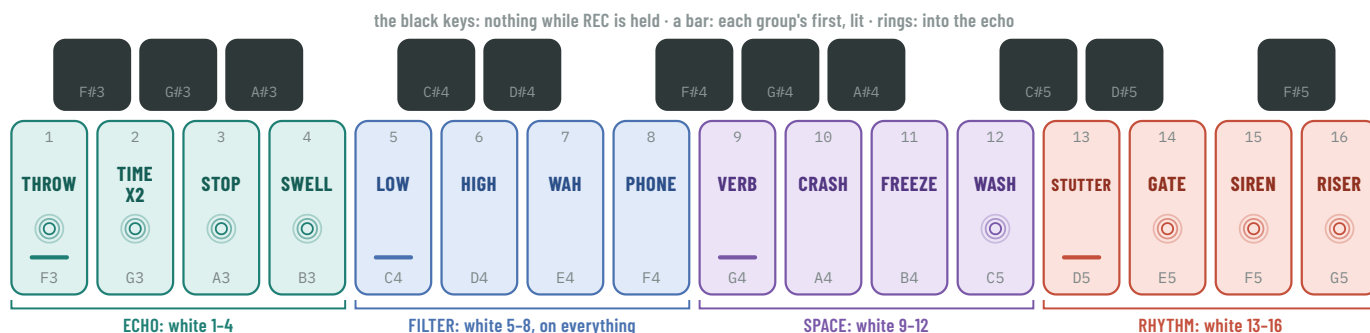


DUB-1 EFFECTS GRID

REC held: sixteen effects on the white keys, each as long as its key is held, as of 1.4.0 (build 671d9be). FM-1 firmware.



1 · ECHO white 1-4 · F3-B3

The echo's own: what goes in, and its tape.

THROW	Every stab thrown into the echo: its dry down, the feedback up.
TIME X2	The echo's time doubled (halved if the tape is too short), gliding there and back.
TAPE STOP	The tape slowing to a quarter, its pitch diving; let go, it spins back up.
SWELL	Everything into the echo, feeding back more: the Arrangement page's Echo key.

2 · FILTER white 5-8 · C4-F4

A master filter on everything, the echo and the plate too, swept in and out.

LOW-PASS	Sweeping down to ~350 Hz: under water.
HIGH-PASS	Sweeping up to ~1.3 kHz: thin, a radio.
WAH	A resonant band sweeping ~350 Hz to ~1.6 kHz, 1.3 times a second.
PHONE	A narrow band, ~450 Hz to ~3 kHz, overdriven.

3 · SPACE white 9-12 · G4-C5

The plate and the cloud thrown.

VERB	The whole dry mix into the plate.
CRASH	A dark burst of noise into the plate as the key goes down, eased in: a splash at the music's own level.
FREEZE	The cloud stops listening: its grains thick, over what it held, brought forward.
WASH	The dry down to a quarter; everything into the echo and the plate.

7 · HOW QUICKLY eased in · let go

Most of the way in, and out once the key is let go (each eases; nothing jumps).

THROW	the next stabs	LOW · HIGH	~0.5 s · back ~0.3 s	VERB	~0.03 s	STUTTER	from the press
TIME X2	a glide, ~0.1 s	WAH	~0.08 s	CRASH	a burst, ~80 ms	GATE	~0.03 s
STOP	~0.7 s · back ~0.25 s	PHONE	~0.05 s	FREEZE	~0.1 s	SIREN	~0.02 s · fades ~0.15 s
SWELL	~0.04 s			WASH	~0.4 s · back ~0.8 s	RISER	climbing · fades ~0.15 s

HEAVY

Each effect costs nothing until held. All sixteen at once is the heaviest thing DUB-1 does: in a heavy piece it can near the FM-1's limit (Setup's CPU).

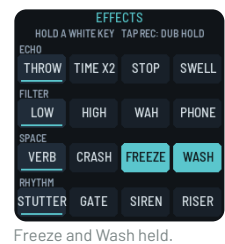
4 · RHYTHM white 13-16 · D5-G5

The rhythm and two noise voices of its own.

STUTTER	A semicorchea (16th) of the whole mix caught as the key goes down, and looped.
GATE	The chord ringing on (1.5 s), chopped in semicorcheas (16ths), its sends too.
SIREN	The dub siren: a square-ish tone swung up and down (about 200 Hz to 1.2 kHz, 0.8 times a second), into the echo. (Not the Arrangement page's four sirens: sheet 2.)
RISER	Noise through a band-pass rising 1.5 octaves a second, louder as it climbs; into the plate, a little into the echo.

5 · PLAYING IT REC

REC HELD	A third of a second: the grid fills the screen; the knobs rest.
A WHITE KEY	Its effect, eased in, as long as the key is held, even after REC is let go. Several at once.
THE LIGHTS	Each group's first key lit, to find the rows by touch; an effect held, lit.
REC, A TAP	Still dub hold (sheet 9). Held for the grid, or a key played: its release does nothing.



6 · WHERE THEY ACT

THE RINGS	On the drawing: into the echo, or the echo's own (Throw, Time x2, Stop, Swell, Wash, Gate, Siren, Riser).
AFTER IT ALL	The four filters and Stutter act on the whole mix, the echo's repeats too.
ON SEL	Time x2, Freeze, Tape stop and Stutter are also white 13-16 on the Arrangement page (sheet 2); they play with the grid's.

SAID

Each effect's name in the header as its key goes down; a screen reader reads the grid, a group at a time.