


MB SEQ functions - quick reference

Detailed info for options and functions is available at

http://www.ucapps.de/midibox_seq_manual_m.html

Print-friendly (on two A4 sheets) xls version available here [mbseq_prn_.zip](#)

#	Function	Description / Options													
Dedicated button functions (these can vary depending on panel design and MBSEQ_HW.V4 file)															
1	Pattern 1,2,3,4	Select pattern/track group - G1, G2, G3, G4													
2	Track 1,2,3,4	Select track within track group - T1, T2, T3, T4. 16 tracks are available in total													
3	Trigger layer A,B,C	Select trigger layer A or B or C. Holding C opens trigger layer selection menu and allows to select others <html>	Gate	Acc	Roll	Glide	Skip	R.G(random gate)	R.V(random value)	No FX	</html>				
4	Parameter layer A,B,C	Select parameter layer A and B. C switches between C & D or with <i>Press&Hold</i> open parameter layer selection menu and to select others. Four parameter layers available by default, but CC, Pitch, Prob, Delay can be added via trigger selection menu (?) 	Note	Vel	Length	Roll	</html>								
5	Step View	View and select steps if more than 16 are used <html>	1..16	17..32	...etc</html>										
6	Pattern	Select/load pattern/track group G1, G2, G3, G4 from SD memory location													
7	Song	Select song parameters <html>	Song #	Position	Action{Stop; x1..x16; Jump Pos; Jump Song; Mixer; Tempo; Mutes}	Select patterns: G1,G2,G3,G4	</html>								
8	Edit	Enter edit mode to edit parameter layer step values and set trigger layer steps													
9	Mute	Quickly mute/unmute tracks 1...16													
10	Solo	Solo current track													
11	←/→ (Left/Right)	Move cursor position. <i>Left</i> has limited usage													
12	+/- (Inc/Dec)	Same as <i>Jog Dial</i> encoder - increases/decreases the current value													
13	Exit	Quickly exit to top menu													

#	Function	Description / Options																
14	Select	<i>(Press&Hold)</i> Select steps to be controlled by <i>All</i> function. Obviously has usage in other situations as well (<i>which?</i>) 																
15	All	Edit all selected steps set with <i>Select</i> function																
16	Copy	Copy steps from selected # to #. Step # can be edited by <i>Select</i> function																
17	Paste	Paste copied steps starting from # step. Step # can be edited by <i>Select</i> function																
18	F1 <i>(Clear)</i>	<i>(Press&Hold)</i> Wipe selected track. Other functions can be assigned in MBSEQ_HW.V4 file																
19	F2 <i>(Select track)</i>	<i>(Press&Hold)</i> Select track. Other functions can be assigned in MBSEQ_HW.V4 file																
20	F3 <i>(Select parameter layer)</i>	<i>(Press&Hold)</i> Select parameter layer A,B,C,D...etc. Other functions can be assigned in MBSEQ_HW.V4 file																
21	F4 <i>(Select trigger layer)</i>	<i>(Press&Hold)</i> Select/assign trigger layer 1..8. Other functions can be assigned in MBSEQ_HW.V4 file																
22	Rec	Open record menu <html>	Track #	Record{Live; Step}	Mode{Mono; Poly}	AStart{on; off}	Step #	TglGate		Port #	Chn #	</html>						
23	«	Rewind. Active only in song mode																
24	Stop	Stop playback and reset position to beginning																
25	Play	Start playback of patterns/song																
26	Pause	Halt/resume playback																
27	»	Forward. Active only in song mode																
28	Metronome	Toggle metronome on/off																
29	Fast	Activate <i>Fast</i> mode for quicker value selection with encoders. Speed options for <i>Fast</i> can be changed in MBSEQ_HW.V4 file																
30	Scrub	<i>(Press&Hold)</i> + <i>Jog Wheel</i> dynamically change actual position																
Menu functions																		

Last update:

2010/05/09 midibox_seq_quick_reference https://www.midibox.org/dokuwiki/doku.php?id=midibox_seq_quick_reference&rev=1273425081
17:11

From:

<https://www.midibox.org/dokuwiki/> - **MIDIbox**

Permanent link:

https://www.midibox.org/dokuwiki/doku.php?id=midibox_seq_quick_reference&rev=1273425081

Last update: **2010/05/09 17:11**

