

SCENE 1 - **LOOPING**

LOOP 0.5 BEAT	LOOP 1 BEAT	LOOP 2 BEATS	LOOP 4 BEATS
MOVE LOOP 2 BEATS	LOOP HALVE	LOOP DOUBLE	STOP LOOPS

SCENE 2 - **SAMPLER** - TOGGLE

FULL TRACK	FULL TRACK	ACAPELLA	ACAPELLA
FULL TRACK	FULL TRACK	HI HAT+ BASS + KICK	Delete all

SCENE 3 - **STEMS** - TOGGLE

VOICE	INSTRUMENTS	BASS	ACAPELLA
KICK	HI HAT	STEM FX	INSTRUMENTAL

SCENE 4 - **LOOP ROLL** - MOMENTARY

LOOP ROLL 0.5	LOOP ROLL 1	LOOP ROLL 2	LOOP ROLL 4
SLICER BT 1	SLICER BT 2	SLICER BT 5	SLICER BT 6

ONINIT = *deck left vinyl\_mode 1 & deck right vinyl\_mode 1* - when controller loaded