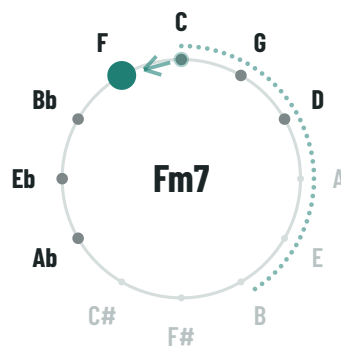




Chords (EDIT): slot 1 outlined and playing; its notes under the slots, the root dotted.



THE WALK PAGE'S CIRCLE OF FIFTHS

THE CIRCLE

C at the top, a fifth a step clockwise: a neighbour is a close chord, across it a far one

THE KEY

Its notes bright, the rest faint (here F Dorian, Basic's)

THE ROOT

The chord's root: a dot, white with each kick (red in dub hold)

A CHANGE

An arrow from the root before, fading over four bars

THE DOTS

On the way to the next chord, filling as Change runs out

1 · THE CHORD PAGE ENV · its part

DENSITY

Knob 1

Stabs a bar, one to six, each count its own Euclidean figure off the beat.

1 one · 3 three · 6 six (a click a count)

THROWS

Knob 2

How often a stab is thrown into the echo (its dry 6 dB down, the feedback up); more in a Break.

0 none, a fill's last still · 50 ~1 in 8 · 100 ~1 in 3

CHANGE

Knob 3

How long a chord lasts; it moves at a bar's start.

2 · 4 · 8 · 16 · 32 · 64 bars · Hold (EDIT only)

VARY

Knob 4

The stabs' turns, more or less than Form's Vary (sheet 4).

Hold · 0 as Form's · +50

2 · THE CHORDS PAGE EDIT, a tap

The eight coming: teal the walk's (degrees: they follow the key), white yours, (HOLDS) a gap (the chord before goes on).

SLOT

Knob 1

The slot you're writing, 1-8. The one playing, edited: heard at once.

KEYS

Its root, any note. A walk's chord becomes yours, kind and type kept; a gap, a minor chord on that note.

CHORD · TYPE

Knob 2 · 3

Its kind (Empty: a gap) and its type (8).

PLAY

Knob 4

Endless: slot 1 plays; at each change all move up a slot and the walk writes slot 8. **Loop:** the slots in turn, round after the last that isn't a gap; nothing new written.

ALGORITHM

The walk (5): the teal ones walked again at once.

3 · EDIT tap · held · held on

A TAP

The Chords page; again the Walk page; again back. Any page's button leaves.

HELD

0.5 s

Let go: the **next chord**, at the next bar (resting: at once; in dub hold: when it ends).

HELD ON

1.5 s

New chords: the walk's slots walked again; yours, the gaps and the one playing kept.

4 · THE WALK PAGE EDIT again

WALK

Knob 1

Home, Wander or Free: how far it roams (also ALGORITHM).

CHANGE

Knob 2

The Chord page's Change, the same setting.

AT THE LEFT

The chord, the walk (or LOOP 2/8), the eight slots.

5 · HOME, WANDER, FREE

The walk's next chord, in a seven-note mode. Never the same one again, never one with a diminished fifth.

BACK HOME

AWAY, IT LEANS ON

HOME

2 in 3

IV, then VII, V and VI

WANDER

1 in 3

IV, VI, V, VII: wider

FREE

1 in 7

all alike

Wander and Free rarely step straight back. A five-note mode: every degree alike. Every piece starts on Wander.

6 · THE KEY PAGE HOME, a third time

TEMPO

Knob 1

Beats a minute; also HOME held + SELECT, any page.
40 – 140

ROOT

Knob 2

The key's root: the scale and the chord move with it.
C – B

MODE

Knob 3

The scale (8), loaded whole. A key played adds or takes out a note: **Custom**.

SWING

Knob 4

The off semicorcheas (16ths) late, everything on them.
50% straight – 70%

7 · THE WALK'S VOICING

SEVEN NOTES

Root, fifth, seventh, tenth (an open seventh); now and then, with Vary, a ninth without its fifth.

FIVE NOTES

Stacked in fourths, three notes. The Japanese modes' half-steps never side by side: the upper an octave up.

8 · KINDS, TYPES, MODES Knob 2 · Knob 3 · Mode

CHORD	NOTES	TYPE	PLAYED, LOW TO HIGH
MAJOR	1 3 5	TRIAD	1 5 8 10
MINOR	1 b3 5	6	1 5 6 10
SUS2	1 2 5	7	1 5 b7 10
SUS4	1 4 5	MAJ7	1 5 7 10
DIM	1 b3 b5	9 · 11	1 b7 9 10 · 1 b7 10 11
AUG	1 3 #5	ADD9	1 5 9 10

MODE	NOTES
MINOR	1 2 b3 4 5 b6 b7
MAJOR	1 2 3 4 5 6 7
DORIAN	1 2 b3 4 5 6 b7
MIXOLYD.	1 2 3 4 5 6 b7
PENT MIN	1 b3 4 5 b7
PENT MAJ	1 2 3 5 6
PHRYGIAN	1 b2 b3 4 5 b6 b7

MODE	NOTES
LYDIAN	1 2 3 #4 5 6 7
HIRAJOSH	1 2 b3 5 b6
IN	1 b2 4 5 b6
IWATO	1 b2 4 b5 b7
YO	1 2 4 5 6
INSEN	1 b2 4 5 b7
CUSTOM	the keys' own

8 and 10: the root and the third an octave up. Dim's 7: a diminished seventh. On a sus, a type that lands on its note takes the fifth an octave up instead. The modes in the knob's order. Shown as Fm7, AbM7, C7sus4.