MMSYN

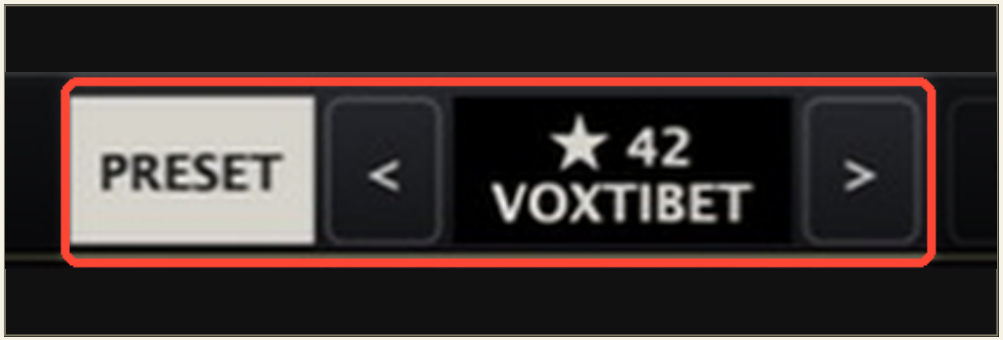
SIX-TRACK SYNTHESIS SEQUENCER

QUICK START · VERSION 1.0

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



1 A FIRST PATTERN · 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

Press **TRACK 2** once: it is selected. Press it again: you hear it.



4 Draw steps

Click a step key: on, off. Drag a step **up or down** to change its note.

1 A FIRST PATTERN · 2/2



5 Shape the sound

Click a page name (**SYNTHESIS**, **FILTER…**), then turn the knobs **A to H**.



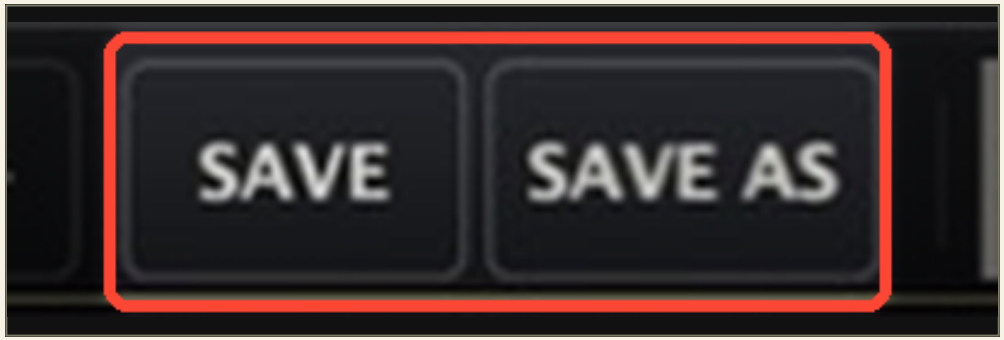
6 Change the machine

Right-click `TRACK 2`, then **Machine:** 27 machines, sorted by family.



7 Record live

Press `REC`, then `PLAY`, and play the computer keyboard (`Q` `S` `D`…). The notes land on the steps.



8 Save

`SAVE` keeps your changes. `SAVE AS` asks a new name.

2 MAKE IT MOVE



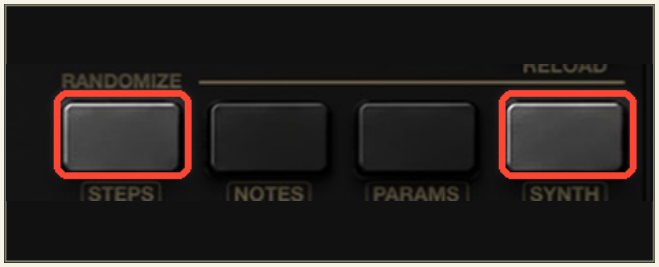
1 Lock a step

Hold ⌘ and click a step: it turns **yellow.** The knobs now change **this step only.** A plain click closes.



2 Lock a pattern

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



3 Randomise

STEPS **NOTES** **PARAMS** **SYNTH**: new ideas. Not good? ⌘Z.



4 Change pattern

Press **ARP** (bank A): the step keys become patterns. Click one. Press **ARP** again to go back.



5 Mute and solo

The small **M** mutes the track. **FUNCTION** + **M** solos it.



6 Lost?

EXIT closes everything and brings you back to the steps.

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
TRACK 1–6	mute or unmute that track
M	solo the track
a knob	the same change on all six tracks
TEMPO	tap the tempo
ARP · TRANSP	arpeggiator · transpose
REC · PLAY · STOP	copy · clear · paste
SCALE SETUP	track length and speed
STEPS … SYNTH	clear instead of randomise

COMPUTER KEYBOARD	DOES
SPACE	play / stop
Q S D F G H J K	play notes · ↑ ↓ octave
⌘Z · ⇧⌘Z	undo · redo
⌘C · ⌘V · ⌘X	copy · paste · clear what is under the mouse

4 RIGHT-CLICK EVERYTHING

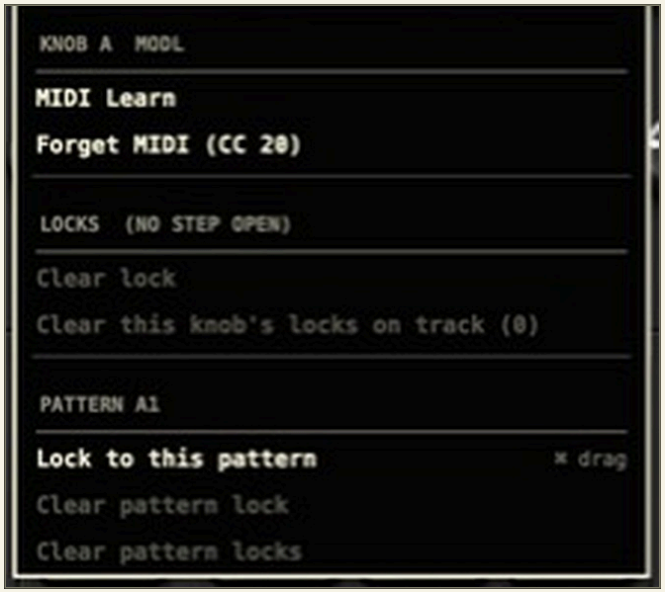
Right-click any key or knob: a menu shows what you can do there.



A TRACK key: machine, pattern tools (euclid, speed, direction), sounds, mute, copy / paste.



A step key: probability, ratchet, condition, micro timing, accent, mute.



A knob: MIDI learn, clear its lock, lock it to the pattern. Every key also has **MIDI Learn** and **Key Learn.**

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, favourites first. One click selects, a **double-click loads.**

2 **CONTENT**

The 16 patterns of the preset. Click one to play it.

3 **SAVE**

SAVE, SAVE AS, RENAME. Nothing is ever lost: the last 20 versions are kept.

TAB	WHAT IT HOLDS	TAB	WHAT IT HOLDS
PROJECT	presets and their patterns	**SOUNDS**	sounds of single tracks, from all your presets
SONG	the song, as a table you edit with the mouse	**SHORTCUTS**	your computer keyboard (next page)
SAMPLES	the sound banks of DP-DRUMS	**MIDI**	your MIDI controllers (next page)

6 ASSIGN KEYS AND MIDI

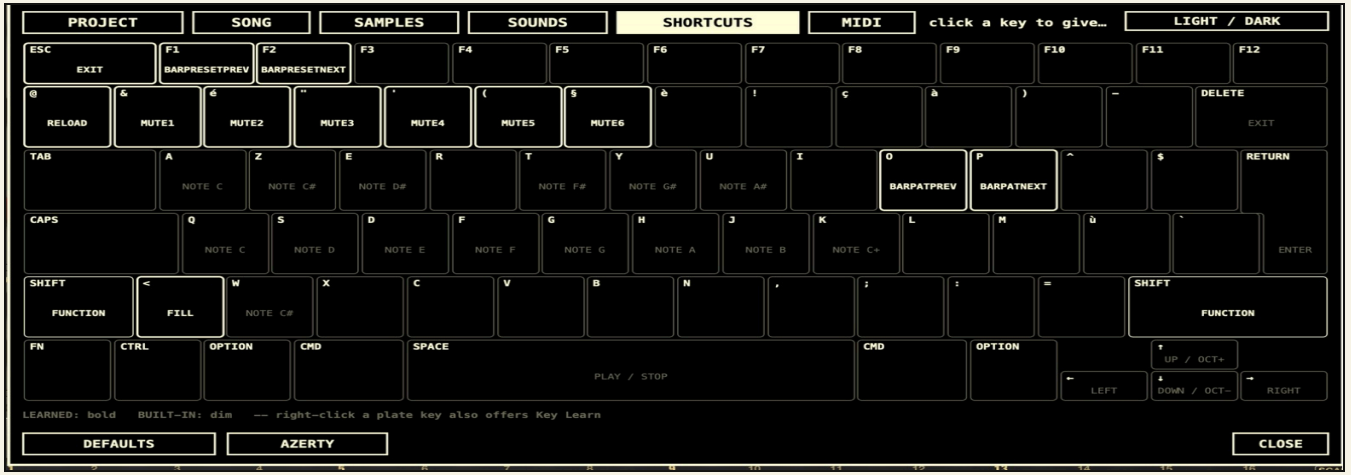
RIGHT-CLICK A KEY
MIDI Learn
Forget MIDI (CC 12)
Key Learn
Forget key (F1)

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

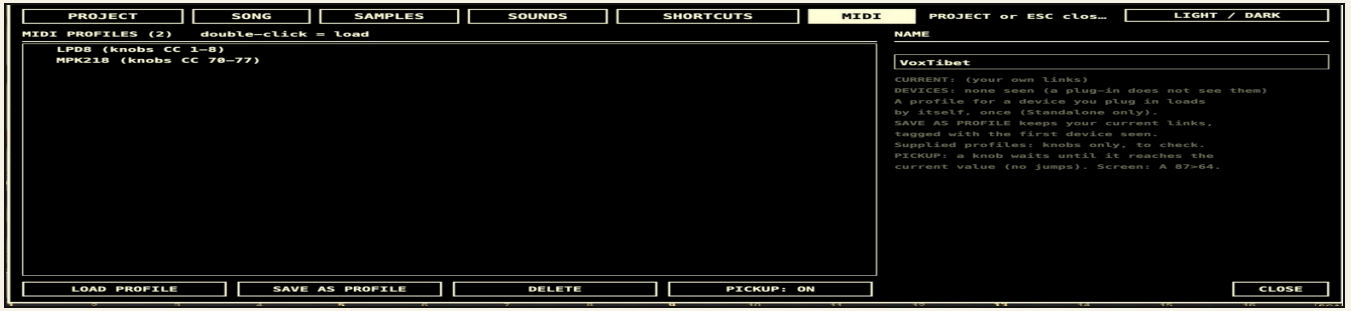
Keyboard: right-click a key, **Key Learn**, then press a key of your computer.

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

Ready-made: `&` `é` `"` `'` `(` `§` mute tracks 1 to 6.



SHORTCUTS: click a key of the drawing, then pick its command. Bold = yours. **DEFAULTS** brings back the factory 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.