MODES:

FREE / R=B / AREC

Determines what happens when recording is stopped

FREE	Recording does not affect tempo (**TMPO/REP** sets tempo)
R=B	Length of recording adjusts tempo so that the **N1** notes are played with a delay equal to the length of the recording
	If **(FBK)** is lit, then the gain of **N2** & **N3** is turned down
AREC	Same as **R=B**, except recording recurs automatically for the length of the initial loop

NOTE SETS:

N1/BAR	Chooses note set **N1** to be controlled
	When **N1** is selected, **TMPO/REP, FREE/QUANT/SKIP**, & **Δ** behave differently
N2	Chooses note set **N2**
N3	Chooses note set **N3**

TMPO/ REP

N2 or N3	Determines the number of repeats of the selected note
N1/BAR	Controls the tempo of the loop or sequence
	In **FREE** & **AREC** modes, CC=40 loops/minute, C=240 loops/minute
	In **R=B**, the knob slightly nudges the tempo

Δ

Determined by **FREE/QUANT/SKIP**

FREE	**N1/BAR**	Fine tempo
		CC -10 bpm, C +10bpm
	N2/N3	Controls the amount of time between loops
		C the time b/w repeats is equal to loop length
		CC the time b/w repeats is 1/64 loop length
		After reset [see **(UNI)+(FBK)**], time b/w repeats is 0 until **Δ** is adjusted
QUANT	**N1/BAR**	Controls doubling, tripling, quadrupling of tempo
		CC quadruples tempo
		C no tempo scaling
	N2/N3	Controls the time b/w the repeats as fractions of the loop length.
		CC to C the fractions run 1/16, 1/12, 1/8, 1/6, 1/4, 1/3, 1/2, 3/4 (??)
SKIP	**N1/N2/N3**	Determines how many loops to wait until playing the note set again
		CC note set is played every loop
		C note set is played once every 4 loops

INDEPENDENT FUNCTIONS:

ENV	Controls the amplitude shape of a playing note
	Also applies to a loop
	C short attack long decay
	12 o'clock long attach long decay
	CC long attack short decay
LEN	Controls the length of the note sampled
	C time of the whole loop
	CC increasing accuracy as the samples get shorter

OFST Chooses when the note set plays relative to the **BEAT** light
CC—unison with **BEAT** blink
12 o'clock—halfway between two blinks

LINKED FUNCTIONS:
POS
STRIDE Controls the rate at which the sample selection advances through positions in the sample
C start position advances forwards
12 o'clock start position does no advance
CC start position advances backwards

ABS **C**ontrols where in the recording samples are taken from
CC from the beginning
C from the end

PITCH
Controls pitch of selected repeat (**P1/P2/P3**) in semitone steps
With **(UNI)** depressed, controls pitch of all repeats
CC -1 octave
C +1 octave
P1/P2/P3 play sequentially

GAIN
FADE Controls fading of repeated notes
CC repeated notes fade out
12 o'clock no change
C repeated notes fade in

GAIN Controls loudness of the note set. Occurs on next note play

MOMENTARY FUNCTIONS:
(UNI) Single press resets pitch of the repeated notes to unison
Held down, **PITCH** adjusted, all repeats (**P1/P2/P3**) for the currently selected note set transposed simultaneously
Held down, **(FBK)** clicked, the **GAIN** of **N2/N3** reset to zero
Held down, **(FBK)** clicked twice, all settings reset. **N1/BAR** plays as if a recording had just been made using **R=B**

(FBK) **FREE** and **R=B**, enables feedback
If enabled during recording, output is recorded
AREC, does nothing
With (**UNI**), resets note parameters (see above)

PRESETS:
PRE1/PRE2/PRE3 Chooses what preset is stored or recalled by **STR/-/RCL**
STR Flick switch up to store current settings
RCL Flick switch down to recall saved setting