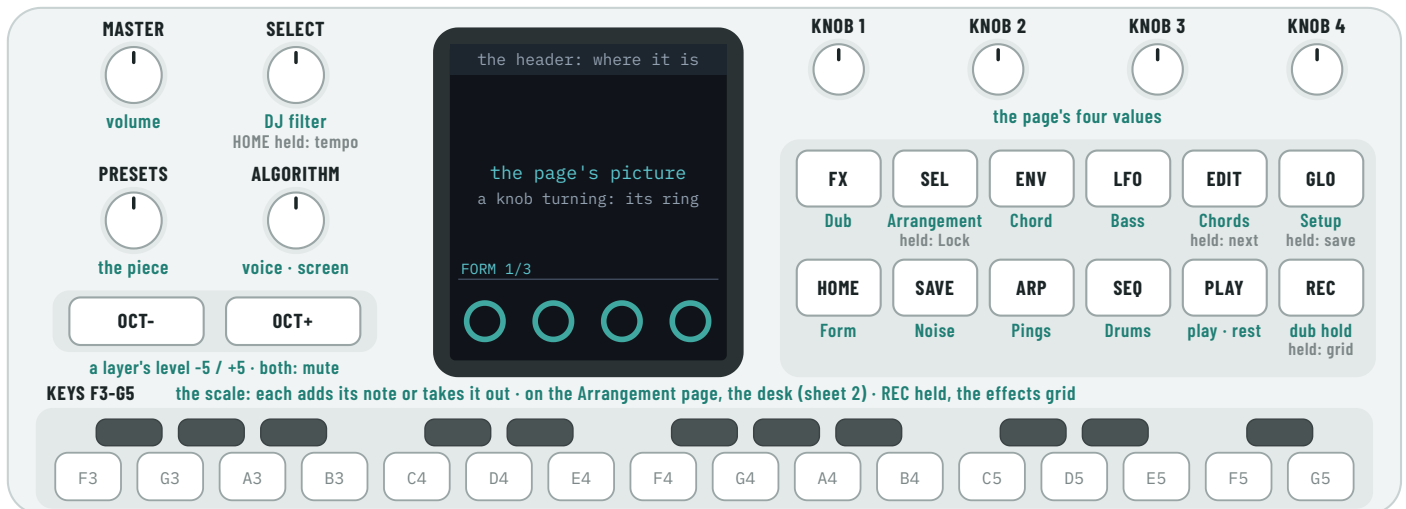


DUB-1 THE PANEL

Every button and knob, and where each page is, as of 1.4.0 (build 671d9be). FM-1 firmware.



1 · WHERE EACH PAGE IS a tap, again, again

Each press the next page, then the first again; the button lit, blinking past its first page (Song, Song mode: steady). The page's name and place (2/4): above the knobs.

HOME	Form › Song › Key (tempo, root, mode, swing)	SAVE	Noise › Noise voice › Noise LFO
ENV	Chord › Chord voice › Chord FM › Chord LFO	FX	Dub › Echo
ARP	Pings › Pings voice › Pings FM	GLO	Setup › Song mode (Endless, Song, Set; a set's Transition: LP, Segue, Mix; Values)
LFO	Bass › Bass voice › Bass FM	EDIT	Chords (the keys: the slot's root) › Walk
SEQ	Drums › Kick › Hats › Pattern (steps: white keys)	SEL	Arrangement: one page, it stays; the keys the desk (sheet 2)

2 · A TAP PLAY · REC · OCT · keys

PLAY	Play or rest, as you press it; in Song or Set mode, a song from its intro. Lit while playing.
REC	Dub hold: the echo repeats what it holds, the chord holds, the rest plays on. Again: let go. Lit while on.
OCT- / OCT+	On a layer's pages and a channel strip: its level, 5 a press; held, it goes on. Elsewhere nothing.
KEYS	The scale: a key adds its note or takes it out (the root stays; three notes at least); lit, the notes in it. MIDI notes in, channel 1, the same.

3 · THE ENCODERS

SELECT	The DJ filter , every page: left shut (a low-pass), right open (a high-pass). Not saved. Shut 100 · Off, the notch · Open 100
ALGORITHM	A layer's pages: its voice (the drums: the kit). Noise: its character. LFO pages: the Target. Chords, Walk: the walk. Elsewhere: the screen's picture.
PRESETS	The piece , one of eight, each as you left it.

4 · TWO AT ONCE

HOME + PLAY	Playing: the outro from the next phrase, in any Song mode. Again: back to the main.
HOME + SELECT	The tempo , from any page. 40 to 140
OCT- + OCT+	Let go within a second: the layer muted or back, its level kept (the drums: kick and hats). Held 5 s: the update mode. Held at power-on: the panel's calibration.

TAP · HELD · HELD ON

A tap: under 0.5 s. Held: 0.5 s (REC: 0.3 s). Held on: 1.5 s, nothing turned meanwhile.

5 · HELD, HELD ON 0.5 s · 1.5 s

ENV ARP LFO SEQ FX · SAVE	Held: a nudge , a few sound values a step, pulled back to the recipe; the page that moved most comes up. Held on: a shake , another voice (the drums: a kit), every value a big step; the bass a new groove too. FX: the space (shake: a new echo time); SAVE: the noise.
HOME	Held on: shake all , the chord, pings, bass, drums and noise at once.
EDIT	Held, let go: the next chord (on the bar while playing). Held on: new chords , the walk's walked again (yours, the gaps and the one playing kept).
GLO	Held, let go: saves all eight pieces. Held on: the piece back to its recipe (RESET, not saved).
SEL	Held, let go, any page: Lock on or off; each phrase keeps the kick, the groove and the plan.
REC	Held 0.3 s: the effects grid on the white keys, each while its key is held (even after REC). The knobs rest.

6 · THE KNOBS KNOB 1-4

STEPS	A few clicks are single steps; a quick turn speeds up, half a turn sweeping 0-100. A switch: one place a click.
NOTCH	Centred on 0 (a tick over the ring): it stops at 0 on its way through; three clicks on (within 3 s) leave it.
BIG RING	While one turns: its value large in the middle, its name and what it does (not on Chords, Pattern).
NUMBERS	A ring's number shows 1.5 s as its page opens; units and words always. Values: Always (Song mode) keeps them.
GREY	Does nothing there: FM on a voice not FM (Colour, Bite still work); Ratio on two operators; Transition but in Set mode.

LEAVING A PAGE

Another page's button. From the Arrangement page, any (HOME: Form); the mutes and solos stay.