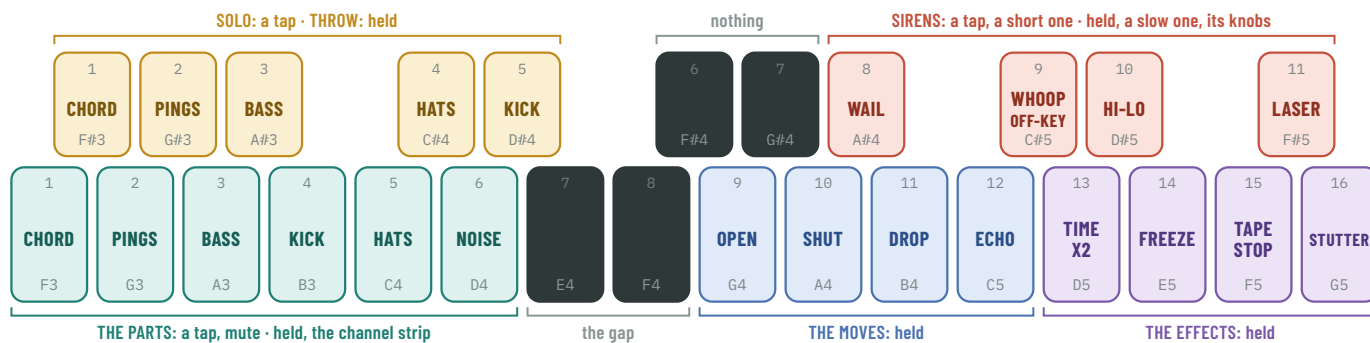


DUB-1 ARRANGEMENT

SEL: the desk, the dub moves and the effects under your fingers, as of 1.4.0 (build 671d9be). FM-1 firmware.



1 · THE PARTS white 1–6 · F3–D4

The chord, pings, bass, kick, hats (with the rim and the clap) and noise: the meters' rows, top to bottom.

A TAP	Mute , and back: its level kept. The same mutes as OCT- + OCT+ on a layer's page.
HELD	A third of a second, or a knob turned: its channel strip on the knobs until you let go (then no mute).
LEVEL KNOB 1	The part's level, as OCT- / OCT+ on its page. The kick's and the hats' their own. kick, hats: x1 at 50 · ±12 dB at the ends
ECHO KNOB 2	How much it sends into the echo. 0 none · 50 the piece's · 100 twice The bass and the kick send none in every piece; the kick's 100 a full send.
PLATE KNOB 3	How much it sends into the plate, the same way.
FILTER KNOB 4	Before the sends: left a low-pass, darker; right a high-pass, thinner. LP ~200 Hz · Off, the notch · HP ~2.5 kHz

2 · SOLOS AND THROWS black 1–5 · F#3–D#4

Each the part of the white key on its left; D#4 the kick's (the noise has none).

A TAP	Solo : the others go quiet, their echoes ringing out. Several play together. Again: let go.
HELD	Past a third of a second, a throw : the part slammed into the echo at its own level, whatever its sends, the feedback climbing so the repeats stack. Let go: they ring on (and no solo).
CHORD	Every stab into the echo.
PINGS · HATS · KICK	As they are (the hats with the rim and the clap).
BASS	Driven, so its harmonics carry in the echo.

3 · THE MOVES white 9–12 · G4–C5, held

As long as the key is held: each sweeps in, and eases back as you let go.

OPEN	The filter pushed open: the music thins and brightens over the kick.
SHUT	The filter pushed shut: the music under water, the kick still pumping.
DROP	The floor out: the kick and the bass gone while held.
ECHO	The echo pushed: everything into it, feeding back. Open and Shut push on top of SELECT's filter, over about 0.4 s.

LEAVING

A page's button leaves (HOME: to Form): the keys are the scale again. Mutes and solos stay; the moves, throws, effects and sirens let go. SEL brings it back.

4 · THE EFFECTS white 13–16 · D5–G5, held

Four of the effects grid's (REC held), one key each; they play with the grid's.

TIME X2	The echo's time doubled (halved if the tape is too short), gliding there and back.
FREEZE	The cloud stops listening, its grains thick and brought forward.
TAPE STOP	The echo's tape slowing to a quarter, its pitch diving.
STUTTER	A semicorchea (16th) of the mix caught and looped.

5 · THE SIRENS black 8–11 · A#4–F#5

A tap: a short one, about a bar. Held: slow from where it is, till let go, on its page. One at a time, into the echo. Whoop off the key on purpose; the rest on its root, fifth, octave.

WAIL the tempo's	A glide root, fifth, octave and back. tap: a bar · held: every 4 bars
WHOOFF free, off-key	A box's whoops, an octave up and back. tap: 1.2 s, 2.5 a second · held: on, rising
HI-LO the tempo's	Root and fifth in turn, the police siren. tap: a corchea (8th) a swap · held: a negra (quarter)
LASER free	Two octaves down to the root, warbling. tap: 1.5 s · held: 8 s falls, again
ITS PAGE held	The knobs ride it; kept, saved: Pitch ±1 octave, Rate , Depth 1–24 st, Echo (past 50, the repeats stack).

6 · THE KNOBS KNOB 1 · 3 · 4

WIDTH	The whole mix's stereo field. The piece's, saved. 0 mono · 100 wide
WET	The whole music dry, or drowned in the echo. For playing: not saved. -100 dry · 0 the piece · +100 drowned
DUCK	How far each beat pushes the rest down; the piece's. 0 none · 100 -12 dB, pumping KNOB 2 is free.

7 · LOCK, AND THE LIGHTS

LOCK SEL held	Half a second, any page; again, off. Each phrase keeps the kick, the groove and the plan (the sections and chords move on). LOCK in red in the header; not saved.
LIT	A key that does something; a part's while you hear it.
DARK	A move, effect or throw held, a siren sounding; a part muted or soloed out; the gap, F#4, G#4.
BLINKING	A soloed black key.

THE SCREEN

The desk's meters, a row a part and the master; the white notch its level. A muted row dark, soloed-out rows dimmed. A card says what each key did.