

PSPSeq 2.10 Quick Reference

Stepedit Mode	
D-pad	move one step left/right, one track up or down
A-pad	move 8 steps left/right, one track up or down
X	trigger a new note
X+A-pad	quickly modify TRIG (up/down) and VOL (left/right) on current step
X+D-pad left/right	slowly modify VOL on current step
X+D-pad up/down	enable/disable envelope retrigger on current step
X+L-trigger	set current step to TRIG 0 VOL 0
X+R-trigger	set current step to TRIG 100 VOL 50
O+A-pad	quickly modify TVOL (up/down) and PAN (left/right)
O+D-pad	slowly modify TVOL (up/down) and PAN (left/right)
Square	toggle mute track in current loop
Square+L-trigger	mute all but current selected track
Square+R-trigger	unmute all tracks
Triangle+A-pad/D-pad + L/R-trigger (D-pad requires L/R-trigger)	modify synthesis parameters on current step. L/R-trigger decrease/increase parameter modification rates.
L/R-trigger	skip backward/forward one loop or measure (behaviour dependent on SONG/LOOP mode and LOOP JUMP mode)
START	enter PSPSeq Menus (only in LOOP mode or if the sequencer is halted)
SELECT	enter Transport Mode
Transport Mode	
D-pad left/right	move between transport options
D-pad up/down	modify LOOP/SONG, PLAY/STOP, BPM, and VOL
A-pad up/down	quickly modify BPM and VOL
X (PLAY/STOP only)	reset sequencer to start of loop or start of song
SELECT	enter Stepedit Mode
START	enter PSPSeq Menus (only in LOOP mode or if the sequencer is halted)
PSPSeq Menus	
D-pad up/down	move one item up/down in menus
D-pad left/O	move one level back in menus
D-pad right/X	select current menu item
GEN/FX/ENV Menus	
D-pad up/down	move one item up/down in instrument parameters
D-pad left	exit synth menus
A-pad/D-pad up/down + L/R-trigger (D-pad requires L/R-trigger)	modify current synth parameter. L/R-trigger decrease/increase parameter modification rates.
Triangle+A-pad/D-pad up/down + L/R-trigger (D-pad requires L/R-trigger)	modify and force all parameter values in track to match current parameter value. L/R-trigger decrease/increase parameter modification rates.
O+A-pad/D-pad up/down + L/R-trigger (D-pad requires L/R-trigger)	force modify of all parameter values, keeping absolute difference between parameters on track. L/R-trigger decrease/increase parameter modification rates.
A-pad left/right	edit parameters in previous/next triggered step
X	select WAV file for WAV generators
SELECT	set start/end interpolate points
Square	load default value for selected parameter
SEQUENCE Menu	
D-pad up/down	move from measure to measure in song
Triangle+D-pad up/down	insert/delete measure from song sequence
Square+D-pad up/down	jump 10 measure up/down in song
L-trigger+A-pad/D-pad up/down	increase/decrease loop number for current measure
R-trigger+A-pad/D-pad up/down	increase/decrease loop repetitions for current measure
X	jump to loop in current selected measure
O/D-pad left	exit SEQUENCE menu
CUSTOM Menu	
D-pad up/down	move one location up/down in instrument listing
O	exit CUSTOM menu, do not load new instruments
Triangle+D-pad up/down	modify instrument in current track
Square	remove instrument, only valid for last instrument in list
X	reset PSPSeq, load selected instruments
Visualize Mode	
X	start/stop sequencer
Triangle	reset loop/song
Square	refresh screen
L/R-trigger	decrement/increment current loop or measure
O/START	exit Visualize Mode
D-pad up/down	change redraw mode (circular visualizer only)
A-pad up/down & left/right	change directional probabilities (random draw visualizer only)