

crow: per-pad pulsing!

As described on page 26 of the primary cheat codes manual, a connected crow can produce a synced pulse with the main clock *or* upon a pad press. Setting **crow output** to *pads* is a neat way to create rhythmic accompaniment to your loop jumps – you can even completely repurpose cheat codes as a clock-synced and quantized set of three drum pads that can be randomized and shuffled!

By default, all pads produce a pulse. Thanks to Cool Maritime's suggestion, the April 8, 2020 update allows you to specify this setting per-pad.

To access the per-pad pulse control:

- press grid-ALT + *focus* (see p.4 of the cheat codes manual) to enter *focus* mode for any bank
- you'll see the LED right under pad 16 illuminate – bright means the pad will produce a pulse, dim means it won't
- in *focus* mode, hold grid-ALT and press the per-pad toggle to set all of the pads in the bank to the current setting

Since this is a *focus* mode setting, you can toggle pulses on/off while a grid Pattern plays, to add rhythmic variance!

arc: pattern saving + new selection gestures

Thanks to Labor Camp's suggestion, the April 8, 2020 update allows you to save your arc patterns as part of a Collection!

There is no menu or on-screen UI. If you have any arc patterns recorded when you save your Collection, they'll save with your Collection. If you open any Collections that have arc patterns saved, they'll restore!

FWIW, arc patterns are saved here: ``dust/data/cheat_codes/arc-patterns/collection-X`` as ``encoder-Y.data``.

Oh! Right. One more thing. To make room for the crow per-pad pulse toggle, the arc parameter selectors underneath each bank have been slightly adjusted:

- selector 1 (no change): loop window
- selector 2 (no change): loop start
- selector 3 (no change): loop end
- selector 1+2+3 (change!): filter tilt

cheat codes will also now recognize if an arc is connected and display the selected arc parameter underneath each bank.