

Alpha1 ASCII State Diagram (EN)

ALPHA1 — ASCII STATE DIAGRAM (v1.0, EN)

GLOBAL STATES

POWER OFF -> BOOTING -> STOP (Idle / Edit)

STOP

| Play

v

PLAYING

| Stop

v

STOP

STOP

| Rec

v

RECORD ARM (Count-in, 4 beats)

|

v

RECORDING

| Stop

v

STOP

RECORDING MODES

Linear:

- Destructive recording
- Count-in before recording
- Piezo + LED metronome active

Loop:

- Non-destructive overdub
- Loop wraps at loop length
- REC during recording clears current track
- FF/REW switches tracks in real time

MENU LOCKS

STOP:

Save, Load, Clean, Quantize, BPM, Seq Mode, Loop Length = ENABLED

PLAYING / RECORDING:

Menu actions = DISABLED

EDIT MODE

STOP -> Encoder Click -> EDIT MODE (*)

Rotate = change value

Click = apply and exit

PANIC

ANY STATE:

FF + REW -> All Notes Off (current channel)

METRONOME

LED:

Active in PLAY and RECORD

Piezo:

Active in RECORD only

Accented first beat

QUANTIZE

STOP ONLY

Global (per project)

1/4, 1/8, 1/16

Applies to recorded events

No grid or visual editing