

Common Controls

tap	tap tempo
alt + tap	toggle external clock
alt + play (while stopped)	arm recording
play	toggles playback of the deck loop
alt + play (while playing)	engages overdubbing
play (while overdubbing)	disengages overdubbing
alt + pitch	snaps to: +/- fifth, octave, 2 octaves, zero
reverse	moves the playhead in reverse
alt + reverse	engages resampling / deck-to-deck recording
mixer slider A <--> B	mixes output of decks A and B; center = both simultaneously
alt + mix	sets the feedback level of the overdub/delay effect
alt + sequence pad	engages trigger sequencer recording
alt + sequence pad (hold 2s)	deletes that deck's sequence
tap (hold) + deck A mix	adjust metronome level

Routing Switch

left (mono)	Two independent mono decks (input and output)
center (stereo)	Inputs hard-panned and routed to both decks. Outputs contain stereo mix of both decks.
right (mystery)	TBD

CV

gate in	triggers the playhead
clock in	4PPQN clock signal
mixer in	controls mix

Note: when **mixer in** is patched, mixer slider becomes Deck A offset envelope
adjusts shape from no/sharp thru flavors of attack/decay

Reel Mode

Inspired by 1940s and 1960s tape music. This mode is monophonic, where time and pitch are bound together (like real tape).

recording starts when input signal crosses threshold of -40dB

Slice Mode

This is a polyphonic looper, where pitch and time are disconnected (time stretching).

recording starts / stops quantized to clock (next quarter note)

alt + size CCW: monophonic - CW: polyphonic

Drift Mode

Designed for generative and granular textures.

recording starts when input signal crosses threshold of -40dB

position moves playhead: where to generate grains from

size grain distributino: how wide an area around playhead to generate grains from within

alt + envelope envelope length (re-trigger period 40ms..5s?)

alt + size window size / density (grain size 40..500ms?)

FX: Grit & Flux

fx pad + tap switch fx

Grit (orange, texture-based)

orange: bit crusher

grit fx pad + pitch softer <--> harsher / lower bitrate

grit fx pad + mix fx output gain

yellow: analog saturation

grit fx pad + pitch saturation <--> distortion

grit fx pad + mix fx output gain

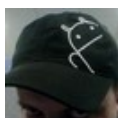
Flux (pink, time-based)

pink: tape delay

flux fx pad + pitch change tape delay speed

flux fx pad + mix delay output mix

flux fx pad + position delay feedback



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Page 1 of 1.

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