MDSYN

16-TRACK PERCUSSION SYNTHESIZER

QUICK START · VERSION 1.0

Your first beat in a few minutes. Every page shows the keys it talks about, framed in red.



1 A FIRST BEAT · 1/2



1 Pick a preset

Click the arrows ‹ › to try the presets. Click the name to see the whole list.



2 Play and stop

PLAY starts, **STOP** stops. Or press the SPACE bar.



3 Choose a track

Click a track: **BD**, **SD**, **HT**… It is selected and you hear it.



4 Draw steps

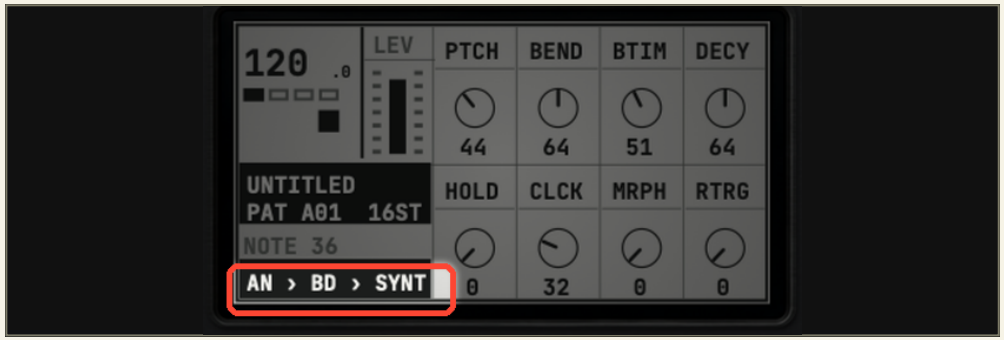
Click a step key: on, off.

1 A FIRST BEAT · 2/2



5 Shape the sound

Click **SYNTHESIS**, **EFFECTS** or **ROUTING**, then turn the knobs **A to H**.



6 Change the machine

Click the **last line of the screen**: the machines, sorted by sound. The mouse wheel there tries them one by one.



7 Change pattern

Press a letter `A` to `H`, then a step key: pattern 1 to 16 of that bank.



8 Save

`SAVE` (⌘S) keeps your changes. `SAVE AS` asks a new name.

2 MAKE IT MOVE



1 Lock steps

Hold ⌘ and click steps, then turn a knob: **those steps only** change. **EXIT** lets go.



2 Lock a pattern

Hold ⌘ and turn a knob: the change is for **this pattern only.**



3 Randomise

RND STEP **RND FX** **RND SOUND**: new ideas. Not good? ⌘Z.



4 Play it live

SOLO solos the track. **KEY** plays it from the computer keyboard. **FILL**, held, plays the fills.



5 Mute tracks

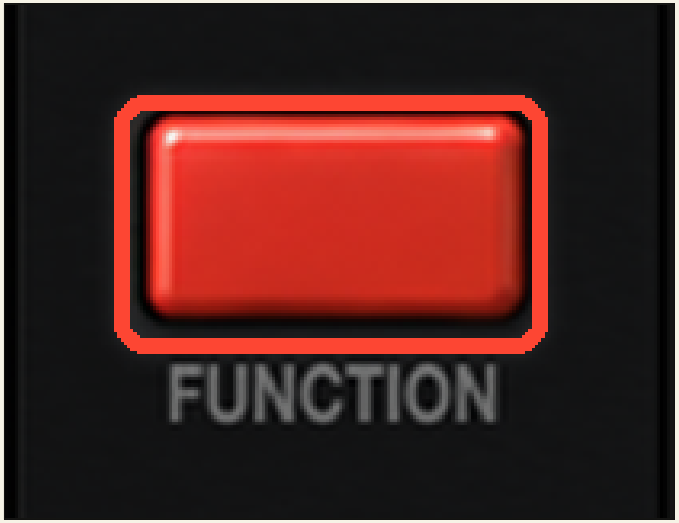
FUNCTION + a track mutes it. Hold Shift and click several: they switch together when you let go.



6 Lost?

EXIT closes the window or mode that is open.

3 FUNCTION AND SHIFT



FUNCTION gives a key its **second job**: click it, then the other key.

On the computer keyboard, just **hold** **Shift**.

FUNCTION + …	DOES
a track	mute or unmute it
MUTE	mute mode: the keys mute tracks
a knob	the same change on all 16 tracks
TEMPO	tap the tempo
SAMPLE	load a sample on the track
KIT / SONG	edit the song
LFO	edit the LFO
REC · PLAY · STOP	copy · clear · paste

COMPUTER KEYBOARD	DOES
SPACE	play / stop
← → · ↑ ↓	change track · change its length
⌘Z · ⇧⌘Z	undo · redo
⌘C · ⌘V · ⌘X	copy · paste · clear what is under the mouse

4 RIGHT-CLICK EVERYTHING

Right-click any key or knob: a menu shows what you can do there.

A TRACK
Machine: AN-BD ›
Sample ›
Mute track 1
Pattern (1X, FWD) ›
Envelope VOL ›
Copy · Paste · Clear

A track: the machine (by sound, or by family), samples, mute, pattern tools (direction, speed, euclid, rotate).

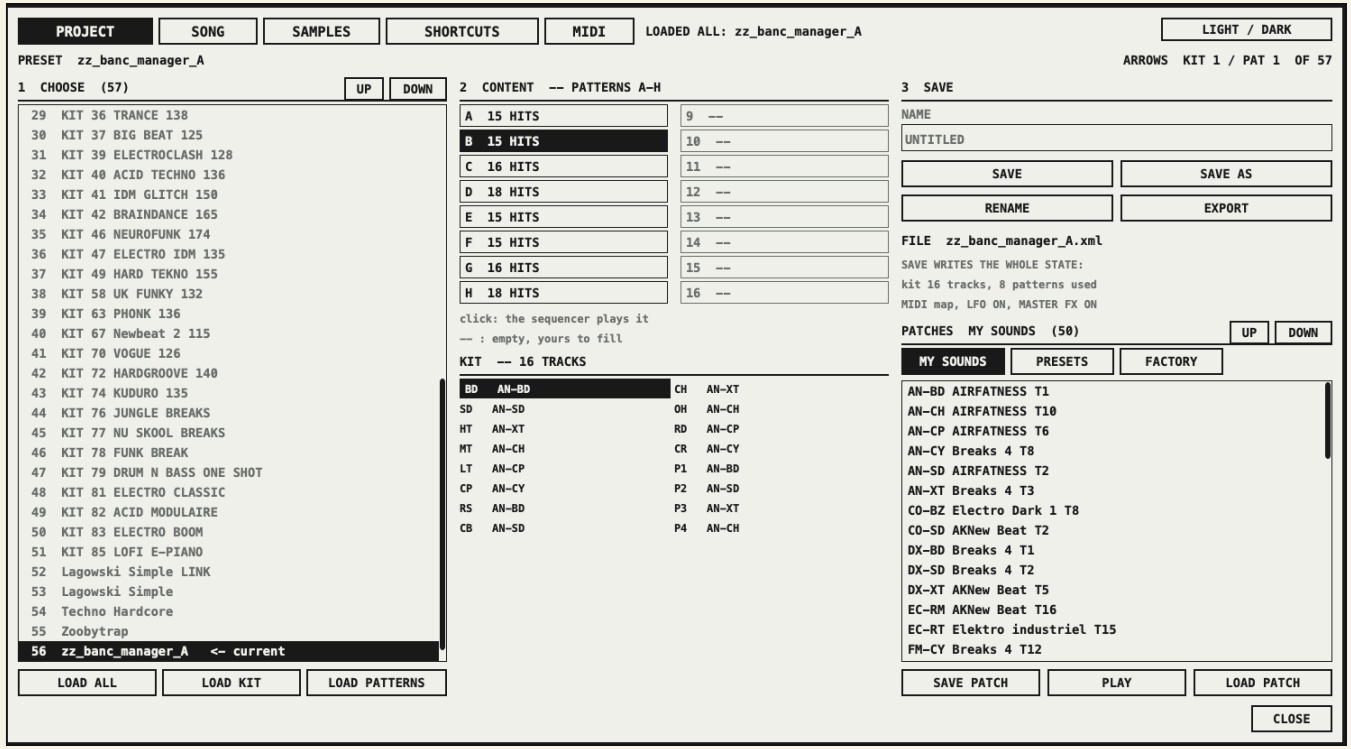
A STEP
Probability ›
Condition ›
Ratchet ›
Micro ›
Accent
Mute step
Copy · Paste · Clear

A step: how often it plays, when it plays, rolls, timing, accent.

A KNOB
Learn MIDI CC
Clear lock on this step
Clear locks of this knob
Clear pattern lock

A knob: MIDI learn, and clearing its locks. Every key also has **Learn MIDI.**

5 THE PROJECT PAGE



Click **PROJECT** in the top bar. **CLOSE**, ESC or PROJECT again closes it. The music keeps playing.

1 CHOOSE

Your presets. A **double-click loads.** Or load only half: **LOAD KIT** (the sounds) or **LOAD PATTERNS** (the beats).

2 CONTENT

The 16 patterns and the 16 tracks. Click a pattern to play it.

3 SAVE

SAVE writes the whole state. **PATCHES:** sounds of single tracks, from your sounds, your presets or the factory.

TAB	WHAT IT HOLDS	TAB	WHAT IT HOLDS
PROJECT	presets, patterns, sounds	**SHORTCUTS**	your computer keyboard (next page)
SONG	the song, as a table	**MIDI**	your MIDI controllers (next page)
SAMPLES	your WAV files and the bank of 48		

6 ASSIGN KEYS AND MIDI

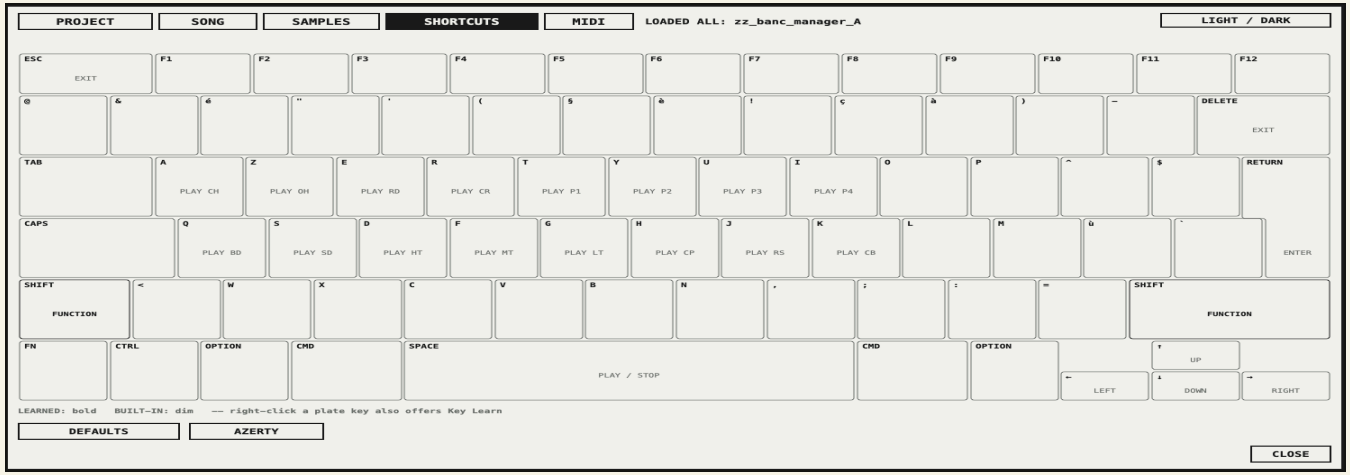
RIGHT-CLICK A CONTROL
Learn MIDI
Forget MIDI (CC 12)
MIDI learn mode
KEY
Learn key
Forget key (F1)

MIDI: right-click a key or a knob, **Learn MIDI**, then play a pad or turn a knob on your controller.

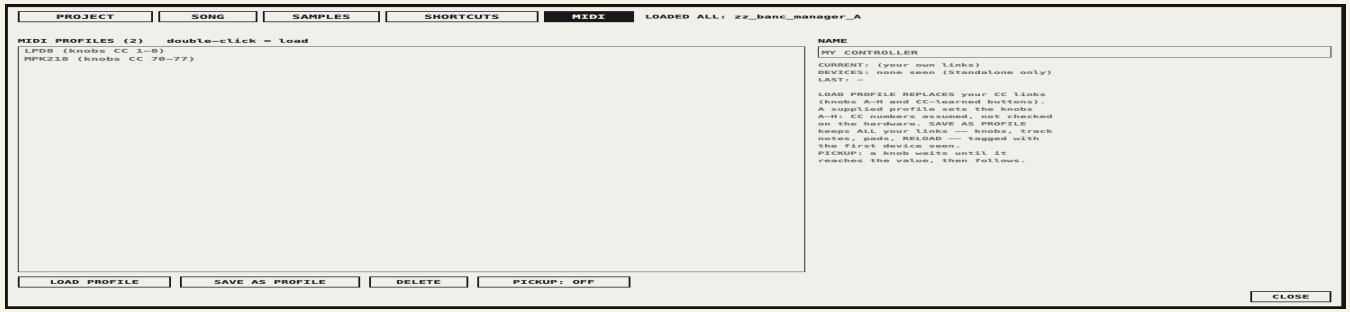
Many at once: ⌘L, click a control, play it, click the next one… **ESC** leaves.

Keyboard: right-click a key, **Learn key**, then press a key of your computer.

Links belong to the **machine**, not to a preset: they stay when you change preset.



SHORTCUTS: click a key of the drawing, then pick its command. Bold = yours. Q S D … play the tracks. **DEFAULTS** clears your keys.



MIDI: ready-made profiles for your controller (LPD8, MPK218). **PICKUP**, on by default: a knob waits until it reaches the current value, so nothing jumps.