

Stepedit Mode	
D-pad	move one step left/right, one track up or down
A-pad	move 8/next step 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-trig	set current step to TRIG 0 VOL 0
X+R-trig	set current step to TRIG 100 VOL 50
O+A-pad	quickly modify TVOL (up/down) and PAN (left/right) for current step
O+R-trig+A-pad left/right	modify PAN for all steps in current loop
O+D-pad	slowly modify TVOL (up/down) and PAN (left/right)
O+L-trig	select synth params at current step to copy
O+R-trig	copy selected synth params and TRIG/VOL to target step
Square	toggle mute track in current loop
Square+L-trig	mute all but current selected track
Square+R-trig	unmute all tracks
Tri+A-pad/D-pad + L/R-trig (D-pad requires L/R-trig)	modify synth parameters on current step - L/R-trig decrease/increase rate of change
Triangle+L-trig+R-trig	immediate access to GEN/FX/ENV menu for current track
L/R-trig	go backward/forward one loop or measure (dependent on song 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
START	return to Stepedit Mode
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-trig (D-pad requires L/R-trig)	modify current synth parameter - L/R-trig decrease/increase rate of change
Tri+A-pad/D-pad up/down + L/R-trig (D-pad requires L/R-trig)	force modify of all parameter values in track to match current parameter value. L/R-trig decrease/increase parameter modification rates.
O+A-pad/D-pad up/down + L/R-trig (D-pad requires L/R-trig)	force modify of all parameter values, keeping absolute difference between parameters. L/R-trig decrease/increase parameter modification rates.
A-pad left/right	edit parameters in previous/next triggered step
X	select WAV file (for WAV generators FILENAME parameter)
X	set start/end random points
SELECT	set start/end interpolate points
D-pad left	set/clear steps for latched mode
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-trig+A-pad/D-pad up/down	increase/decrease loop number for current measure
R-trig+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
Load Preset Mode	
L-trig	sample preset retaining FREQ data
R-trig	sample preset overwrite FREQ data
SAVE SEQ, REC, RENAME LOOP, CREATE PRESET FILE, SAVE PRESET BOX	
D-pad/A-pad up/down	scroll through all available characters
D-pad left/right	go to previous or next/final letter
O	delete selected character
X	accept inputted text
CUSTOM COLORS Menu	
Square+A-pad up/down	increase/decrease red portion of selected color
X+A-pad up/down	increase/decrease green portion of selected color
O+A-pad up/down	increase/decrease blue portion of selected color
L-trig	copy current selected color
R-trig	paste current selected color
Triangle	confirm selected colors for initialization
Visualize Mode	
X	start/stop sequencer
Triangle	reset loop/song
Square	refresh screen
L/R-trig	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)

PSPSeq GEN and FX Processor Loading

BAM	5.9%	CLP	1.3%
BFM	9.8%	DEC	2.3%
FM	6.5%	MSK	1.0%
KS	4.9%	PCF	1.6%
PSQ	4.4%	RD	0.5%
N	3.6%	SHP	1.0%
ROT	3.7%	SVF	2.3%
WAV	5.4%		

PSPSeq 3.00 Quick Reference
June 12th 2008
pspseq@dspmusic.org
dspmusic.org/psp
groups.google.com/group/pspseq