

component	1	2	3	4	5	6	7	8	9	0	
●● pulse — pulse hold	count:1	-----							count:9	random	
✖2 multiply	x 1	-----							x 8	broken chord	random
velocity	-4	-3	-2	-1	0	1	2	3	mute	random	
▲ ramp up ▼ ramp down ⌵ random	2 steps	-----				6 steps	2 steps	-----			6 steps
		1 octave						3 octaves			
●-● portamento	glide 1	-----							glide 8	direct	random
⤿ sweep	filter ↑	filter ↓	synth ↑	synth ↓	pan	filter ↑	filter ↓	synth ↑	synth ↓	pan	
🎵 tonality	ignore chord progression	transpose only	octave	offset fifth	third	chromatic ↑	chromatic ↓	1	2	3	
🔄 jump	start	2/4	3/4	4/4	jump to forward	back	random	stay	align to global track	gate step	
⚡ parameter lock	every 1st bar	-----							every 8th bar	random	reset counter
➡ step component											
⤵ trigger (step)											

● main	pitch	reverse								
	param1	param2								
	speed	fine tune								
	chorus	drive								
● ADSR	attack	decay	sustain	release						
● LFO	depth	rate	destination	shape						
● ARP	speed	pattern	style	range						
● FX	fx1 send	fx2 send	pan	level						

1. **Crush**: vector semilinear crusher
 2. **Delay**: basic digital delay
 3. **Dist**: overdrive distortion
 4. **Ryrd**: digital reverb
 5. **Reverb**: clean reverb w light modulation
 6. **chorus-80**: oldschool chorus

filter resonance
 decay tone
 speed depth

LFO destination: p1 p2 filter cutoff filter resnce attack pitch pan volume

LFO shape: FREE SIN TRI SSQR SAW RND GYRO ONCE

TRIGGERED (restart every time a note is played)

ARP pattern: manual ↑ ↓ ↑↓ ↓↑ random

Punch-in effects:

1	2	3	4	5	6	7	8	9	0	
●	●	●	●	●	●	●	●	●	●	
filter sweep	stereo	pitch	short	long	filter sweep	stereo	pitch	short	long	
duck	loop 1	loop 2	follow	ramp up	ramp down	random	duck	loop 1	loop 2	
							echo	fill 1	fill 2	random