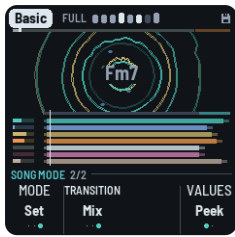


DUB-1 SONGS AND SETS

Endless, a song, a set of the pieces and their hand-overs, as of 1.4.0 (build 671d9be). FM-1 firmware.



Song mode 2/2 (GLO x2): Set, Transition Mix.



Song 2/3 (HOME x2): the song's shape, a white line where it is.



Intro: teal tape, 19 bars of it left, 0:27 of 7:20.



Main: light tape, the reels near even.



Outro by hand: coral tape; OF 4:27, the song's new length.

1 · THE THREE MODES GLO x2 · Song mode KNOB 1

"Endless, a song, or a set of the pieces": the same for every piece, saved.

ENDLESS	PLAY: the piece starts full and plays on. The default.
SONG	PLAY: the intro, the main, the outro. Then the grid stops, the tails ring on, PLAY goes off.
SET	Songs one after another, from the piece you're on to the eighth (Haze); then DUB-1 rests. PLAY stops it at any time.
TURNED while playing	To Song or Set: the main from this phrase. To Endless: the song let go, the parts back in.

2 · THE SONG PAGE HOME x2 · each piece's own

A phrase (8 bars) a click. In Endless, the song it would be, dimmed.

INTRO KNOB 1	"The parts coming in, a phrase a click". None: it starts full. None · 8 - 128 bars
MAIN KNOB 2	"The piece itself, before the outro". Turned as it plays, the outro moves. 32 - 512 bars
OUTRO KNOB 3	"The parts leaving, then silence". None: it stops at the main's end. None · 8 - 128 bars
KIND KNOB 4	"Ambient first, or the kick and the bass": the intro's order (card 7). Ambient · Pulse
RECIPES	32, 160, 32 bars: 6:35 (Concrete) to 7:43 (Haze). Ambient: Chamber, Fog, Night Drive, Haze; Pulse the rest.

3 · TRANSITION GLO x2 · KNOB 2 · Set only

Grey in Endless and Song: "Only in Set mode". The set's last piece ends as LP.

LP the default	"Each song ends; a pause, then the next": PLAY off, the tails ring out, the next intro 6 s on.
SEGUE	"The next song from the bar after the outro": no stop. The chord's dry out over bars -5 to -1, into the echo; struck at -2, the echo held on it, the plate too. The new tempo from the last bar, the echo gliding to it like tape.
MIX	"Tempos glide; the next pulse under the echo" (card 6).

4 · THE OUTRO BY HAND HOME held + PLAY

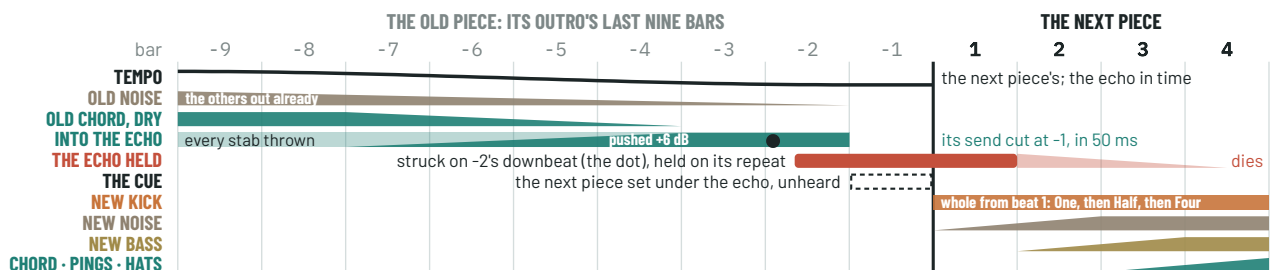
ONCE	The outro from the next phrase, in any mode (Endless: it then stops). In the intro: those not in stay out.
AGAIN	Back to the main, four phrases at least, then the outro as planned (Endless: on as ever).
NOT	Resting, or in a hand-over's last bar. Back in a Mix's glide: the piece's own tempo again.

5 · WHAT YOU SEE

SONG LINE	3 px under the header: intro main outro, bright as played; white where it is.
TAPE ALGORITHM	Wound left to right over the song, in the part's colour; brown at END and in Endless.
COUNTER	The part, its bars left; TIME since PLAY; OF the song's length.
A SET	A SET card at each new piece; TIME and the song line start again.

6 · MIX, BAR BY BAR counted back from the outro's end, then the next piece's

The next piece's bass and chord at the soonest: later if its Kind has them later; a piece with Intro None comes in the same way. Drawn for a 32-bar outro, its parts out a bar early (Segue too).



7 · THE PARTS IN AND OUT the recipes' 32 bars

Each part at its place, a bar or so either way, in over 2 to 4 bars; the hats with a few hits, more each bar. The chord's filter opens from an octave down, the echo a little wetter; no sections till the main. From 60% of the outro every stab is thrown, the noise into the echo.

