



Form 1/3 (HOME): Energy, Vary, Motion, Drift.



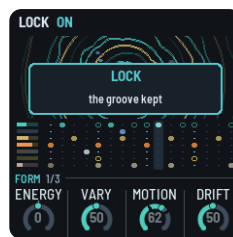
Motion 20: Breathes, the zones round the ring.



Motion 55: Sections; its sentence below.



Chord LFO 4/4: past, now and the wave to come.



Lock (SEL held): "the groove kept".

1 · THE MASTERS [HOME](#) · [Form page](#)

ENERGY KNOB 1	Busier or sparser, now: an amount (card 5). -50 sparse, dry · 0 · +50 busy, bright
VARY KNOB 2	How much the loop changes: held to restless. 0 the loop held · 50 the classics' · 100 the most restless
MOTION KNOB 3	How much the arrangement changes, in three zones (card 4). Breathes · Sections · Breaks
DRIFT KNOB 4	How much the sound moves: still to restless (card 3). 0 still · 50 the classics' · 100

2 · VARY AND ITS TRIMS [each layer's part page](#)

Vary's scale: a straight line to 50, the classics' middle, then each step about 5% more. A layer's own Vary is a trim on Form's: its amount is Form's plus the trim, on that scale. Centred: 0 follows Form, far left **HOLD**, that layer never turns. At an amount of 0 (Vary 0, the trims 0; or Hold) nothing turns and no stab is thrown.

CHORD ENV	The stab pattern turns or gains or loses a stab (every two bars); stabs and whole bars drop out; the throws.
PINGS ARP	At a loop's end, a note moved or changed; a pass sat out.
BASS LFO	The plan drawn anew (kept 2 to 6 phrases first); the octave note; the borrowed groove, as the square of the amount.
DRUMS SEQ	How long the kick holds a shape (2 to 6 phrases) and how far it wanders; the shaker's steps trade places; the clap's odds.
NOISE SAVE	How often its groove is drawn anew at a phrase, rather than kept.
FORM'S ALONE	Now and then, at a chord change, the walk's other voicing.

3 · DRIFT [HOME](#) · [Form KNOB 4](#)

One amount for all the sound's slow movement; the notes, patterns and sections go on the same.

THE LFOs	The chord's and the noise's, their wave and their wander: about an octave of the chord's filter at 50, 1.7 at 100.
LFO PAGES ENV x4, SAVE x3	Drift more or less of Form's (far left Still , +50 twice); Wave wander to wave; Rate 1 to 32 bars; Target Cutoff, Reso, Colour; Filter, Tone, Air (sheets 4, 8).
THE SWEEPS	How far the filter's long sweeps go (a new place every 6 to 20 bars; Basic's 4 to 14); the echo's heads, band-pass and feedback wandering.
THE RIDES	Each part's level, echo and plate send, the chord's filter, the feedback: a new place every 10 to 60 s, any semicorchea (16th). at 100: levels -7..+3 dB, sends -8..+6, ±0.55 oct

HOW THEY STACK

Patterns: Vary + each trim. The arrangement: Motion. The sound: Drift, each LFO's Drift. The harmony: Change, the walk. Now, no knob moved: Lock.

MOST STILL

Vary 0 (or every trim Hold) · Motion 0 · Drift 0 · Change Hold · Kick Four · Lock on: a strict loop, nothing thrown.

MOST RESTLESS

Vary 100, every trim +50 · Motion 100 · Drift 100, both LFOs' Drift +50 · Walk Free · Change 2 bars.

4 · MOTION'S ZONES [HOME](#) · [Form KNOB 3](#)

The arrangement only. Each zone adds a kind of event to the ones before.

BREATHES 0 - 39	"Parts out and back, the kick out a bar or two": a part out (the chord, bass 12 dB down) or swelled into the echo, one a minute at 40; the kick out one in two minutes. 0: "Nothing leaves".
SECTIONS 40 - 69	"Thin and Groove phrases join, rarely to often": Thin (no bass, no shaker), Groove (every other stab), a phrase or two; 5% of the phrases at 40, 50% at 70. Fills join.
BREAKS 70 - 100	"Breaks join: the kick and the bass out a phrase", up to 60% of the departures at 100. Four phrases of Full between any two.

5 · ENERGY [Form KNOB 1](#) · [not saved](#)

MOVES	The pings' notes and level, Hits and the hats' level and colour, the stabs' count and length, the kick's shape, the bass's Density; most reach their end at ±50. No zones.
LEANS	Past +25 a Break comes as a Groove; past -25 a Groove as a Thin. It never locks the sections.

6 · THE OTHER ZONES

HITS SEQ KNOB 2	Shaker 0-14, Open hat 15-39, Offbeats 40-69, Rim 70-100 (sheet 7).
DENSITY LFO KNOB 3	The bass's: Sparse 0-29, Pickups 30-100 (sheet 6).

7 · THE HARMONY [ENV](#) · [EDIT](#)

CHANGE ENV · EDIT x2	How long a chord lasts. 2 · 4 · 8 · 16 · 32 · 64 bars · Hold
WALK EDIT x2 K1	Home near the key, Wander wider, Free anywhere. Play Loop : your slots in turn (sheet 3).
EDIT HELD	0.5 s: the next chord. 1.5 s: new chords, the walk's walked again.

8 · BY HAND [anywhere](#)

NUDGE · SHAKE	A layer's button held 0.5 s: a small step; 1.5 s: a new voice, big steps. HOME held 1.5 s: all five.
LOCK SEL held	The kick's shape, the plan, the shaker and the noise's groove kept; the rides and Motion's moves rest. Chords, stabs, pings and sections go on.
ARRANGEMENT SEL	Mutes, solos, throws, the moves, the sirens (sheet 2); the effects grid, REC held (sheet 10).
THE SONG	Endless, Song or Set; the outro by hand (sheet 12).