

Steady lit LED

Flashing LED

Unlit LED

DMC v0.7-beta functions by Steve Munslow

**ENVELOPE**

- 1 Attack
- 2 Decay
- 3 Sustain
- 4 Release

**LOOPING ENVELOPE**

- 1 Attack (trig resets)
- 2 Decay
- 3 Sustain inflection
- 4 Release

**LFO**

- 1 Frequency
- 2 Waveform (sine, linear slope, square, steps, random)
- 3 Waveform Variation
- 4 Phase

**RANDOMIZED AD ENVELOPE**

- 1 Attack
- 2 Decay
- 3 Random Amplitude (peak attack)
- 4 Decay random length amount

**TAP LFO**

- 1 Amplitude
- 2 Waveform (sine, linear slope, square, steps, random)
- 3 Waveform Variation
- 4 Phase

**BOUNCING BALL ENVELOPE**

- 1 Gravity
- 2 Bounce energy loss
- 3 Initial amplitude
- 4 Initial velocity

**DRUM**

- 1 Base Frequency
- 2 CH1 BD "Punch" CH2 SD "Tone"
- 3 CH1 BD "Tone" CH2 SD "Snappy"
- 4 Decay

**FREQ MODULATED LFO (Folded Sine FM)**

- 1 Base frequency
- 2 Waveform (sine, triangle, saw, square, stepped triangle, noise)
- 3 Modulator frequency (sine)
- 4 FM depth  
Zero @ 12 O'Clock

**DOUBLE ATTACK ENVELOPE**

- 1 Attack (Rising and falling gate)
- 2 Decay
- 3 Sustain
- 4 Release

**FREQ MODULATED LFO (Random FM)**

- 1 Base frequency
- 2 Waveform (sine, triangle, saw, square, stepped triangle, noise)
- 3 Modulator frequency (random)
- 4 FM depth  
Zero @ 12 O'Clock

**REPEATING ATTACK ENVELOPE**

- 1 Attack duration
- 2 Decay duration
- 3 Attack retrigger level
- 4 Release duration

**Varying Wave LFO (Folded Sine)**

- 1 Base frequency
- 2 Waveform (folded sine, power-folded sine, overdriven sine, triangle/saw/ramp, square pw)
- 3 Wave shape modulator frequency
- 4 Wave shape modulation depth

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### VARYING WAVE LFO

(Random WS)

- 1 Base frequency
- 2 Waveform (folded sine, power-folded sine, overdriven sine, triangle/saw/ramp, square pw)
- 3 Wave shape modulator frequency
- 4 Wave shape modulation depth

### TURING MACHINE

- 1 Probability (CW = 1)
- 2 Span
- 3 Length (8 - 32 bits in 4 bit steps)
- 4 Clock division from 1 (advance every trigger) - 8 (advance every 8th trigger)

### PHASE LOCKED LOOP OSCILLATOR

(Patch external osc to trig)

- 1 Frequency
- 2 Waveform (folded sine, power-folded sine, overdriven sine, triangle/saw/ramp, square pw)
- 3 Sine wave modulator rate
- 4 Wave shape modulation depth

### BYTEBEATS

- 1 Pitch (sort of)
- 2 Parameter 1
- 3 Parameter 2
- 4 Equation 1 - 8 selector

### MINI SEQUENCER

- 1 Step 1
- 2 Step 2
- 3 Step 3
- 4 Step 4

### FM DRUMS

- 1 Frequency
- 2 FM Intesity
- 3 FM and AM envelope decay tim
- 4 Colour 12 O'Clock zero  
Left distortion - Right noise

### ModSEQUENCER

- 1 Steps 1 & 5
- 2 Steps 2 & 6
- 3 Steps 3 & 7
- 4 Steps 4 & 8

### RANDOMIZED BD AND SNARE

- 1 Drum pitch
- 2 Drum tone/decay time
- 3 Pitch randomisation
- 4 Hit amplitude randomisation

### TRIGGER DELAY/SHAPER

- 1 Pre-delay
- 2 Gate duration
- 3 Delay
- 4 Number of repeats

### RANDOMIZED HI-HATS

CH1 Closed - CH2 Open

- 1 Pitch
- 2 Decay
- 3 Random Pitch
- 4 Random Decay

### TRIGGER STREAM RANDOMIZER

- 1 Probability that an incoming trigger is processed
- 2 Probability that the trigger is regenerated after the delay
- 3 Delay time
- 4 Jitter