



OSCar maps

UI : Button functions summary

Button	On its own	With a key / pot	When chorded
Tune/Transpose	Reset transpose	Transpose overall	
Osc 2 Interval	Reset interval	Transpose OSC 2	
Osc 1 Harmonics Insert		Select a waveform [key -1--12] or [key 0] enter waveform edit mode [harmonics mode] Insert the selected harmonic	Osc 1 + Osc 2 Clears the edit waveform Store + Osc 1 Store the waveform
Osc 2 Harmonics Delete		As Osc 1 [harmonics mode] Delete the selected harmonic	Store + Osc 2 Store the waveform (identical to Store + Osc 1)
Voice (Panel)	Panel mode (voice 0)	Load a voice	Store + Voice Save a voice
Store (Seq Edit)		[with volume pot] Filter drive [with other pots] Activate the edit find display	Stores voices, waveforms. Enters sequencing mode
Seq (Reset)	[sequence mode] Restarts a sequence	Store + Seq Select a sequence [sequencer mode] Enter a sequence into the chain	Store + Seq Start sequence editing
Repeat Event (Jump to end)		[sequencer mode] Repeats a previous event this many times	
...

<p>Insert <i>Cassette Ready</i></p>	<p>[sequence mode] Inserts an event before the one just played</p> <p>[arpeggiator mode] Arp memory mode</p>		<p>[sequencer mode] Ins + Del clears the selected sequence (insert down first)</p> <p>[cassette ready mode] Ins + Del Cancels save/load</p> <p>Ins + Osc 1, Osc 2, Voice, Seq, Store cassette ready in waveform [either Osc], patch [voice], sequence, or save all modes.</p>
<p>Delete <i>Cassette Cancel</i></p>	<p>[sequence mode] Remove the event that has just been entered or played</p> <p>[arpeggiator mode] Arp hands-on mode</p> <p>[cassette load mode] Enter tape verify mode</p>		<p>[cassette ready mode] Del + Osc 1, Osc 2, Voice, Seq, Store cancels a particular part of the load/save</p>
<p>Step Down <i>Single/Stop</i> <i>Cassette Load</i></p>	<p>[sequence mode] Cancels repeat if enabled, or stops playing</p> <p>[cassette ready mode] Load</p> <p>[arpeggiator mode] Arp descending</p>	<p>[arpeggiator mode] Both Step buttons: up+down mode</p>	<p>[sequence mode] Both Step buttons: end the edit</p>
<p>Step Up <i>Start/Repeat</i> <i>Cassette Save</i></p>	<p>[sequence mode] Starts a sequence or sets repeat if one is already playing</p> <p>[cassette ready mode] Save</p> <p>[arpeggiator mode] Arp ascending</p>		
<p>...</p>	<p>...</p>	<p>...</p>	<p>...</p>

<p>Space</p>	<p>[sequence mode] Insert a rest</p> <p>[arpeggiator mode] Insert a rest in memory mode</p> <p>[cassette ready mode] MIDI Sysex dump</p> <p>[normal operation] MIDI all notes off Triggers envelope generators</p>	<p>[with key -11,-9,-6,-4,-2,20] enable/Disable MIDI functions</p> <p>[with key 1-16, 22] set channel, pull-off response</p>	
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UI : LED pattern summary

State	Meaning
	<p>Normal operation</p> <p>Show selected octave; blinks quickly every second if the patch is modified and not saved.</p>
	<p>Sequencer editor mode</p> <p>Shows the selected octave as for normal operation, but is reversed out. Reverse-blinks (turning all LEDs on) if the patch is modified and not saved.</p>
	<p>Edit find display: pot needs turning up ... closer</p> <p>All LEDs on: pot is correctly nulled</p> <p>Edit find display: pot needs turning down ... further away</p> <p>Used in firmware beyond v7 (May 1984) only when choosing Filter Drive or otherwise when STORE is held down: otherwise, default behaviour is pot pickup.</p>
bitmap	<p>Cassette status (in 'cassette ready' mode)</p> <p>Relevant LED blinks during loading and saving to show current section. L-R: load/save waveforms, load/save voices, load/save sequences, search, error</p>
bitmap	<p>MIDI bitmap mode (while SPACE is held down)</p> <p>L-R light up when the following modes are enabled: wheels, program change, note on/off, seq/arp transmit, Omni Mode on/off</p>
Patterns discovered from the firmware that aren't in the manual	
	<p>Storing transpose/tuning offset</p> <p>Storing OSC2 semitone offset</p>
	<p>Saving a program to memory</p> <p>Loading a program from memory</p>
	<p>Waveform editor mode</p> <p>Harmonic level increased</p> <p>Harmonic level decreased</p> <p>Saving a waveform to memory</p>

Beat LED

Normal flash: tempo clock pulse or trigger input for gate time duration in normal mode.

Stays on: cassette verify mode.

Overridden in sequence mode. Dummy beat when inserting an event at the end.