

Main Performance Page

A	1	<div></div>	<div></div>	<div></div>	<div></div>	<div>1</div>	<div>2</div>	<div>3</div>	<div>f</div>	Buffer 1-3   focus
		<div></div>	<div></div>	<div></div>	<div></div>	<div>L</div>	<div>C</div>	<div>r</div>	<div>P</div>	
	3	<div></div>	<div></div>	<div></div>	<div></div>	<div>L 1</div>	<div>A</div>	<div></div>	<div></div>	Loop/1-Shot   Arpeggiator
		<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
		<div></div>	<div></div>	<div></div>	<div>alt</div>	<div></div>	<div></div>	<div></div>	<div></div>	
B	2	<div></div>	<div></div>	<div></div>	<div></div>	<div>1</div>	<div>2</div>	<div>3</div>	<div>f</div>	Live Clip random pattern Pattern (+Alt = Del)
		<div></div>	<div></div>	<div></div>	<div></div>	<div>L</div>	<div>C</div>	<div>r</div>	<div>P</div>	
		<div></div>	<div></div>	<div></div>	<div></div>	<div>L 1</div>	<div>A</div>	<div></div>	<div></div>	
		<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
		<div></div>	<div></div>	<div></div>	<div>alt</div>	<div></div>	<div></div>	<div></div>	<div></div>	
										+ALT/alt = Reset Rate
										+ALT = Distribute Live Buffer to all Pads
C	3	<div></div>	<div></div>	<div></div>	<div></div>	<div>1</div>	<div>2</div>	<div>3</div>	<div>f</div>	Levels   Play/Pause
		<div></div>	<div></div>	<div></div>	<div></div>	<div>L</div>	<div>C</div>	<div>r</div>	<div>P</div>	
		<div></div>	<div></div>	<div></div>	<div></div>	<div>L 1</div>	<div>A</div>	<div></div>	<div></div>	
		<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
		<div></div>	<div></div>	<div></div>	<div>alt</div>	<div></div>	<div></div>	<div></div>	<div></div>	
4	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	Panning
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>		
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>		
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>		
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>		
5	<div></div>	<div></div>	<div></div>	<div>alt</div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	Start/Loop/Direction
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>		
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>		
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>		
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>		
		<div>ALT</div>	<div>1</div>	<div>2</div>	<div>3</div>	<div>m</div>	<div>p</div>	<div>p</div>	<div>p</div>	
		Bank Wide Changes				Pattern Meta Page				
		Live Buffers								

# Zilchmos

## Levels + Play/Pause

- ☐

☐

☒

☐
- 0.125 lower

☐

☐

☐

☒

0.125 higher

☐

☐

☒

☒

Play (bright is paused)

## Panning

- ☐

☒

☐

☐
- Hard left

☐

☐

☒

☐

Hard centre

☐

☐

☐

☒

Hard right

☐

☒

☒

☐

Nudge left

☐

☐

☒

☒

Nudge right

☐

☒

☐

☒

Reverse panning

☐

☒

☒

☒

Random panning

## Start/End Points, Rate, Direction

- ☒

☐

☐

☐
- Pad's start point to 0

☐

☒

☐

☐

Default start/end

☐

☐

☒

☐

1/16th @ bpm start/end

☐

☐

☐

☒

Pad's end point to 8

☒

☒

☐

☐

Random start point

☐

☐

☒

☒

Random ent point

☐

☒

☒

☐

Random window

☒

☐

☒

☐

Double loop length

☐

☒

☐

☒

Half loop length  $s > e$ 

☒

☒

☒

☐

Loop sync:  $a = b, b = c, c = a$ 

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☒

☒

☒

Loop sync:  $a = c, b = a, c = b$ 

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☒

☐

☒

2x current rate (4x max)

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☐

☒

☒

0.5x current rate (0.125x min)

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☐

☐

☒

Toggle reverse playback

☒

☒

☒

☒

1.5x current rate (raise a fifth)

# Pattern Meta Page

Pattern Store

P<sub>1</sub>

P<sub>2</sub>

P<sub>3</sub>

P<sub>4</sub>

P<sub>5</sub>

P<sub>6</sub>

P<sub>7</sub>

P<sub>8</sub>

Press/hold to store current pattern  
(+Alt = delete)

Clock Divider

C<sub>1</sub>

C<sub>2</sub>

C<sub>3</sub>

C<sub>4</sub>

C<sub>5</sub>

C<sub>6</sub>

C<sub>7</sub>

C<sub>8</sub>

Set step duration to 1-8 clock beats

Meta Sequencer

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

Press/hold and assign pattern  
Meta Sequencer always runs from 1 to 16; assign step length via step duration counter. Example: Assign pattern 1 to step 1 and 2 to step 2. Assign 4 beats to step 1, 4 beats to step 2 and 1 beat to step 3-16:  
pattern 1 will play 4 beats, pattern 2 will play 4 + 14 beats.

Step Duration Counter

d

d

d

d

d

d

d

d

Press/hold Meta Sequencer Step and set step duration

Alt

t1

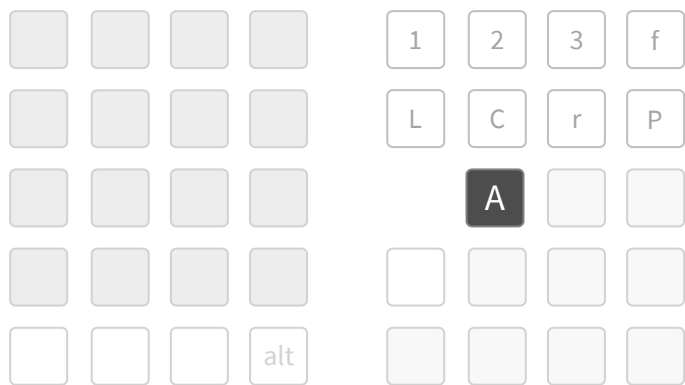
t2

t3

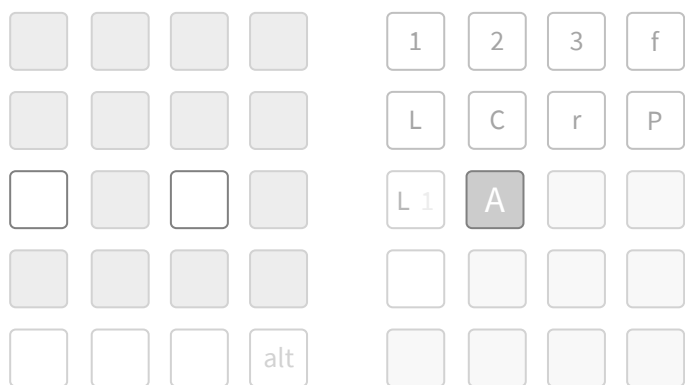
Start/stop sequencer  
+Alt = Reset to 0/beginning

Main Performance Page

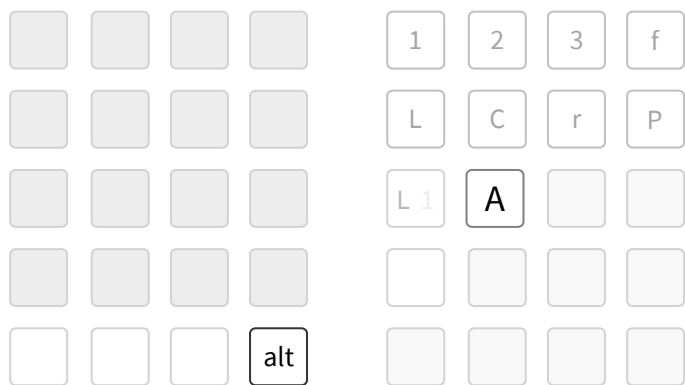
# Arpeggiator Mode



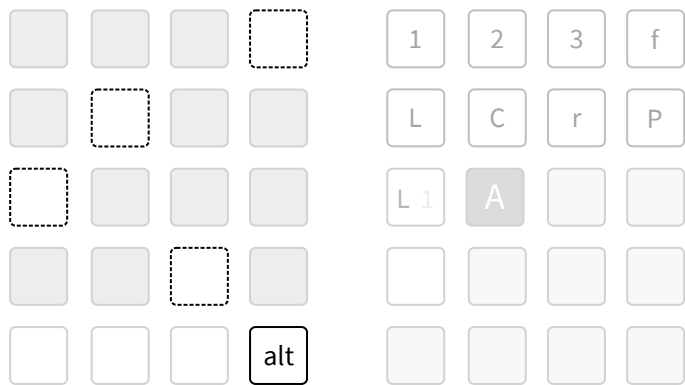
dark:  
- arpeggiator off  
- no arpeggio stored



dimmed:  
- press pad(s) to start arpeggiating  
- press A while pad(s) pressed to hold  
- arpeggio stopped



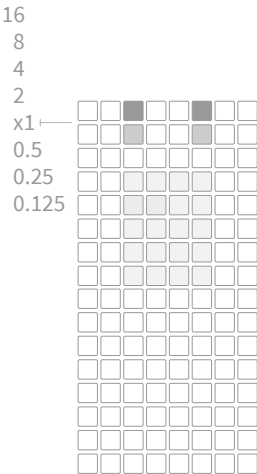
bright:  
- arpeggio running  
  
A + alt = stop and delete arpeggio



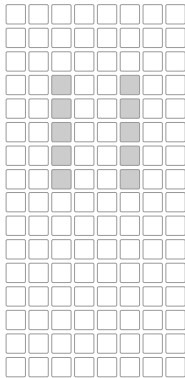
pad + alt = remove pad from arpeggio

Delay Control Page

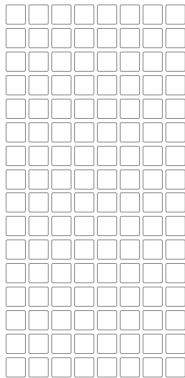
Left				Right			
<input type="text"/>	<input type="text"/>	<input type="text" value="+"/>	<input type="text" value="+"/>	<input type="text" value="+"/>	<input type="text" value="+"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text" value="-"/>	<input type="text" value="-"/>	<input type="text" value="-"/>	<input type="text" value="-"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text" value="1.00"/>	<input type="text" value="1.00"/>	<input type="text" value="1.00"/>	<input type="text" value="1.00"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text" value="0.75"/>	<input type="text" value="0.75"/>	<input type="text" value="0.75"/>	<input type="text" value="0.75"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text" value="0.5"/>	<input type="text" value="0.5"/>	<input type="text" value="0.5"/>	<input type="text" value="0.5"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text" value="0.25"/>	<input type="text" value="0.25"/>	<input type="text" value="0.25"/>	<input type="text" value="0.25"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="1.00"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text" value="2"/>	<input type="text" value="3"/>	<input type="text" value="4"/>	<input type="text"/>	<input type="text" value="1.00"/>
<input type="text" value="0.75"/>	<input type="text"/>	<input type="text" value="5"/>	<input type="text" value="6"/>	<input type="text" value="7"/>	<input type="text" value="8"/>	<input type="text"/>	<input type="text" value="0.75"/>
<input type="text" value="0.5"/>	<input type="text"/>	<input type="text" value="9"/>	<input type="text" value="10"/>	<input type="text" value="11"/>	<input type="text" value="12"/>	<input type="text"/>	<input type="text" value="0.5"/>
<input type="text" value="0.25"/>	<input type="text"/>	<input type="text" value="13"/>	<input type="text" value="14"/>	<input type="text" value="15"/>	<input type="text" value="16"/>	<input type="text"/>	<input type="text" value="0.25"/>
<input type="text" value="0.00"/>	<input type="text"/>	<input type="text" value="A"/>	<input type="text" value="B"/>	<input type="text" value="C"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="0.00"/>
<input type="text" value="alt"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="alt"/>
<input type="text" value="ALT"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>



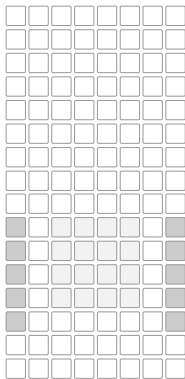
Clock



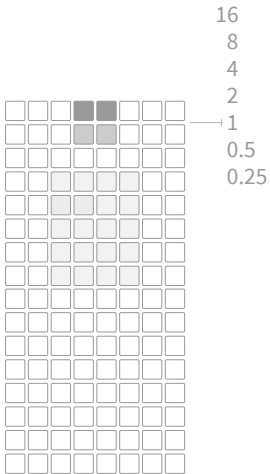
Mix



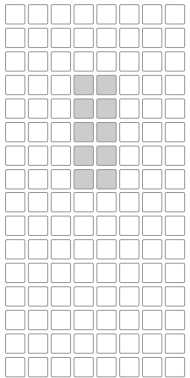
Save Settings  
?



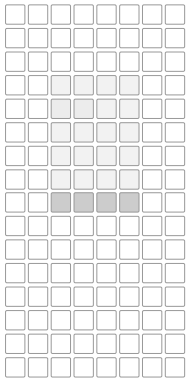
Mix Input



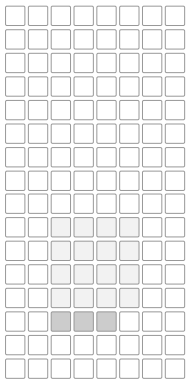
Rate



Feedback

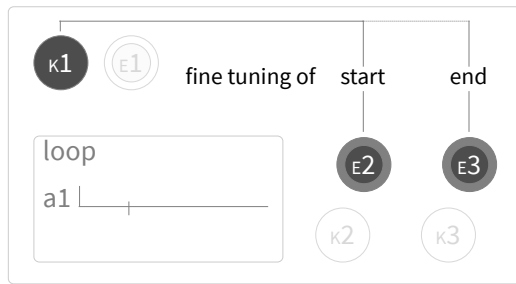


Momentary



Banks

# Norns/Fates Controls



# Use Cases

## Use Cases:

Create a 16 bar Pattern:

Settings: Parameters / loops + buffers / live

live rec behavior: 1-shot

--> 1 shot sync: next bar

rec loop enc resolution: 1 bar

Parameters / grid/arc params

grid pattern style: rad sauce (necessary to record patterns including information of number of live buffer to be used)

1. Record I, IV and V chords/notes, each 1 bar using live buffer 1-3
2. Store each pattern in pattern meta page using e. g. bank 1, slot 1-3
3. On pattern meta page set meta sequencer (pattern/step duration):

1 4	1 4	1 4	1 4	2 4	2 4	1 4	1 4
3 4	2 4	1 3	1	1	1	1	1