W///	T H I S	T H A T
DUB (LIVE) Selected by pressing play Default behaviour in LIVE mode. original LIVE mode punch & feedback control - - - - - - - - - - - - - - - - - Press **play** to enter **NAV**	Input **THIS takes a plain trigger, punching in, then out the record function.** Toggling behaviour lends to interesting phasing effects, particularly where an INput sequence is desynchronized with a punch-pattern.	Input THAT enables **CV control over the recording mode.** Now we can explore the inbetween of OVERDUB (0v) and OVERWRITE (-5v). Consider the difference between these modes is whether we are erasing existing recorded material as we lay down new sounds. A point out around -4v will give the effect of an old tape deck or delay, leaving faint ghosts of recorded material. Positive voltages are only subtly different to negativeIndeed the effect on the recording is identical! The big difference is we now hear the sounds being cleared off the tape. Consider this while looping, and your loop length directly becomes delay-time. Feedback internally by approaching 0v, or patch an external path at 5v.
NAV In celestial navigation. Extended techniques for moving through time and space; sequences of sequences. - - - - - - - - - - - - - - - - - Press **play** to return to **LIVE** Press **loop + record** to enter **CUE**	Input THIS dynamically splices tape into predictably unpredictable fits and loops. After learning how THAT moves you through tape (below), THIS provides a moment's consideration whenever meeting a cue point. When colliding, playback jumps directly to a new cue, pointed by THIS. By extension, when looping, THIS allows one to select the active loop directly with a constant voltage. **-5v to +5v spans the entire tape with cues spread evenly across this range in time.**	Input THAT allows one to redefine the meaning of being stopped. 0v is your zerobase, out from which are forward and reverse motion. Roll around your tape, set dynamic delay times within a loop (LIVE_THAT settings will latch!), or customize your tape deck with an offset-LFO for maximum WOW. Beyond navigation, this through-zero tape speed can be misused to great effect. Think low-audio-range squarewaves, or modulate pulse-width for broken grain playback. Nudge the toggle for pitchbends or rhythmic realignment. And remember record will stay active as long as you desire it!
CUE Once you audition your first cue point, W/ start to feel an awful lot like a sampler. Indeed it's only a small step. - - - - - - - - - - - - - - - - - Press **loop** to return to **NAV** Press and hold **play then down and release play** to enter **LIVE**	Input THIS takes an event signal. **Send a gate for audition-style behaviour,** looping the current cue until release. **A short trigger (<15ms) on the other hand will launch a one-shot sample,** playing once then stopping. Selecting a sample can be done w/ l+up as usual, but CV-selection is also possible. Add an offset in parallel with the trigger! A small continuous voltage will now perform a cue motion on next event. Around 0v stays the same, -1 to -2v selects the previous, and +1 to +2v the next cue. Moving voltages dynamically choose new samples, just avoid too many sharp edges.. Plenty of interesting patches to create these voltages. Try a stackcable directly to THIS, or get creative w/ COLD MAC: Attach your trigger to SURVEY cv, output from LEFT, navigate with the SURVEY knob. Plenty of hidden quirks to be discovered here.	Input **THAT provides pitch control.** Volt per octave. When you plug in you'll hear the pitch drop an octave- the intention to allow greater pitch range with positive only voltages. You can rumble down six octaves to 1.5% speed, or up one to 200%. Find your chipmunks elsewhere.

W/// 1.21	T H I S	T H A T
Press and hold record While plugging a cable into THIS or THAT You're now in the Selector	Things get freaky when you begin mixing and matching thises and thats. Enter the Selector Press and hold your THIS selection Then press your THAT selection You'll see the lights split to their respective locations, and on release you have a new custom CV mode. Many self-patched possibilities, and meta-functionalities abound...	
TRANSPORT Selected by toggling up transplants NAV-style control into LIVE	Input Identical to THIS in NAV All **cue points are evenly distributed from -5V to +5V.** When the playhead reaches a cue point, the tape jumps to the cue pointed to by THIS voltage.	Input Identical to THAT in NAV **Linear tape speed control.** Positive voltages play the tape forward, negative voltages play the tape back in reverse. 0V halts. Just like NAV mode but **with the ability to add cues while moving around.**
SIGNAL Selected by pressing loop outputs location ramp & boundary events	Output **Generates a ramp describing the position in the current cue** brace. -5V represents the start of the cue, and +5v the end, similar to the loop lights when looping.	Output **Sends a trigger whenever the play head hits a cue point.** Send THIS to Cold Mac's Survey input for a set of loop-locked modulation signals.
DUB Default behaviour in LIVE mode. Selected by pressing play original LIVE mode punch & feedback control	Input **Send a trigger to punch-in and punch-out recording.** Each trigger toggles the state of recording.	Input **Sets the feedback-level & tape-playback level.** At 0V is overdub mode, which sweeps to overwrite at -5V. Positive values also move to overwrite at 5V, except the previous tape material is always heard in this direction. Think gradually decaying loopers, or FX printing passes.
CAPTION Selected by pressing record record & playback cv 'captions' in parallel with audio	Input Receives **CV to be recorded.** CV is recorded in parallel with audio, following the overdub or overwrite setting. If nothing is patched to THIS, or you've selected a different LIVE mode, the CV recording will remain untouched.	Output **Sends recorded CV out** as the tape progresses. Will add any CV sent to THIS if monitor is set in GLOBAL. Add CV captions to your audio recordings as automation or print v8 sequences so you can resynthesize melodies in the future. Consider a performance where you pre-record CV sequences, then layer multiple interpretations thereof. Changing speed with play+up or play+down will reward as audio-pitch diverges from cv-pitch in octaves.
SAMPLE Selected by toggling down *clip* lights will illuminate to denote sample mode CUE-style resets and cue motion, w/ v8 speed	Input Simplified from THIS in CUE Triggers (or gates) **will go to the most recently passed cue immediately, acting as a reset** - great for clocked looping and synced delays. As in CUE, attaching a parallel static voltage (-1V to 1V) allows to jump forward or backward by a single cue.	Input Identical to THAT in CUE **Exponentially control tape speed, allowing for volt per octave pitched playback.** Think on-the-fly sampler (recording is available unlike in CUE), re-harmonizing loops, or sequenced arrangements.

Enter **GLOBAL** by holding **record** for one second.
Exit **GLOBAL** by pressing **up**