

I/O jacks (fixed)

Audio

In L/R codec 48k

Out A / Out B mono + trims

Stereo out TRS

CV in (7)

Size/Pos A/B -

Mix A/B -

V/Oct A/B -

Crossfade CV A/B blend

Clock / Gate

Clock in (TRS 4PPQN) sync

Gate in A/B -

Gate out A/B -

Mod CV / MIDI

Mod CV out A/B -

MIDI in/out 24 PPQN + notes

Front panel

Deck A and B (identical)

Knobs (7)

Pitch drum pitch (body + noise); Alt = model

Position density (Euclidean onsets)

Size pattern length (2-16)

Envelope rotation (pattern shift)

Mix (SOS) per-drum gain; grit+ = decay

Cycle clock division (1/16, 1/8, 1/4)

Glow onset probability (0-100%)

Pads (5)

Play stop/start focused drum; Alt+Play = mute

Reverse swap focused drum

Grit macros: +PITCH drive, +SOS decay

Flux macros: +PITCH sweep, +SOS body/noise, +POS tone

Seq hold Alt+Seq = reset deck to factory

Ring A / B

focused drum's pattern (onsets + playhead)

Shared / Transport

Crossfade

Crossfade A/B blend

Switches (74HC165)

Mode (L/C/R) -

Routing (L/C/R) output: mono bus / A/B split / random pan

CV target (U/C/D) -

Out trims A/B output trims

Transport

Tap tap tempo (sequencer clock)

Alt modifier (held)

Spot -

Clock

[src color]