

cheat codes

> docs [v2.0]

cheat codes

> **loops**

levels

pans

filters

delays

timing

euclid

arp

rnd

loops

only the freshest ingredients

good to know:

- there are three banks (a, b, c) of 16 pads (a1-a16, etc)
- you can record Live audio or load pre-recorded Clips
- there are three Live segments and three Clip segments
- each pad in each bank can be set to any segment

general navigation:

K3: switch between global + local layers

- K1: alt encoder controls
- K2: alt K3 action
- E1: navigate across

global layer: controls all pads



local layer: controls displayed pad



- K1: zoom waveform
- K2: alt encoder controls
- E's: various functions

[overview]

what the [loops] menu controls:

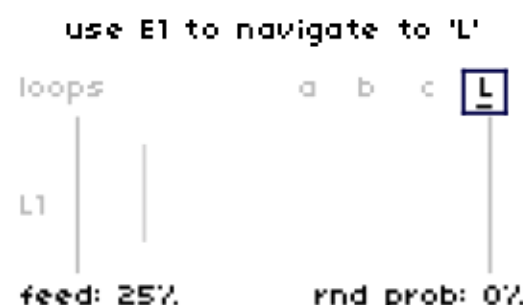
- loop points + looping
- syncing BPM to loop points
- speed, direction, rate slewing
- semitone shifting
- loading samples
- recording live input

loops

[Live]

LIVE: up to 32 seconds of live input recording

global layer controls:



K1 hold + E1: switch encoder params



encoder parameters:

- feedback: presence of previous material
- random: random recording probability
- mode: loop or 1-shot
- total duration: 8, 16, or 32 seconds

local layer controls:

use encoders to adjust loop points



K1 hold: zoom waveform



loops

[Clip]

CLIP: up to 30 seconds of sample import

load the same sample for an entire bank:

use E1 to select a bank

use E2 to set bank to a Clip segment

hold K1 + press K3 to load sample

loops a b c L

a1

Live (all): 1 shift (all): 0.00 st

loops a b c L

a1

Clip (all): 1 shift (all): 0.00 st

loops a b c L

E1: controls

> E2: buff sel E3: s/t offset

E2: rate E3: rate slew

(K3: load sample)

Clip (all): 1 shift (all): 0.00 st

alright/	../	
andrew/	aalto2.wav	0:00:18
and zach/	aalto.wav	0:00:08
arcologies/	Anaphora gitar.wav	0:00:19
	AT_LOOP_Space baby_...	0:00:33

->

loops a b c L

a1

Clip (all): 1 shift (all): 0.00 st

load samples independent of bank:

navigate to PARAMS

load sample into desired segment

cheat codes params

collections >

loops + buffers >

patterns + arps >

manual control >

delays >

clips

clip 1 sample -

clip 2 sample -

clip 3 sample -

save live buffer 1 [K3]

save live buffer 2 [K3]

loops

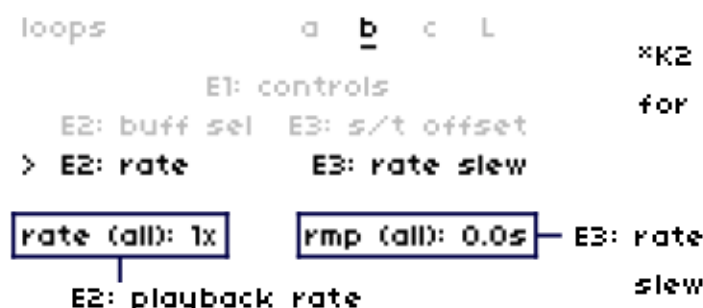
[bank + pad controls]

global layer controls:

E2 + E3 control bottom parameters
for the entire bank



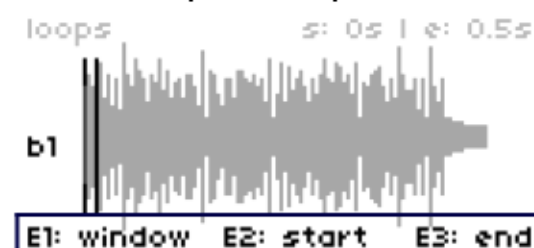
K1 hold + E1: switch encoder params



K2 hold + K3: toggle looping
for all pads in the bank

local layer controls:

all three encoders affect
specified pad



K1 hold unlocks special controls:



K1 hold: zooms into waveform

- + E2: fine-tune start point
- + E3: fine-tune end point
- + E1: change pad
- + K2: set global BPM from pad's loop duration
- + K3: randomize loop location (retains duration)

K2 hold reveals encoder
params for specified pad



- + E1: switch between encoder parameters
- + K3: toggle looping on specified pad only
- + K1 (when buffer is Clip): load sample into segment

cheat codes

loops
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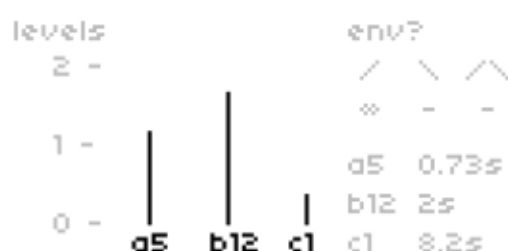
euclid
arp
rnd

levels

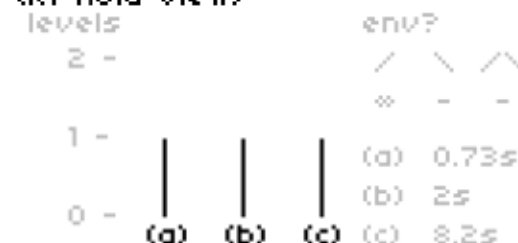
louder, softer, fade it in, fade it out, do it again

K3: switch between highlighted sections

encoders: 1=a, 2=b, 3=c (one per bank)



(K1 hold view)

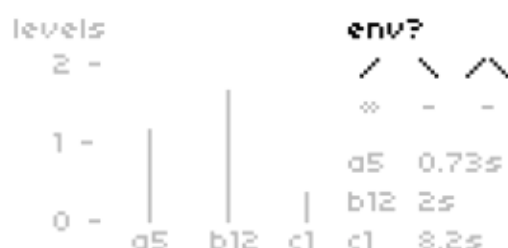


overall level = pad level multiplied by the bank level

encoders: change displayed pad's level

K1 hold + encoders: change bank's level

* useful for fading in a bank without
changing pad levels



three envelope shapes: falling, rising, rise/fall
optional cycling mode available

encoders: adjust envelope for displayed pad

K1 hold + encoders: adjust envelope for
all pads in the bank



adjust duration of specified envelope
for rise/fall, specifies total duration (vs. single stage)

encoders: adjust envelope duration for displayed pad

K1 hold + encoders: adjust envelope duration for
all pads in the bank

cheat codes

loops	filters	euclid
levels	delays	arp
> pans	timing	rnd

pan\$

location, location, location

pan\$

L

C

R

a14

b3

c9

encoders:

change displayed pad's
panning position

(K1 hold view)

pan\$

L

C

R

(a)

(b)

(c)

K1 hold + encoders:

change corresponding
bank's panning position

note: bank-wide changes are applied additively,
where "two to the right" is uniformly added
to every pad's current position.

cheat codes

loops

levels

pans

> **filters**

delays

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filters

sonic sculpting

K3: switch between parameters

encoders: 1=a, 2=b, 3=c (one per bank)

default controls change entire bank (vs. current pad)

filters

(a)	(b)	(c)	encoders: filter cutoff
..... llll.	...lll.....	lllll..... : LP
1.49s	0.78s	0.50s : neutral
50.01%	92.01%	99.61% lllll : HP
cont	cont	jumpy	

filters

(a)	(b)	(c)	encoders: slew duration
..... llll.	...lll.....	(time it takes to go from
1.49s	0.78s	0.50s	one cutoff value
50.01%	92.01%	99.61%	to another)
cont	cont	jumpy	

filters

(a)	(b)	(c)	encoders: q
..... llll.	...lll.....	(controls peak resonance,
1.49s	0.78s	0.50s	higher is more resonant)
50.01%	92.01%	99.61%	
cont	cont	jumpy	

filters

(a)	(b)	(c)	encoders: slew behavior
..... llll.	...lll.....	cont: slew to new cutoff
1.49s	0.78s	0.50s	jump: snap to new cutoff
50.01%	92.01%	99.61%	
cont	cont	jumpy	

(K1 hold view)

filters

a10	b6	c1
..... llll.	...lll.....
1.49s	0.78s	0.50s
50.01%	92.01%	99.61%
cont	cont	jumpy

K1 hold:

toggle controls between
entire bank and current pad

cheat codes

loops

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> **delays**

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delays

where the sauce meets the cheese

[navigation]

E1: switch between L and R



K3: switch between menu layers



E2: navigate selected menu layer



E3: adjust selected parameter



delays

[ctl]

TIMEBASE

clocked mode: delay length is equal to x number of beats at current bpm

delays

R **ctl** **flt** **mix**
clocked **x1**
fade: 0.2 rate: 1
feedback: 50%

delays **ctl** **flt** **mix**
clocked **x1**
fade: 0.2 rate: 1
feedback: 50%

delays **ctl** **flt** **mix**
clocked **x16**
fade: 0.2 rate: 1
feedback: 50%

delays **ctl** **flt** **mix**
clocked **/4**
fade: 0.2 rate: 1
feedback: 50%

delays **ctl** **flt** **mix**
clocked **x3 3/4**
fade: 0.2 rate: 1
feedback: 50%

delay length can range from 16 beats to 1/4 beat (with 98 steps between)

free mode: delay length is freely definable with 1/1000 resolution

delays

L **ctl** **flt** **mix**
free **1 sec**
fade: 0.2 rate: 1
feedback: 50%

delays **ctl** **flt** **mix**
free **1 sec**
fade: 0.2 rate: 1
feedback: 50%

delays **ctl** **flt** **mix**
free **30 sec**
fade: 0.2 rate: 1
feedback: 50%

(K1 hold = fine)

delays **fine-tune enabled** **ctl** **flt** **mix**
free **0.004 sec**
fade: 0.2 rate: 1
feedback: 50%

delay length can range from 0 seconds to 30 seconds

delays **fine-tune enabled** **ctl** **flt** **mix**
free **0.004 sec**
fade: 0.001 rate: 1
feedback: 50%

fade time needs to be less than free time!

hold K1 for fine-tune adjustments

RATE

delays **ctl** **flt** **mix**
free **0.004 sec**
fade: 0.001 rate: 1
feedback: 50%

delays **ctl** **flt** **mix**
free **0.004 sec**
fade: 0.001 rate: 24
feedback: 50%

(K1 hold = fine)

delays **fine-tune enabled** **ctl** **flt** **mix**
free **0.004 sec**
fade: 0.001 rate: 0.25
feedback: 50%

playback rate can range from 1/4x to 24x with 1/100 resolution
with short length + fade, rate affects aliasing depth

FEEDBACK

delays **ctl** **flt** **mix**
free **0.004 sec**
fade: 0.001 rate: 0.25
feedback: 50%

delays **ctl** **flt** **mix**
free **0.004 sec**
fade: 0.001 rate: 0.25
feedback: 100%

(K1 hold = jump)

delays **quick-jump!!** **ctl** **flt** **mix**
free **0.004 sec**
fade: 0.001 rate: 0.25
feedback: 0%


feedback amount can range from 0% to 100%

hold K1 on feedback to jump (x>0 jumps to 0, x=0 jumps to 100)

delays


[f|t]

delays

	ctl	<u>flt</u>	mix
	7462.0 Hz	q: 1.0	
	LP: 1.0	HP: 0.0	
	BP: 0.0	dry: 0.0	

each delay line has a set of 3 linked filters with a single cutoff frequency control

delays

	ctl	<u>flt</u>	mix
	7462.0 Hz	q: 0.18	
	LP: 1.0	HP: 0.0	
	BP: 0.0	dry: 0.0	


the q value determines the shape of the filter peak (0 = oscillating, 8 = gentle)

the presence of each filter in the mix can be adjusted to taste (0 = no presence, 1 = full presence)

delays

	ctl	<u>flt</u>	mix
	7462.0 Hz	q: 0.18	
	LP: 0.48	HP: 0.0	
	BP: 0.0	dry: 0.0	

delays


	ctl	<u>flt</u>	mix
	7462.0 Hz	q: 0.18	
	LP: 0.48	HP: 0.85	
	BP: 0.0	dry: 0.0	

delays

	ctl	<u>flt</u>	mix
	7462.0 Hz	q: 0.18	
	LP: 0.48	HP: 0.85	
	BP: 0.65	dry: 0.0	

the dry signal can also be re-introduced

delays

	ctl	<u>flt</u>	mix
	7462.0 Hz	q: 0.18	
	LP: 0.48	HP: 0.85	
	BP: 0.65	dry: 0.27	

delays

[mix]

every pad can have its own delay input level

delays

L ctl flt mix
a1 in: 0.5 thru: false
b1 in: 0.0 thru: false
c1 in: 0.0 thru: false
main output level: 0.00

hold K1 to set the input level for all pads in the bank

delays

map changes to bank

L ctl flt mix
a1 in: 0.5 thru: false
b1 in: 0.0 thru: false
c1 in: 0.0 thru: false
main output level: 0.00

if thru = false...

a pad's presence in the delay line =
input value multiplied by the pad level

if thru = true...

a pad's presence in the delay line =
input value only

* so a triggered pad can be sent to the delay line
without being heard in the main mix

delays

L ctl flt mix
a1 in: 0.5 thru: false
b1 in: 0.0 thru: false
c1 in: 0.0 thru: false
main output level: 0.00

(hold K1 to set thru for all pads in the bank)

delays

L ctl flt mix
a1 in: 0.5 thru: false
b1 in: 1.0 thru: true
c1 in: 0.2 thru: true
main output level: 0.61

each delay line has its own main output level

delays

linking

to control a parameter across both delay lines
at the same time, link them together

select a parameter

delays

	<u>ctl</u>	flt	mix
L	<u>clocked</u>	x1	
	fade: 0.2	rate: 1	
	feedback: 50%		

hold K1 and press K3

delays

	<u>ctl</u>	flt	mix
L	<u>clocked</u>	x1	
	fade: 0.2	rate: 1	
	feedback: 50%		

linked

changes to that parameter on either delay will map to the other

delays

	<u>ctl</u>	flt	mix
L	<u>clocked</u>	x1	
	fade: 0.2	rate: 3	
	feedback: 50%		

linked

delays

	<u>ctl</u>	flt	mix
R	<u>clocked</u>	x1	
	fade: 0.2	rate: 3	
	feedback: 50%		

linked

cheat codes

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delays

> timing

euclid

arp

rnd

timing

peaceful co-habitation of order and chaos

[navigation]

E1: switch between each bank pattern, then between each arc pattern

timing	bpm: 92	3.2
<u>P1</u>	<u>P2</u>	<u>P3 / A1 A2 A3</u>
rec mode	loose	
shuffle pat	(no pat!)	
P1 sets bpm?	no	
...		

timing	bpm: 92	4.1
<u>P1</u>	<u>P2</u>	<u>P3 / A1 A2 A3</u>
loop(w): none	filter: none	
level: none	pan: none	
all: play	stop	clear

E2: scroll through the selected pattern's parameters

timing	bpm: 92	4.3
<u>P1</u>	<u>P2</u>	<u>P3 / A1 A2 A3</u>
rand pat [K3]	keep rates	
pat start	(no pat!)	
pat end	(no pat!)	
...		

timing	bpm: 92	1.1
<u>P1</u>	<u>P2</u>	<u>P3 / A1 A2 A3</u>
...	crow pulse	pads

(... means there's more to see!)

E3: adjust the selected parameter

timing	bpm: 92	2.1
<u>P1</u>	<u>P2</u>	<u>P3 / A1 A2 A3</u>
rec mode	loose	
shuffle pat	(no pat!)	
P1 sets bpm?	no	
...		

timing	bpm: 92	1.3
<u>P1</u>	<u>P2</u>	<u>P3 / A1 A2 A3</u>
rec mode	loose	
shuffle pat	(no pat!)	
P1 sets bpm?	yes	
...		

timing

[pad pattern recording]

there are two different pad pattern recording modes:

timing bpm: 92 3.2

P1 P2 P3 / A1 A2 A3

rec mode loose

shuffle pat (no pat!)

P1 sets bpm? no

...

loose:

- completely un-clocked

- starts when a pad is pressed

timing bpm: 92 3.2

P1 P2 P3 / A1 A2 A3

rec mode distro 2

shuffle pat (no pat!)

P1 sets bpm? no

...

distro:

- pattern length is synced to clock

- starts on "1" beat

loose patterns can set the session bpm

timing bpm: 92 1.3

P1 P2 P3 / A1 A2 A3

rec mode loose

shuffle pat (no pat!)

P1 sets bpm? yes

...

hold K1 and turn E2 on distro to adjust pattern length in bars

timing bpm: 92 2.3

P1 P2 P3 / A1 A2 A3

*rec mode distro 16

shuffle pat (no pat!)

P1 sets bpm? no

...

timing bpm: 92 4.3

P1 P2 P3 / A1 A2 A3

*rec mode distro 3.75

shuffle pat (no pat!)

P1 sets bpm? no

...

press K3 on 'rec mode' to start recording:

timing bpm: 92 4.2

P1 P2 P3 / A1 A2 A3

rec

...

timing bpm: 92 2.4

P1 P2 P3 / A1 A2 A3

-2.0

...

<-- since distro recording starts on "1" beat, a countdown is displayed

timing

[pad pattern playback]

hold K1 to pause a playing pattern, or play a paused pattern

```
timing      bpm: 92      1.1
> = playing >P1  P2  P3 / A1  A2  A3
             _____
             current step  4
             shuffle pat   [K3]
             P1 sets bpm?  no
             ...
```

```
timing      bpm: 92      4.1
x = paused xP1  P2  P3 / A1  A2  A3
             _____
             rec mode      distro 8
             shuffle pat   [K3]
             P1 sets bpm?  no
             ...
```

- hold K1 and press K3 to clear a pattern
- press K2 on a playing pattern to overdub

adjust pattern start and end points

```
timing      bpm: 92      3.1
>P1  P2  P3 / A1  A2  A3
_____
rand pat [K3]   keep rates
pat start      1
pat end        14
...            ...
```

```
timing      bpm: 92      3.2
>P1  P2  P3 / A1  A2  A3
_____
rand pat [K3]   keep rates
pat start      1
pat end        10
...            ...
```

note: if in distro mode, pattern will still reset to 'pat start' after 'distro x' bars

press K3 on 'shuffle pat' to jumble a recorded pattern

```
timing      bpm: 92      3.3
>P1  P2  P3 / A1  A2  A3
_____
current step    4
shuffle pat     [K3]
P1 sets bpm?    yes
...            ...
```

pattern quantization:

- navigate to PARAMS > grid/arc pattern params
- here, you can set quantization state for each pattern
- you can also set 'pat launch quant' which determines whether a distro pattern will re-launch on the next bar or the next beat

timing

[random patterns]

press K3 on 'rand pat' to create a random pattern (best in distro mode)

timing	bpm: 92	2.2
P1	P2	P3 / A1 A2 A3
<hr/>		
rand pat [K3]	keep rates	
pat start	(no pat!)	
pat end	(no pat!)	
...		

note: if in distro mode, random patterns
are guaranteed to be at least 'distro x'
bars in length

use E3 CCW to select a random pitching mode

timing	bpm: 92	2.1
P1	P2	P3 / A1 A2 A3
<hr/>		
rand pat [K3]	mid rates	
pat start	(no pat!)	
pat end	(no pat!)	
...		

random pitching options:

- 'keep rates' (default): retains each pad's current rate
- 'full range': 0.125x -> 4x (with reverse)
- 'hi rates': 2x + 4x (with reverse)
- 'mid rates': 0.5x -> 2x (with reverse)
- 'lo rates': 0.125x -> 0.5x (with reverse)

change random pattern style and note lengths in PARAMS > grid/arc pattern params > random patterns

random patterns	
rand pat 1 style	rand
rand pat 2 style	h.snake
rand pat 3 style	vertical
rand pat 1 note length	1/16
rand pat 2 note length	rand

style:

- 'rand': pads are selected at random
- all other options are various snake movements
across the 16 pads

note length:

- rand: the interval between pad movements will be
randomly generated (1/16, 1/8, 1/4, 1/2, 1)
- all other options are uniformly clocked

timing

[arc patterns]

note: if no arc is connected, this section will not render

E2: switch between parameters

timing	bpm: 130	3.4
P1	P2	P3 / A1 A2 A3
<hr/>		
loop(w):	none	filter: none
level:	none	pan: none
all:	play	stop clear

E3 on loop: switch between window, start and end

timing	bpm: 130	4.1
P1	P2	P3 / A1 A2 A3
<hr/>		
loop(s):	none	filter: none
level:	none	pan: none
all:	play	stop clear

timing	bpm: 130	4.3
P1	P2	P3 / A1 A2 A3
<hr/>		
loop(e):	none	filter: none
level:	none	pan: none
all:	play	stop clear

K3: toggle record mode (K1 hold + K3: clear pattern)

timing	bpm: 130	4.1
P1	P2	P3 / A1 A2 A3
<hr/>		
loop(w):	none	filter: rec
level:	none	pan: none
all:	play	stop clear

timing	bpm: 130	4.3
P1	P2	P3 / A1 A2 A3
<hr/>		
loop(w):	none	filter: active
level:	none	pan: none
all:	play	stop clear

timing	bpm: 130	1.3
P1	P2	P3 / A1 A2 A3
<hr/>		
loop(w):	none	filter: idle
level:	none	pan: none
all:	play	stop clear

use the 'all' section to manage the state of all recordings at once:

timing	bpm: 130	1.4
P1	P2	P3 / A1 A2 A3
<hr/>		
loop(w):	none	filter: active
level:	active	pan: active
all:	play	stop clear

timing	bpm: 130	2.2
P1	P2	P3 / A1 A2 A3
<hr/>		
loop(w):	none	filter: idle
level:	idle	pan: idle
all:	play	stop clear

timing	bpm: 130	1.1
P1	P2	P3 / A1 A2 A3
<hr/>		
loop(w):	none	filter: none
level:	none	pan: none
all:	play	stop clear

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> euclid

arp

rnd

euclid

quick + easy rhythm generation

E1: navigate vertically

	euclid (k , n)	r +/-		euclid (k , n)	r +/-
E2 = number of pulses	0 8	0 0	default is every	0 8	0 0
E3 = time interval	0 8	0 0	pulse will re-trigger	4 11 	0 0
	0 8	0 0	current pad	0 8	0 0

hold K1 to adjust default values	euclid (k , n)	b mode: single b rate: 1/8	r +/-	euclid (k , n)	b mode: span b rate: 1/16	r +/-	E2 = mode - 'single' re-triggers current - 'span' travels across pads E3 = rate - sets speed (1/16 to 1 bar)
	0 8	0 0		0 8	0 0		
	4 11 	0 0		4 11 	0 0		
	0 8	0 0		0 8	0 0		

K3: jump columns

euclid (k , n)	r +/-	E2 = rotate pattern E3 = offset pad ID	hold K1 to add auto advancement E2 = auto-rotate E3 = auto-offset	euclid (k , n)	b auto rot: 2 b auto off: -3 r +/-
0 8	0 0			0 8	0 0
4 11 	4 -2			4 11 	10 -7
0 8	0 0			0 8	0 0

K1 hold + K2: reset all lanes

K1 hold + K3: reset selected

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euclid

> arp

rnd

arp

in-the-moment sequencing with grid + MIDI

E1: change banks / E2: navigate vertically / E3: adjust selected parameter / K3: hold/release current arp

arp

...

a

b

c

1/16

fwd

s: 1

e: 1

retrig: y

arp

10

a

b

c

1/16

fwd

s: 1

e: 4

retrig: y

arp

hold

12

a

b

c

1/16

fwd

s: 1

e: 4

retrig: y

(MIDI: when a note is received on a different channel, view will automatically switch to the corresponding bank)

clock division: rate of arpeggiation

direction: fwd/bkwd/pend/rnd

s + e: start + end points

arp

hold

5

a

b

c

1/4t

fwd

s: 1

e: 4

retrig: y

arp

hold

13

a

b

c

1/4t

pend

s: 1

e: 4

retrig: y

arp

hold

5

a

b

c

1/4t

pend

s: 2

e: 7

retrig: y

(K1 hold: set rate for current pad)

see PARAMS > patterns + arps > arps (grid only):

- we can adjust the 'hold style' of each arp
- 'last pressed' is default behavior
- 'additive' adds each pressed pad to the arp, similar to a sequencer

retrig: when an arp is 'additive', this parameter determines whether sequential repeated grid entries re-trigger or hold the step

arp

hold

13

a

b

c

1/4t

pend

s: 2

e: 7

retrig: y

cheat codes

loops

levels

pans

filters

delays

timing

euclid

arp

> rnd


rnd

the melt stage: random value generators for creative chaos

E1: change banks

K3: switch between generators and parameters

rnd a b c
E2: sel / K3: edit / K1+K3: run
 param: pan
mode: non-destructive
clock: 1/1
min: L 100 max: R 100

rnd a b c
E2: nav / E3: mod / K3: <-
 param: pan
mode: non-destructive
clock: 1/1
min: L 100 max: R 100

E2: select generator or navigate parameters

rnd a b c
E2: sel / K3: edit / K1+K3: run
 param: filter tilt
mode: non-destructive
clock: 1/1
min: -1.00 max: 1.00

rnd a b c
E2: nav / E3: mod / K3: <-
 param: filter tilt
mode: non-destructive
clock: 1/1
min: -1.00 max: 1.00

E3: modify selected parameter
mode: destructive overwrites pad values,
non-destructive adjusts until pad
is re-triggered

clock: re-spawn after x beats

(whole or fraction)

rnd a b c
E2: nav / E3: mod / K3: <-
 param: filter tilt
mode: non-destructive
clock: 6/1
min: -1.00 max: 1.00

min/max: lower and upper bounds

rnd a b c
E2: nav / E3: mod / K3: <-
 param: filter tilt
mode: non-destructive
clock: 6/1
min: 0.43 max: 0.72

K1 hold + K3: start/stop generator

rnd a b c
K1+K3: kill / K3: edit / E2: sel
 param: filter tilt
mode: non-destructive
clock: 6/1
active min: 0.43 max: 0.72

current library: pan, rate, rate slew, delay send, loop, semitone offset, filter tilt

nb. destructive filter tilt can cause zippering if changing pads rapidly (best as non-destructive)

cheat codes

> collections

collections

save, load, overwrite, delete

[overview]

to manage your cheat codes *sessions*, use `PARAMS > collections`

```
GRID >  
  cheat codes params  
collections >  
loops + buffers >  
patterns + arps >  
manual control >
```

```
00.cc2  
201029A.cc2  
201029B.cc2  
201029C.cc2  
files located at dust > data > cheat_codes_2
```

PARAMETERS / collections

load/save

load collection

collect Live buffers?

no

save new collection

danger zone!

overwrite loaded collection

delete collection

saved audio at audio >cc2_live-audio

< = > ? @ A B C D E F G H I J K

DEL

OK

enter a unique name using encoders

saving collection

3

K2 to cancel

deleting collection

3

K2 to cancel

you have 3 seconds to
back out of destructive actions

nb. since cheat codes generates so much data, the standard PSEIs system will not save / restore effectively.
please **only** use collections.

cheat codes

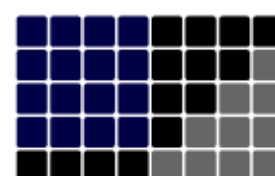
> grid

grid

[performance page]

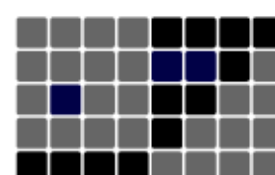
A					1	2	3	*4
					L	C	*y	P
					l/1	arp		
					*1x			
	arc	arc	arc	alt				
B					1	2	3	*4
					L	C	*y	P
					l/1	arp		
					*1x			
	arc	arc	arc	alt				
C					1	2	3	*4
					L	C	*y	P
					l/1	arp		
					*1x			
	arc	arc	arc	alt				
M	ALT	rec L1	rec L2	rec L3	arc P1	arc P2	arc P3	->

basic bank legend:



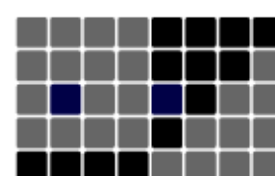
pads

16 unique slices
of audio content



L / C

assign Live or Clip
buffer to selected
pad



l (bright) / 1 (dim)
set selected pad
to play as a loop
or 1-shot

M legend:



ALT

hold to unlock * functions, apply pad mods to bank



rec L1 / L2 / L3

enables / disables recording into Live segments



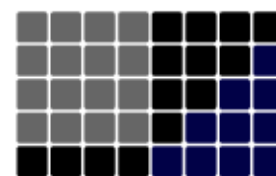
arc P1 / P2 / P3

enables / disables recording arc gestures



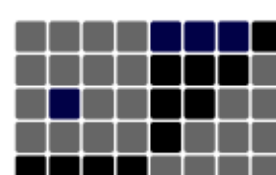
->

changes grid pages



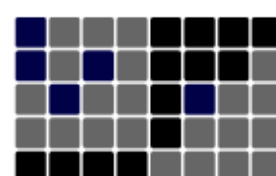
zilchmo

multi-finger
performance
gestures



1 / 2 / 3

switch between
segments of
specified buffer



arp

arpeggiate
between held
pads

(while arpeggiating, press
arp again to hold/pause)

nb. see PARAMS > GRID to change brightness (default: 16-step varibright)

grid

[zilchmos]



zilchmo row 4

loop point controls:



set pad's start point to min



auto-chop start/end point



1/16th length pads (bpm-synced)



set pad's end point to max



random start point



random end point



random window (keeps distance)



double loop length



halve loop length

rate controls:



double current rate (4x max)



halve current rate (0.125x min)



reverse rate



raise rate by a fifth (1.5x)



add 0.1s rate slew time



remove all rate slew

grid



zilchmo row 3

panning controls:



hard left



center



hard right



nudge left



nudge right



reverse pan



random pan



zilchmo row 2

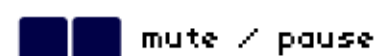
level controls:



nudge lower



nudge higher



mute / pause

[zilchmos]

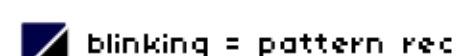


zilchmo row 1

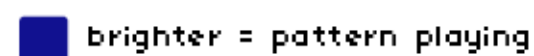
pattern controls:



no pattern



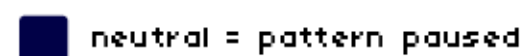
blinking = pattern rec



brighter = pattern playing



brightest = pattern overdubbing



neutral = pattern paused

grid

ALT and alt function very similarly:

- they each unlock special functions
- they each apply pad changes to the entire bank, eg. hold ALT / alt and press C to assign all pads in that bank to use the Clip buffer, then press 3 to assign all pads in that bank to the third Clip

ALT / alt + %f enables pad focus mode:

- selecting a pad will not trigger sound
- you can modify the pad's parameters while another pad plays

ALT / alt + %r creates a random pad pattern:

- patterns are generated based on [timing] page settings

ALT / alt + %1x returns all pads to 1x rate

ALT / alt + arp clears a held arp pattern

ALT + P clears a stored pad pattern

alt + P toggles pad pattern overdub (when playing)

ALT / alt + rec L1 / L2 / L3 erases audio between the specified Live segment's loop points

ALT / alt + arc P1 / P2 / P3 erases a stored arc pattern

ALT + -> cycles to the previous page

[ALT and alt]

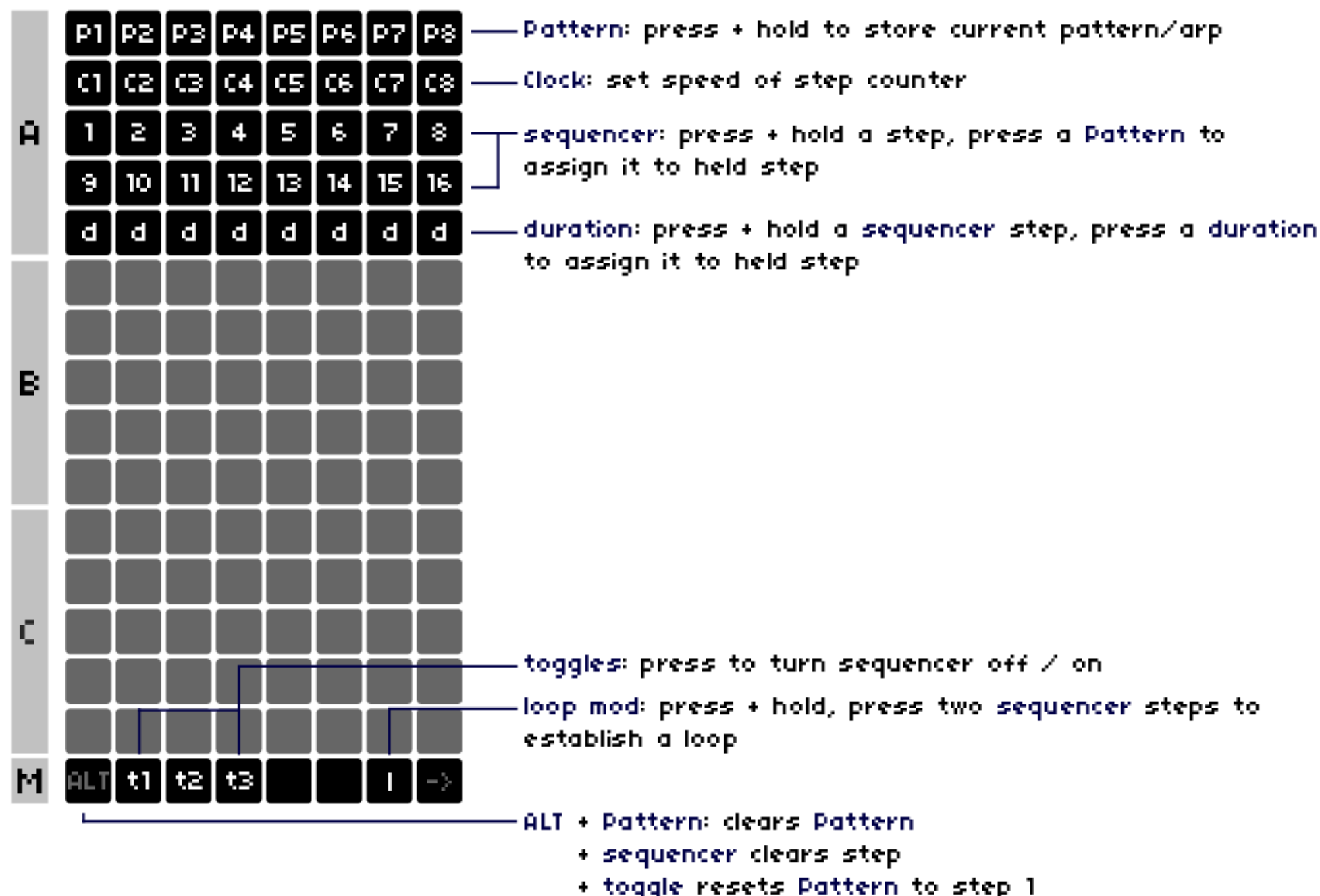


note:

ALT + alt toggles a special alt-lock mode, where zilchmo functions are applied to all pads in the bank.

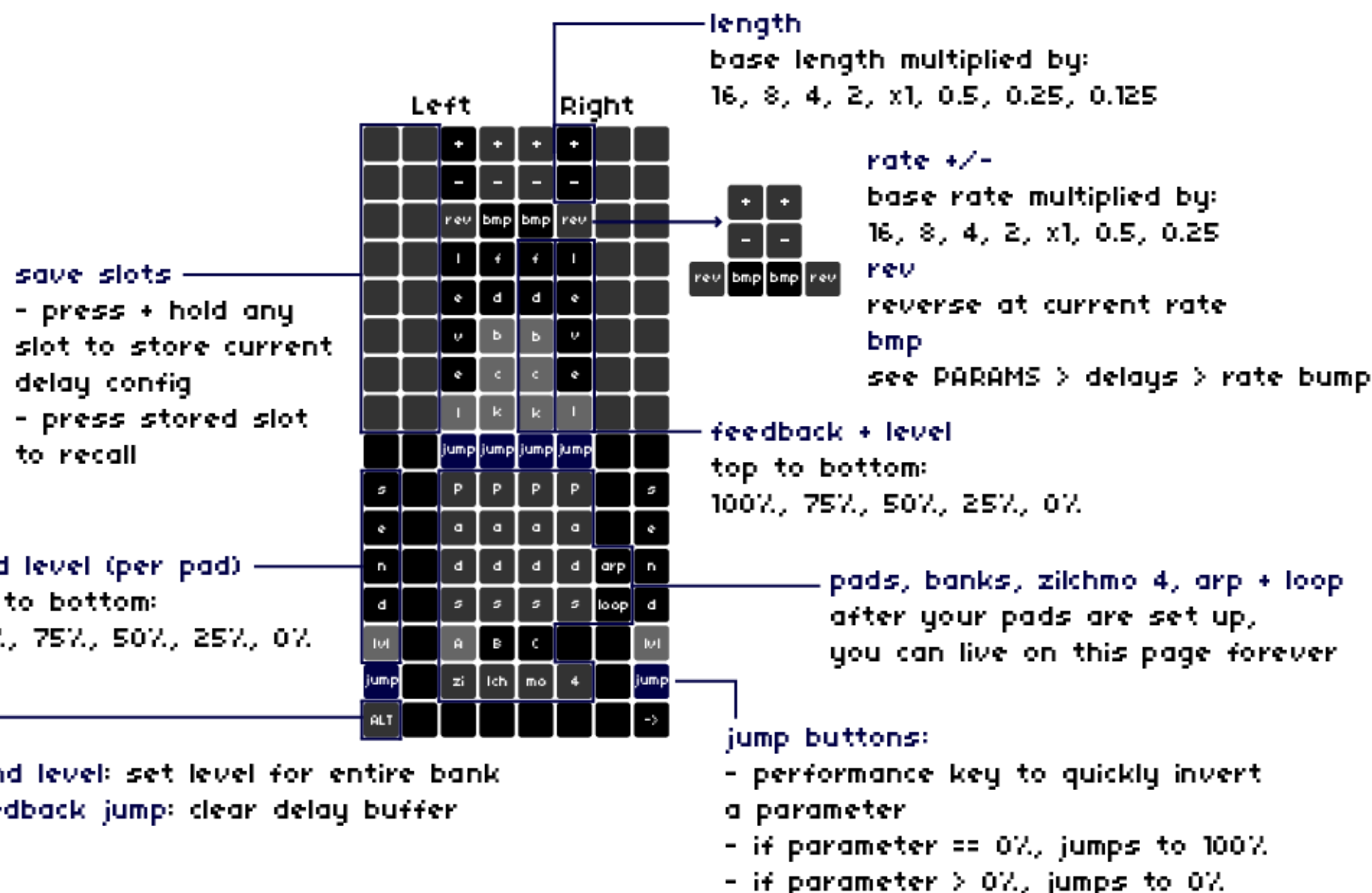
grid

[pattern seq]



grid

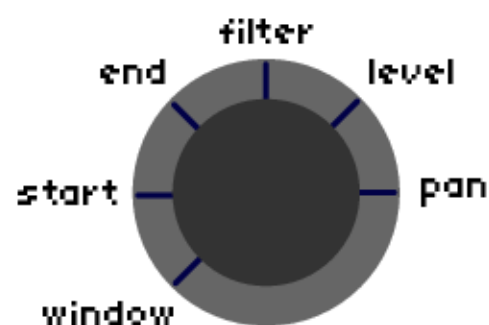
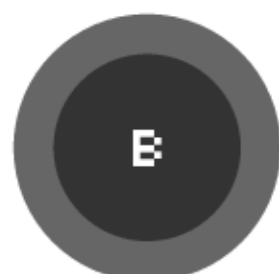
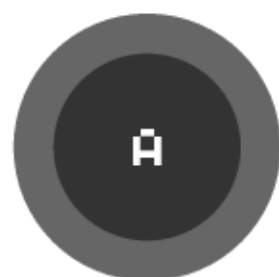
[delays page]



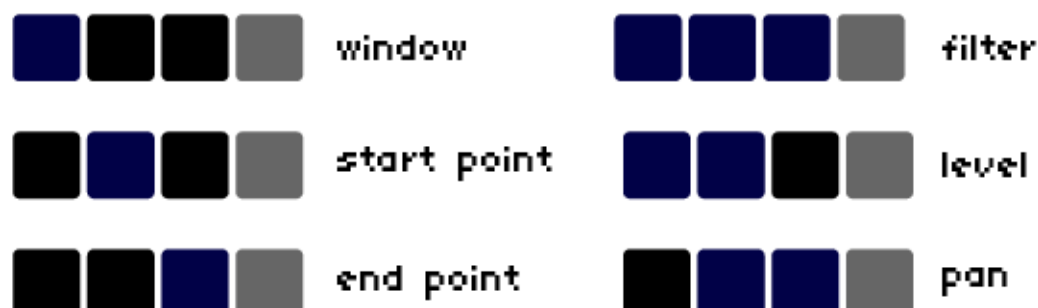
cheat codes

> arc

arc



multi-finger gestures
on arc pads focus bank
encoder on one parameter



fourth encoder focuses
all encoders on one parameter

cheat codes

> midi + 0p-2

midi + OP-2

[setup]

all pads can be called via MIDI notes
from an attached keyboard, sequencer, or OP-2

navigate to PARAMS

```
delays >
OSC setup >
MIDI note/OP-2 setup >
MIDI encoder setup >
```

enable MIDI control

PARAMETERS / MIDI note/OP-2

enable MIDI control?	yes
MIDI control device	port 1
enable MIDI echo?	no
channel	

specify port

(see PARAMS > DEVICES > MIDI)

enable MIDI control?	yes
MIDI control device	port 3
enable MIDI echo?	no
channel	
bank (a) pad channel:	1

a successful connection:

cheat codes

(AKM320)

> loops	filters	euclid
levels	delays	arp
pans	timing	rnd

an unsuccessful connection:

cheat codes

(no midi device!)

> loops	filters	euclid
levels	delays	arp
pans	timing	rnd

defaults:

- bank (a): channel 1
- bank (b): channel 2
- bank (c): channel 3
- pads start at note 53 (chromatic)
eg. F3 = pad 1, D4 = pad 11
- edit in PARAMS > MIDI note/OP-2 setup

if using an OP-2, you can control + display pad values via
the OP-2's on-board encoders:

- PARAMS > MIDI note/OP-2 setup > enable MIDI echo?: yes
- enc 1: start point
- enc 2: end point
- enc 3: filter cutoff
- enc 4: level

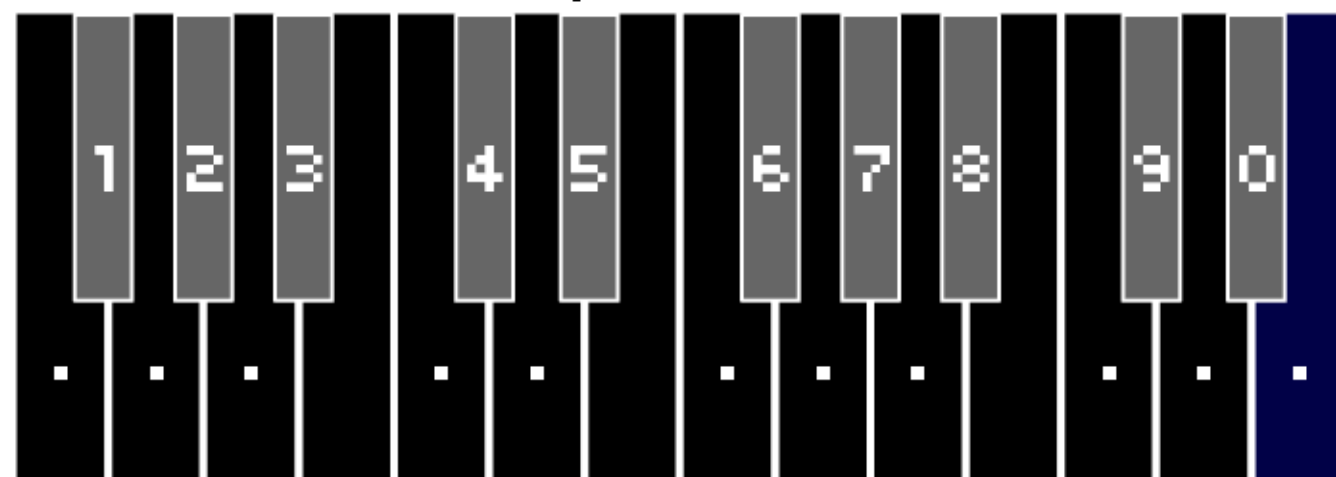
nb. this will affect synth parameters on the OP-2

midi + OP-2

[overview]

special `mod` key + MIDI note combos perform zilchmos, globally and locally

(numbers + dots reflect OP-2 layout)



— `mod` key

- + number: perform zilchmo on bank
- + dot to left of a number: perform zilchmo on pad

1: halve playback rate

2: reverse playback rate

3: double playback rate

4: toggle pad looping on/off

5: toggle recording on/off (or trigger recording if in 1-shot mode)

6: random pad start point

7: random pad window (distance between start and end points remains constant)

8: random pad end point

9: auto-chop to 1/16th total buffer length

0: clear the live audio between the recording buffer's start/end points

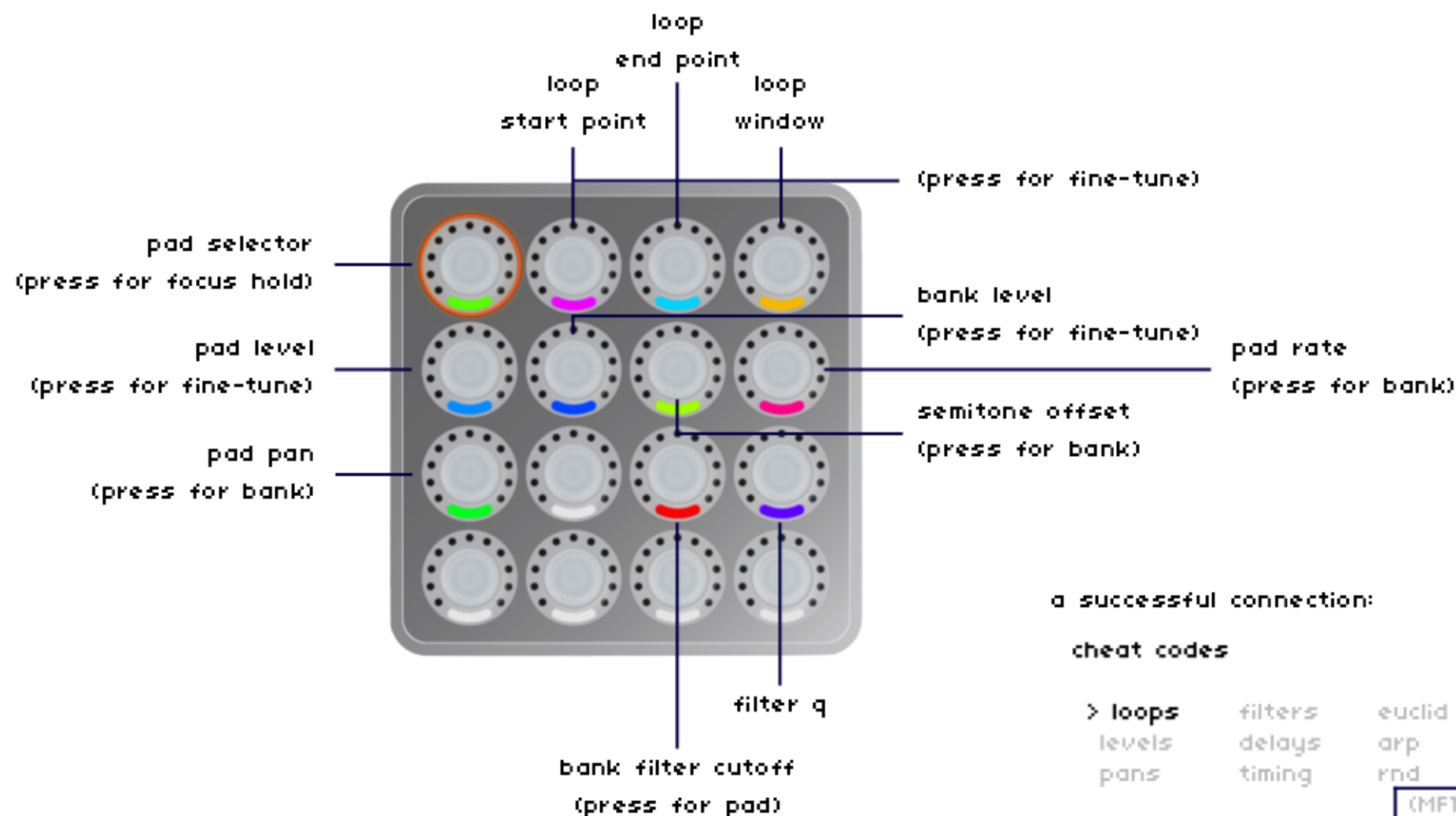
cheat codes

> Midi Fighter Twister

midi fighter twister

a special template, just for MFT

[setup]



left side-buttons 1,2,3 correspond to banks a,b,c

purple: a, pink: b, blue: c

nb. if you aren't seeing MFT or
need to reset it, head to
PARAMS > MIDI encoder setup >
refresh for MFT (K3)

cheat codes

> osc

all pads can be called via OSC commands, in addition to meta controls:

control	command	arguments
select a pad in a bank	/pad_sel_X Y	X: bank, Y: pad
set rate of current pad	/pad_rate_X Y	X: bank, Y: rate
reverse current pad	/pad_rev_X	X: bank
set rate for entire bank	/bank_rate_X Y	X: bank, Y: rate
reverse entire bank	/bank_rev_X	X: bank
random rates for entire bank	/bank_rand_rate_X	X: bank
auto-chop bank (even slices)	/chop_X	X: bank
set length of all loops = 1/16	/sixteenths_X	X: bank
randomize all loop points	/rand_loop_points_X	X: bank
random parameters + pattern	/randomize_this_bank_X	X: bank

to connect norms to an OSC source,
enter the norms IP in your OSC client

```
STATUS: activated
NETWORK: PSH 1
IP: 192.168.1.100
SIGNAL: -50dBm
```

OFF HOTSPOT CONNECT ADD DEL

a successful connection should
auto-fill PARAMS > OSC setup:

```
PARAMETERS / OSC setup

source OSC IP      192.168.1.117
OSC port           59171
refresh OSC [K3]
```


cheat codes

> m4l

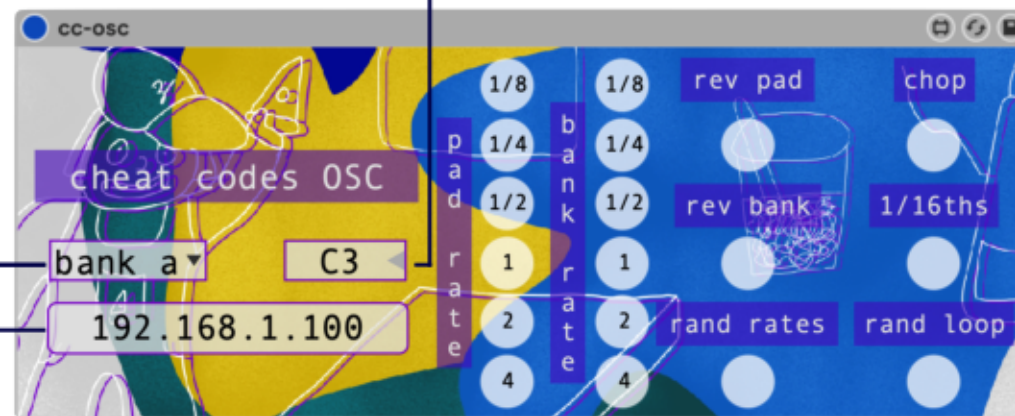
max for live

[setup]

cheat codes can be wirelessly controlled from Ableton Live
via a computer on the same network:

note == pad 1

target bank



to connect, just enter your norms IP

STATUS: activated

NETWORK: PSH 1

IP: 192.168.1.100

SIGNAL: -50dBm

OFF HOTSPOT CONNECT ADD DEL

mappable rate changes

use multiples to control each bank from different MIDI tracks in Live!
very fun to use while clock source is set to Link, for total synced control!

cheat codes

> more: l.lillilll.co/cheat-codes-2