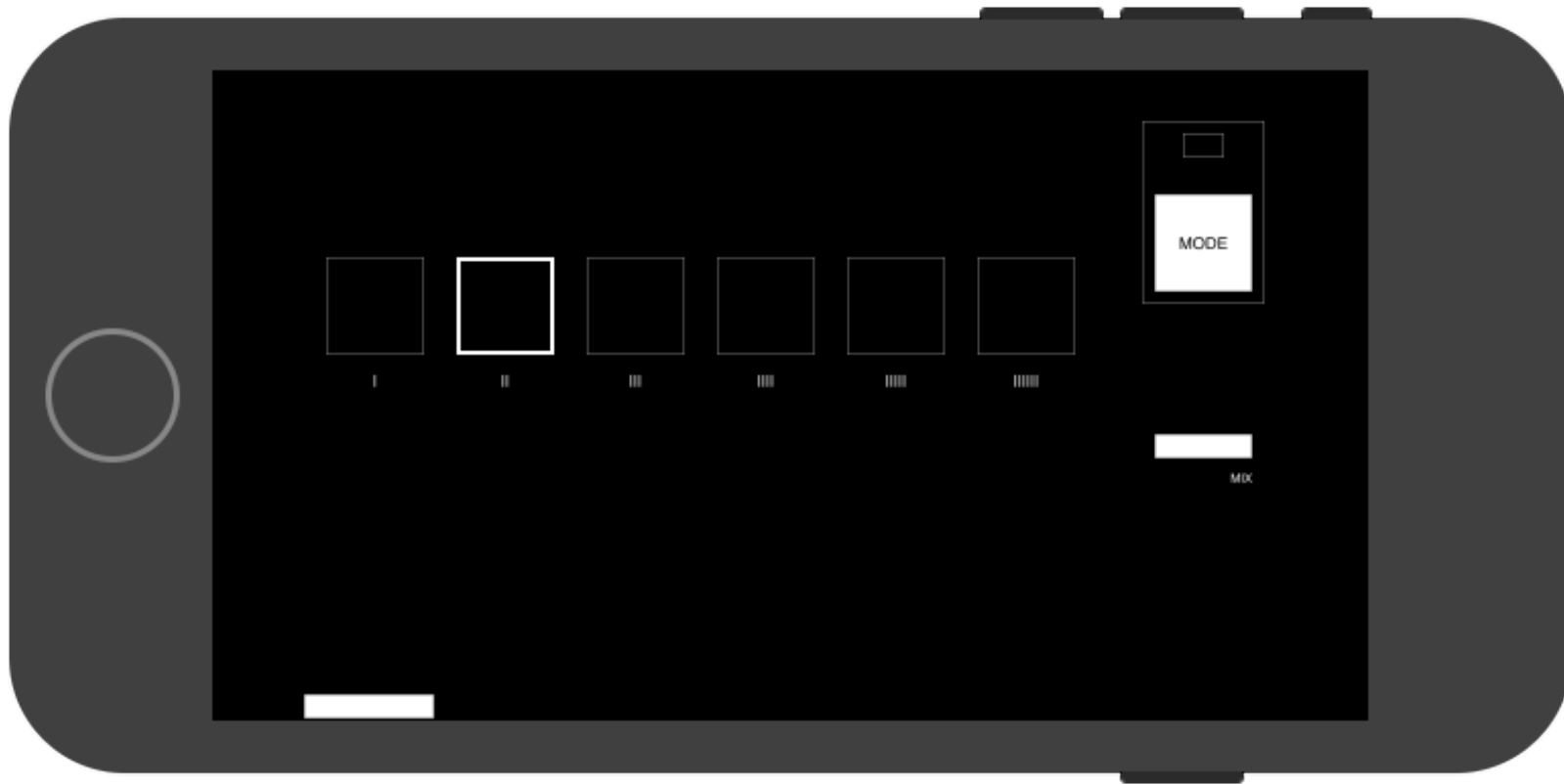
## MIXER CONTROLS & FUNCTIONS



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, as a result, the total amount of feedback is also affected by Delay 2's internal feedback amount (see DELAY 1 and 2). The Delay 2 time setting will affect to tone of the feedback.

## CONTROLS & FUNCTIONS

### RECALL



SCENES/Recall to File. A Scene consists of the 6 patterns and the mixer settings, except Channel mute states and the Auto-Sync state. Selecting a scene stores the last scene and loads a new one. Closing the app automatically saved the scene in it's current state. Use drag-and-drop to clone scenes. Select a scene, drag it over the destination scene and release it. With the same method, an empty scene can be used to clear other scenes.

## 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.