Cheatography

Synthux Academy Spotykach Cheat Sheet

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Common Controls

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
Core 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 overdu-bbing
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
tap (hold) + **play**	load the recording from sd card

Common Controls (cont)

tap (hold) + **reverse**	save the recording to sd card
CV	
gate in	triggers the playhead
gate out	TBD
clock in	4PPQN clock signal
pos & size in	controls position, size, or both (dependant on related **switch**)
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

Modulation Sources

switch	switches between envelope follower (up) and two LFO shapes
cycle	LFO modes: LFO rate ENV Follower mode: controls attack & release
glow	LFO modes: LFO attenuation ENV Follower mode: volume compensation

FX: Grit & Flux

fx pad + **tap**	switch current effect
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	

FX: Grit & Flux (cont)

flux fx pad + **pitch**	change tape delay speed
flux fx pad + **mix**	delay output mix
flux fx pad + **pos**	delay feedback

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
pos	determines loop start point
size	determines loop length

Slice Mode

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

recording	starts / stops quantized to clock (next quarter note)
pos	determines slice start point
size	determines length of slice
alt + **size**	CCW: monophonic - CW: polyphonic

Slice mode does *not* support overdubbing!

Drift Mode

Designed for generative and granular textures.

recording	starts when input signal crosses threshold of -40dB
pos	moves playhead: where to generate grains from
size	grain distribution: 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?)



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Not published yet.
Last updated 7th February, 2026.
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