

# 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