



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
SHIFT + PITCH DECAY
SHIFT + PITCH CURVE
SHIFT + PITCH AMOUNT

Finetune (on BD and SYNTH models)
Distortion
Tilt Filter
Compressor Threshold
Compressor Attack Time
Amp Attack Time
Set Click Volume / Portamento
Channel Gain
Parametric EQ Frequency
Parametric EQ Gain
Parametric EQ Q

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 / 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 β Parameter & Value
Remove Velocity 2nd Parameter & Amt
Remove Random Parameter & Amount
Remove Def Parameter & Amount

α/β + SELECT/BPM
α/β + SWING/VALUE
A...F + α/β

Set α/β Polyrhythm Ratio Numerator
Set α/β Polyrhythm Ratio Denominator
Assign α/β Polyrhythm to instrument

SHIFT (+ 1-16/.../49-64) + 1...16
SHIFT + 1-16/.../49-64
A...F (+ 1-16/.../49-64) + 1...16
A...F + SELECT/BPM

Set Pattern Length
Set Number Of Pattern Bars
Set Instrument Polymeter
Set Instrument Trigger Rotation

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

Copy Instrument
Paste Instrument
Copy (Instrument) Pattern Bar
Paste (Instrument) Pattern Bar

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

Set 32nd Note Swing
Set Flam Time
Set Reverse Delay Time
Global Accent Level

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

RANDOM + SELECT/BPM
RANDOM + α/β/ACC

Set Instrument Random Probability
Set α/β/ACC Random Type

MODEL + SELECT/BPM

Scroll Synthesis Models



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DR-2 model parameters

	X	Y	Z	T
DRIVE BD NOISE BD SQUARE BD STRING BD RUMBLE BD	Bandpass Filter Freq Noise Filter Freq Lowpass Filter Freq Wave Asymmetry Rumble Gate Time	Bandpass Filter Reso Noise Mix Notch Filter Freq String Mix Filter Cutoff	Drive Gain Wave Clipping Drive Lowpass Env Amount Wave Clipping Drive Drive Gain	Dry/Wet Mix Noise Env Decay Lowpass Env Decay String Randomize Dry/Wet Mix
BASIC SN MARCHING SN ANALOG SN ELECTRO SN	Snare Noise Volume Middle Noise Volume Snare Noise Volume Osc/Noise Balance	Harm FM Intensity High Noise Volume Snare Noise Env Decay Snare Noise Env Decay	Harmonics Spectrum Middle Noise Freq 2nd Osc Pitch Osc 1/2 Balance	Harm/Noise Env Dec Noise Env Decay 2nd Osc Decay Init Pulse Width
HIHAT RIDE CYMBAL CRASH CYMBAL FILTER HIHAT	White Noise Volume Main Filter Freq White/Cymbal Noise Filter Slope	- Main Filter Bandwidth - Filter Bandwidth	Cymbal Spectrum Cymbal Spectrum Cymbal Spectrum Cymbal Spectrum	- Hipass Filter Decay Init Filter Decay Cymbal/Pink Noise
CLAPS FILTER CLAPS	Drive Gain Hipass Filter Slope	PitchFilter Resonance Lowpass Filter Slope	Retrigger Number Retrigger Number	Retrigger Time Retrigger Time
ANALOG TOM TENORDRUM	Noise Volume Noise Volume	Noise Filter Freq Notch Filter Freq	Wave Clipping Drive Tenordrum Spectrum	3rd Osc/Noise Decay Harmonics Decay
RIMSHOT RATTLE COWBELL BOTTLE	Drive Gain 1st Filter Frequency Filter Cutoff -	Hipass Filter Cutoff 2nd Filter Frequency Filter Env amount 2nd Osc Group Decay	2nd/3rd Osc Pitch Rattle Env Curve Cowbell Spectrum Bottle Spectrum	2nd/3rd Osc Decay Rattle Retrigger Number Noise Click Decay Noise Click Decay
SAW SYNTH SQU SYNTH SIN SYNTH FM SYNTH	Lowpass Filter Cutoff Lowpass Filter Cutoff Sub Osc Volume FM Amount	Lowpass Filter Reso Lowpass Filter Reso Osc2 Volume Mod/Carr Freq Ratio	Filter Envelope Amount Filter Envelope Amount Drive FM Envelope Amount	Amp Sustain Time Amp Sustain Time Amp Sustain Time Amp Sustain Time