



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 + Amp CURVE  
SHIFT + SLIDER

Finetune (on BD models)  
Distortion  
Tilt Filter  
Compressor Treshold  
Compressor Attack Time  
Amp Attack Time  
Set Click Volume  
Channel Gain

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

Compressor Treshold  
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 Triplet

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  
 $\beta$  + Knob  
Double-click VELOCITY / NO + VELOCITY  
Double-click RANDOM / NO + RANDOM  
Double-click DEF / NO + DEF

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

$\alpha/\beta$  + SELECT/BPM  
 $\alpha/\beta$  + SWING/VALUE  
A...F +  $\alpha/\beta$

Set  $\alpha/\beta$  Polyrhythm Ratio Numerator  
Set  $\alpha/\beta$  Polyrhythm Ratio Denominator  
Assign  $\alpha/\beta$  Polyrhythm to instrument

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

Mute/Unmute Instrument Track  
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 Triplet Velocity Balance  
Set Triplet Retrig Number  
Set Triplet Retrig Time

DRUMSET + Knob  
DRUMSET + VELOCITY/RAND/DEF/ $\beta$

Inspect Parameter  
Inspect Parameter Modulation

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

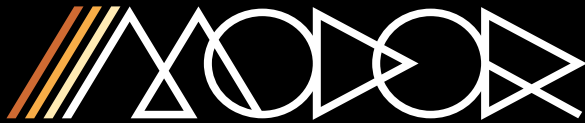
Add Parameter Lock  
Remove Parameter Lock

RANDOM + SELECT/BPM  
RANDOM +  $\alpha/\beta$ /ACC

Set Instrument Random Probability  
Set  $\alpha/\beta$ /ACC Random Type

MODEL + SELECT/BPM

Scroll Synthesis Models



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# DR-2 model parameters

	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
ELECTRO SN	Osc/Noise Balance	Snare Noise Env Decay	Osc 1/2 Balance	Init Pulse Width
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 Retrigger Number
COWBELL	Filter Cutoff	Filter Env amount	Cowbell Spectrum	Noise Click Decay
BOTTLE	-	2nd Osc Group Decay	Bottle Spectrum	Noise Click Decay