



VARIAION, ABCD SETTING

- ● ● ● CHASE
- ● ● ● MIRROR, EDIT/CLONE A B C D
- ● ● ● EDIT ONLY VARIATION A
- ● ● ● EDIT ONLY VARIATION B
- ● ● ● EDIT ONLY VARIATION C
- ● ● ● EDIT ONLY VARIATION D

BESIDES NORMAL STEP EDITING, MOST EDITING FUNCTIONS DEPEND ON THE VARIATION SETTING (TRANPOSE ALL, NUDGE, RANDOMIZE, ERASE, RECORD AND ALSO TRACK COPY)

BASIC FUNCTIONS:

- ▶ START PLAYBACK
- ▶ RECORD MIDI IN ON/OFF
- STOP PLAYBACK
- DECREASE VALUE (BPM, NOTE, SETUP)
- + INCREASE VALUE (BPM, NOTE, SETUP)
- B** BANK SELECT (16 BANKS, 1-9...A-G)
- P** PATTERN SELECT (16 PATTERNS, 1-16)
- T** TRACK SELECT (TRACK 1-10 DRUMS, 11-16 NOTES)

TWO BUTTON COMBOS:

- B+P** SETUP
- P+T** PATTERN / TRACK COPY / PASTE
- T+*** MUTE SCREEN

* MULTIPLE FUNCTIONS:

- PUSH *: SWITCH BETWEEN ABCD EDITING MODES (A PATTERN IS UP TO 64 STEPS, 16 PER VARIATION)
- ON ANY TRACK: HOLD * AND - OR + FOR STEP NUDGE, B TO RANDOMIZE TRACK, P TO ERASE TRACK
- HOLD * AND PUSH STEP TO SET VELOCITY IN THREE VALUES
- ON DRUM TRACKS ONLY: HOLD A STEP LONG (1 SECOND) TO INSERT 32ND NOTE
- ON NOTE TRACKS: HOLD STEP THEN EDIT NOTE WITH - AND +, ALSO WORKS WITH MULTIPLE STEPS
- HOLD A STEP THEN PUSH * TO CHANGE EDITING MODE, TRANPOSE ALL NOTES
- HOLD * THEN PUSH A STEP LONG (1 SECOND) TO INSERT GLIDE / LEGATO
- HOLD * AND PUSH A LEGATO STEP LONG (1 SECOND) TO INSERT MANUAL NOTE OFF
- PUSH * + STOP TO SEND SYSEX DUMP OF CURRENT PATTERN STEPS AND SETUP

SETUP VALUES:

PATTERN SETTINGS (SAVED PER SINGLE PATTERN)

- P.1. PAT REPEAT – INF / 001–255**
How many times to repeat pattern before switching.
- P.2. NEXT PAT – PLUS ONE / 1.01–G.16**
Next pattern after repeat (can cross banks).
- P.3. CHAIN REPEAT – INF / OFF / 001–254**
When looping to a previous pattern with **P.2.**, this counts the amount of loops played back. Exit from loop = current pattern + 1
- P.4. MIDI CHN – 001–016**
Set track MIDI channels (default: drums = 10, notes = 1–6).
- P.5. DRUM NOTE – Learnable by holding step**
Sets MIDI note per drum track, hold step to learn from midi in.
- P.6. NOTE LEN – 001–129**
Note duration (1 step = 6 tics = 16th note) per track.
- P.7–P.9. VELOCITY 1–3**
Sets the three velocity levels, valid for all tracks in pattern.
- P.A. PRGCHNG – OFF / 001–128**
Sends program change at pattern start, per track / midichannel.
- P.b. PAT VARI – A / AB / ABC / ABCD**
Sets number of active variations.
- P.C. TRAKLEN – 001–016**
Per-track length (enables polymeter, forces 16 steps).
- P.d. SHUFFLE – 000–005**
Delays even steps (max 5 tics).
- P.E. STEP SKIP – 000–100**
Playback probability per track (% in steps of 10).

GLOBAL SETTINGS (VALID FOR ALL PATTERNS)

- G.1. CLOCK – AUTO / INTERN**
Select clock source.
- G.2. CLOCKOUT – ON / OFF**
Sends clock (internal or also forwarded from MIDI in).
- G.3. CLOCKDIV – 001–016**
Divides internal clock out, for highspeed sequencing.
- G.4. MIDI THRU – ON / OFF**
Forwards MIDI input (depends on drum note, MIDI channel and single or multi recording mode setup.)
- G.5. TRACK REC – SINGLE / MULTI**
Recording mode.
- G.6. PULSE RATE – OFF / 001–016**
Rate for TRS click (TE / Volca = 002).
- G.7. PULSE LENG – 001–016**
TRS click length (TE / Volca = 001).
- G.8. MIDI PAT CHNG – OFF / 001–016**
Enables MIDI pattern select by note (uses one channel).
- G.9. PROTECT – ON / OFF**
Prevents auto-save.
- G.A. FLASH ACTIONS**
- RESET NONE** – Do nothing
- SETUP PAT.2BANK** – Copy setup to all patterns in bank
- CLONE PAT.2BANK** – Copy full pattern + setup to bank
- RESET BANK** – Erase current bank
- RESET FACTORY** – Full wipe + reset
- G.b. BRIGHT DISP – 000–002** Display brightness level

STEPS AND SETUP ARE SAVED WHEN PATTERN IS CHANGED OR STOP IS PUSHED