



MODOR DIGITAL POLYPHONIC SYNTHS

DR-2 Key & Knob Combos

SHIFT + PITCH
SHIFT + X
SHIFT + Y
SHIFT + Z
SHIFT + T
SHIFT + Amp Decay
SHIFT + DEF Knob
SHIFT + SLIDER

Finetune (on BD models)
Distortion
Tilt Filter
Compressor Threshold
Compressor Attack Time
Amp Attack Time - Remove Clicks
Amp Attack Time - Remove Clicks
Channel Gain

DEF + Slider
DEF + DEF Knob
DEF + A...F

Compressor Threshold
Compressor Attack Time
Set Compressor Sidechain Source

REV (+16/32) + 1...16
BREAK (+16/32) + 1...16
FLAM (+16/32) + 1...16
SHIFT+FLAM (+16/32) + 1...16

Toggle Note Reverse
Toggle Note Break
Toggle Flam
Toggle Tuplet

16/32 + 1...16

Toggle 32nd Notes

PATTERN (+ 1-16/.../49-64) + 1...16
DRUMSET (+ 1-16/.../49-64) + 1...16
SONG (+ 1-16/.../49-64) + 1...16
PATTERN/DRUMSET + REC
PATTERN/DRUMSET + PLAY

Load Pattern
Load Drumset
Load Song
Quick Save Active Pattern/Drumset
Quick Reload Active Pattern/Drumset

VELOCITY + Slider
VELOCITY + Knob
RANDOM + Knob
DEF + Knob
β + Knob
Double-click VELOCITY
Double-click RANDOM
Double-click DEF

Set Velocity (Acc) Sensitivity
Set Velocity (Acc) 2nd Parameter & Amt
Set Random Parameter & Amount
Set Def Parameter & Amount
Set β Parameter & Value
Remove Velocity 2nd Parameter & Amt
Remove Random Parameter & Amount
Remove Def Parameter & Amount

MODEL + SELECT/BPM

Scroll Synthesis Models

SHIFT + 1...16
SHIFT + 1-16/.../49-64
A...F + 1...16

Set Pattern Length
Set Number Of Pattern Bars
Set Instrument Polymeter

SHIFT+REV + SELECT/BPM
SHIFT+REV + SWING/VALUE
SHIFT+REV + AMOUNT
SHIFT+REV + YES/(MENU)

Set Euclidean Number of Steps
Set Euclidean Number of Drum Hits
Set Euclidean Rotation
Generate Euclidean Rhythm

SHIFT + A...F

Mute/Unmute Instrument Track

RAND+ A...F
NO/(EXIT) + A...F

Random Pattern Track
Delete Pattern Track

A...F + REC
A...F + PLAY
1-16/.../49-64 + REC
1-16/.../49-64 + PLAY

Copy Instrument
Paste Instrument
Copy Pattern Bar
Paste Pattern Bar

16/32 + SWING/VALUE
FLAM + SWING/VALUE
REV + SWING/VALUE

Set 32nd Note Swing
Set Flam Time
Set Reverse Delay Time

SHIFT + FLAM + Y
SHIFT + FLAM + Z
SHIFT + FLAM + T

Set Tuplet Velocity Balance
Set Tuplet Retrig Number
Set Tuplet Retrig Time

DRUMSET + Knob
DRUMSET + VELOCITY/RAND/DEF/β

Inspect Parameter
Inspect Parameter Modulation

1...16 (+16/32) + Knob
1...16 (+16/32) + NO/(EXIT)

Add Parameter Lock
Remove Parameter Lock

	X	Y	Z	T
DRIVE BD	Bandpass Filter Freq	Bandpass Filter Reso	Drive Gain	Dry/Wet Mix
NOISE BD	Noise Filter Freq	Noise Mix	Wave Clipping Drive	Noise Env Decay
SQUARE BD	Lowpass Filter Freq	Notch Filter Freq	Lowpass Env Amount	Lowpass Env Decay
STRING BD	Wave Asymmetry	String Mix	Wave Clipping Drive	String Randomize
BASIC SN	Snare Noise Volume	Harm FM Intensity	Harmonics Spectrum	Harm/Noise Env Dec
MARCHING SN	Middle Noise Volume	High Noise Volume	Middle Noise Freq	Noise Env Decay
ANALOG SN	Snare Noise Volume	Snare Noise Env Decay	2nd Osc Pitch	2nd Osc Decay
HIHAT	White Noise Volume	-	Cymbal Spectrum	-
RIDE CYMBAL	Main Filter Freq	Main Filter Bandwidth	Cymbal Spectrum	Hipass Filter Decay
CRASH CYMBAL	White/Cymbal Noise	-	Cymbal Spectrum	Init Filter Decay
CLAPS	Drive Gain	PitchFilter Resonance	Retrigger Number	Retrigger Time
ANALOG TOM	Noise Volume	Noise Filter Freq	Wave Clipping Drive	3rd Osc/Noise Decay
TENORDRUM	Noise Volume	Notch Filter Freq	Tenordrum Spectrum	Harmonics Decay
RIMSHOT	Drive Gain	Hipass Filter Cutoff	2nd/3rd Osc Pitch	2nd/3rd Osc Decay
RATTLE	1st Filter Frequency	2nd Filter Frequency	Rattle Env Curve	Rattle Retrig Number
COWBELL	Filter Cutoff	Filter Env amount	Cowbell Spectrum	Noise Click Decay
BOTTLE	-	2nd Osc Group Decay	Bottle Spectrum	Noise Click Decay