

DUB-1 THE SCREEN

The pictures, the header's signs, the colours, Setup's lines, as of 1.4.0 (build 671d9be). FM-1 firmware.



Ripples: rings in the chord's teal, the bass's gold.



Scope: the output, two traces fading behind.



Spectrum: 18 bands, a white cap on each.



Tape in a song's intro: teal tape, 29 bars left.

1 · THE PICTURES ALGORITHM

On Form, Song, Key, Dub, Echo, Setup: Ripples > Scope > Spectrum > Tape, round. Each piece keeps its own. Off the ripples, the chord's name goes to the top.

RIPPLES	Each stab a ring, its outline the sound's own wave; the echo's repeats a ring each, as strong as they come back. Bass notes gold; blue dots the ping loops; grey specks the noise. The chord's name flashes white with each kick; a new one comes in teal.
SCOPE	The output as a thick line, started on a rising zero crossing so it stands still; its height follows the level.
SPECTRUM	18 bands, 43 Hz to 11 kHz: teal, brass, amber, red at the top; up at once, down slowly.
TAPE	Two reels turning with the tempo; three heads: erase, record (lit with the output), play (with the echo). In a song it winds left to right, in the part's colour; in Endless, brown, back and forth over 128 bars.
COUNTER	Left: INTRO, MAIN or OUTRO and the bars left of it (ENDLESS; END). Right: TIME since PLAY, m:ss; in a song, OF its length at this tempo.

3 · BELOW THE PICTURE

THE LANES	The bar as it plays, seven rows: chord, pings, bass, kick, hats, rim and clap, noise. A ring: a hit that only sometimes comes, or (the chord's row) where a repeat lands.
METERS	At each row's left, its level (-48 to 0 dB). Muted: dark; soloed out: dimmed.
THE RULE	The page and its place, CHORD VOICE 2/4; at its right the voice, kit, character, walk, or TO CUTOFF.
THE KNOBS	A ring, or dots for a switch. Units always (LP 2.6k, 32 bars); a number for 1.5 s as the page opens (Values: Always keeps them). A tick over a centred one; grey: does nothing here.
BIG RING	A knob turning: its value large, its name over it in the layer's colour, what it does under it. Motion, Hits and the bass's Density: the ring in segments, the zone's name and what it adds.

2 · THE HEADER

!	Red, a second: the master clipping (full scale). Not Setup's grey !n.
HOLD · LOCK	Red: dub hold (REC), Lock (SEL held).
SOLO	Yellow: a part soloed (SEL).
EXT	Following a MIDI clock.
BATTERY	Under a fifth (red when nearly empty), or charging on USB (its bars filling in turn); always on Setup.
BAR 8	Blinks on the phrase's last bar when the next brings a change. Resting: the cells dim, a play triangle after them. Lock: all eight alike.
MESSAGES	ADDED F#, DUB HOLD ON: the header, a moment.

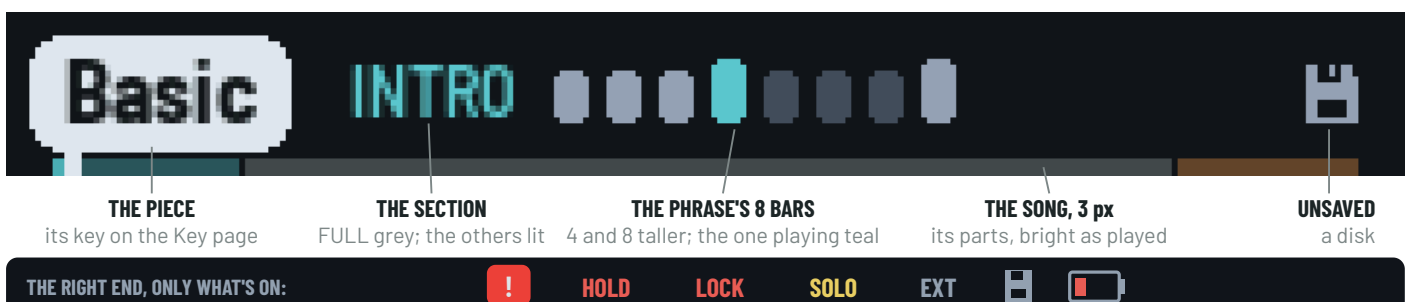
4 · THE COLOURS

chord	pings	the page, a knob turning, the intro, SAVED
bass	kick	dub hold, HOLD, LOCK, a throw, a shake, a siren
hats	noise	a nudge, NEXT CHORD, the song's outro
rim	clap, SOLO	the song's main: yours (Chords)

5 · SETUP'S LINES GLO

CPU 35/61	In the header: the sound's share of the time now / the heaviest block of the last ~2 s. Past 75, DUB-1 sheds the least heard for half a second. !n: dropouts.
CLOCK	The core's MHz, measured; else from its registers: 360 MHz (stock), or OTHER. The three registers under it.
BUILD	The commit and the time it was built (a + if the tree had changes).
PEAK · MEAN	The audio's time a block, in ms: the heaviest block's and the window's mean; the total, then the four biggest stages.

The stages: DRN commands · CTL control · FAD faders, LFOs · STB stabs · BAS bass · PNG pings · WID widening · DRM drums · NOI noise · FX the grid · RMB rumble · MIX the space and the mix · EVT the steps.



THE PIECE

its key on the Key page

THE SECTION

FULL grey; the others lit

THE PHRASE'S 8 BARS

4 and 8 taller; the one playing teal

THE SONG, 3 px

its parts, bright as played

UNSAVED

a disk

THE RIGHT END, ONLY WHAT'S ON:



HOLD

LOCK

SOLO

EXT

