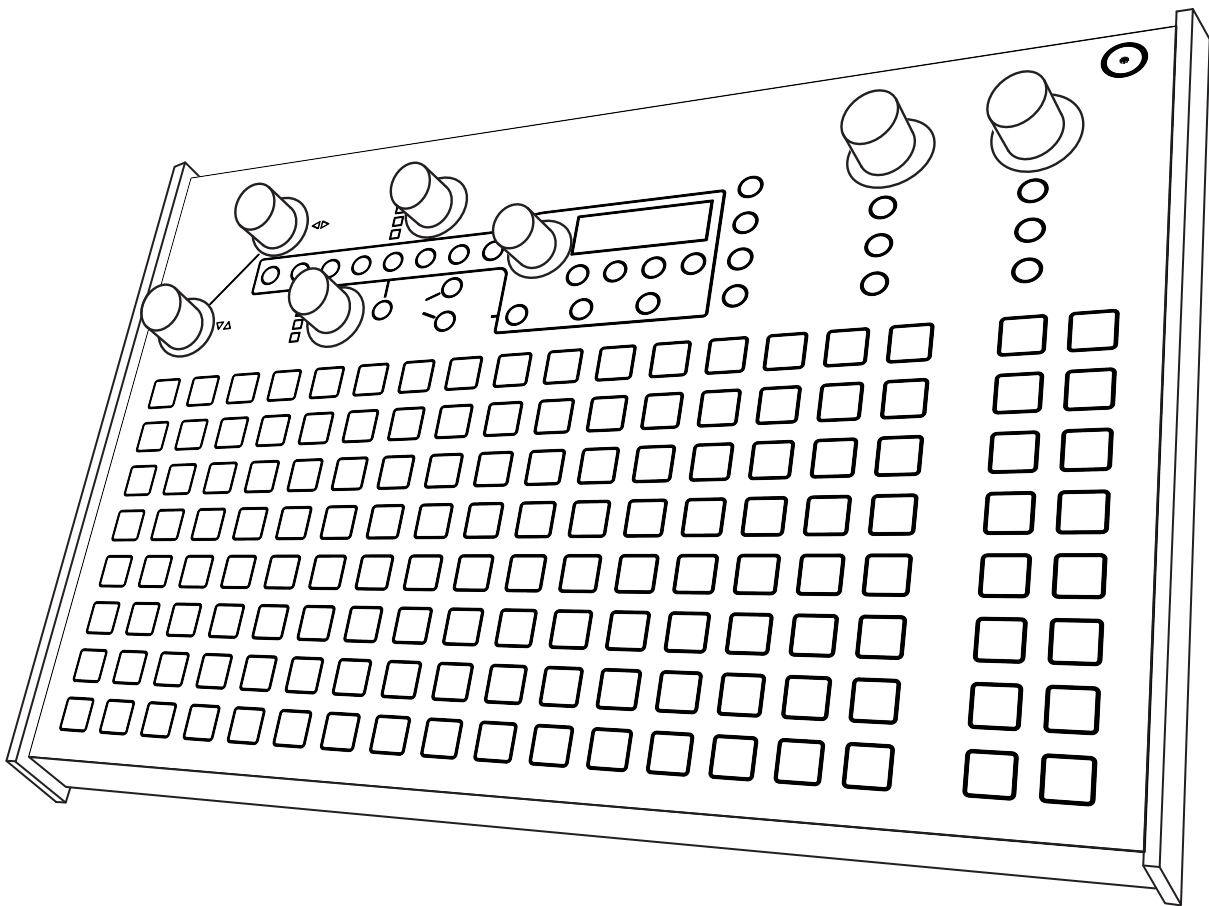


deluge

The Community Quick Reference



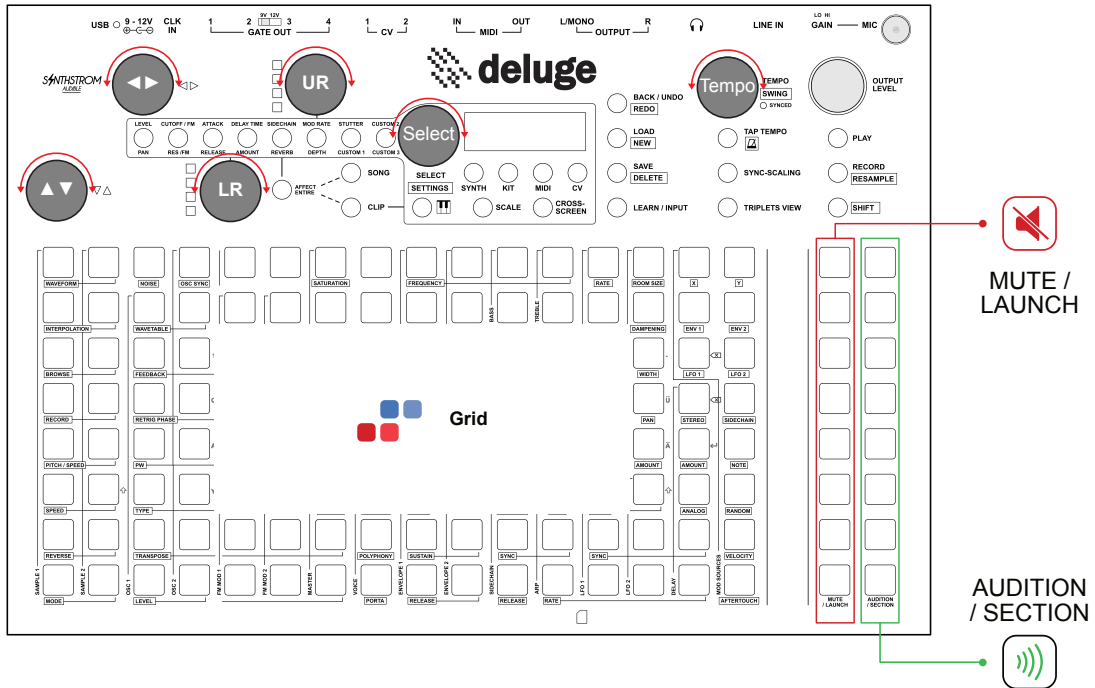
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Contributors & Further Resources

The Following people have contributed to the making of this community guide:-

- Jon Hutton. Author and developer of the original and first community guide. The inspiration and core design for this refresh.
- Adam Robertson. Contributor to the original display guide.
- AdventureKid: Resource and guide for single cycle waveforms. [Link](#)
- Mikhail Sladkomedov. Contributor to the FM Ratios.
- Flutehead. Contributor to the original guide faceplate shortcuts graphic overview.
- Manycyber. Contributor to the original guide isomorphic chord illustration.

Deluge Unit



Deluge Screen Characters



Description	Example	Description	Example
Symbols next to each other <i>Operate in order</i>	<p>Press Turn Press</p>	Long press dials	<p>'H' in the black hold arrow</p>
Single '+' plus sign <i>Operate together</i>	<p>Hold and Press</p>	Shortcut Locator	<p>Function Button Position on the 8x16 Grid where 1, 1 in red starts top left pad. Black arrows start top right. Parameter</p>
Multiple '+' signs <i>Operate together</i>	<p>Hold and Hold and Turn</p>	Prerequisites	<p>For command to work, must follow the ref command first or be in same end-state</p>
Push & turn dials <i>Red Arrow - Hold first, then turn</i>		Context /Mode indicators	<p>All Clip Types Arranger Mode Song Mode Global MIDI Kit Specific clip types</p>

GLOBAL



GL01		Zoom Level		<i>White notes in song and clip mode require zooming in to see exact position in the timeline</i>
GL02		Scroll Grid		
GL03		Undo Redo	Back / Undo Undo Back / Undo + Redo [Shift]	<i>If a preset is changed or you enter sound editor undo/redo history is cleared</i>
GL04		New Song	+ Load [Shift] [New] Load [New]	
GL05		Delete Song	Load [New] <i>Scroll to song to delete</i> + Save [Shift] [Delete] [Delete]	
GL06		Load Song	Load [New] Load [New] <i>For gapless play, hold to delay launch if large samples are included</i>	<i>Hold SHIFT & Turn SELECT to fast scroll songs on display</i>
GL07		Load Song Keep current tempo	Load [New] Load [New]	
GL08		Load Song Delay Song Change	Load [New] Load [New]	
GL09		Save Song	Save [Delete]	<i>Song slots with a '.' after its name means it already exists and 'OVERwrite' will flash when trying to save. A,B,C designate version iterations of same song.</i>
GL10		QWERTY Keyboard Searches	When loading, saving or browsing, the deluge QWERTY keyboard can be used. It pops up automatically, except..... Load [New]	<i>...In song loading where the keyboard is hidden to enable viewing scrolling content. Tap grid to bring up keyboard.</i>
GL11		Change Tempo	<i>Tempo</i> or <i>Tempo</i>	<i>Press and turn for 1 BPM increments. See SQ10 for secret tempo power up.</i>
GL12		Metronome	Tap Tempo [Shift] +	

GLOBAL



GL13		Swing	+	<i>Default 50% is no Swing</i>	<i>Swing interval is 1/16th notes by default but can be adjusted in the settings menu.</i>
GL14		File System Up	Back / Undo 		<i>Back UP one level from within the file system.</i>
GL15		Adjust Brightness	+ +		
GL16		Firmware Update	+		<i>Power on deluge from an off state whilst holding the SHIFT button. One firmware bin file must be in the SD Card root folder</i>
GL17		Settings Menu	+		
GL18		Open Sound Editor	<i>To then scroll the file / directory names....</i>		<i>The sound editor offers more setting options than available via the shift + grid shortcuts</i>
GL19		Save Song Collect All Samples			<i>This option saves the song and creates a folder with the same name and save all used sample files inside under / SONGS</i>
GL20		Pad Refresh Rate	+		<i>Used to change pad refresh rate which can help when video recording the pads.</i>

SEQUENCING



SQ01		Make Long Notes			Select the two grid buttons on the same row of the grid					
SQ02		Make Long Notes Across the next screen			Move to next screen			Select the two grid buttons on the same row of the grid		
SQ03		Adjust Note Velocity			Multiple notes can be selected		New notes added will default to the last velocity setting. Default is 64, Range is 0-127.			
SQ04		Note Probability Set note iteration			Counter Clockwise = Probability Clockwise = Iteration					
SQ05		Note Probability Group					When probability is the same and all notes will follow action of first note in the sequence (sound or note). A "." Signifies probability group exists.			
SQ06		Copy Notes	Learn / Input 				Copy / Paste applies to all notes in the vertical columns at the current zoom level, including those notes not visible, above and below the grid			
SQ07		Paste Notes		Learn / Input 			Copy / Paste applies to all notes in the vertical columns at the current zoom level, including those notes not visible, above and below the grid			
SQ08		Cross Screen Editing Real-time note cloning	Cross - Screen 				Cross-screen mode is linked to zoom level. Cross-screen mode on/off if wanting to apply changes at different zoom levels			
SQ09		Add Instrument / Row Add to a kit		Blank / Unused row		Kit			Scroll to sample, back to go up one level.	 Kit
SQ10		Note Zoom Level 128 th & 256 th Level	Learn / Input 		Counter-Clockwise					
SQ11		Record Live Notes into Deluge sequencer	Play 	Record 	On, then	Resample 		or	or	
SQ12		Duplicate Clip Content Double and append								



SEQUENCING












































SQ13		Reduce Clip Length	+	<i>Poly Rhythms</i>	
SQ14		Shift All Clip Notes Horizontally Left / Right	+		
SQ15		Clear Clip	+ +		
SQ16		Change Clip Colour	+		
SQ17		Change Row Colour Instrument row in a kit clip	+ +		Kit
SQ18		Re-order Kit Clip Row Up or Down	+ +		Kit
SQ19		Note Nudge Individual Notes	+		
SQ20		Note Repeat	+		
SQ21		Clip Play Direction	+	<i>Pad may not be labelled on the grid</i>	
SQ22		Euclidian Seq Events Number of Events / Notes	+		
SQ23		Euclidian Seq Length Row Length	+		
SQ24		Euclidian Seq Rotate Shift / Rotate Events or Notes	+		

SONG VIEW


SV

















 Song  Song Mode ON, Button Lit (not flashing)

SV01		Stop / Launch Clip	 Stop / Start of next loop	 +  Stop / Start instantly	
SV02		Fast Scroll Song List	 Load New	 + 	
SV03		Create New Clip	 On A Blank / Unlit Row	 Song	To return to song mode <i>Will create and enter clip view. Can create unlimited clips. Scroll up/down in song mode to view more rows.</i>
SV04		Enter Clip To view / edit		 Song	To return to song mode
SV05		Move Row Clip Up or Down		+ 	
SV06		Clip Section Colour Change for section or create new	 Shift	+ 	<i>Will cycle through all existing colours. If the end is reached a new colour will be created. Maximum 12 sections / colour.</i>
SV07		Launch Section		<i>All audition / section rows of the same colour will flash then launch</i>	<i>Clip will begin in time when the current longest playing clip loops / starts again</i>
SV08		Section Repeat Share Status	 Hold for 1 Sec	+  Change INFinite to # times for section to repeat. Display will countdown.	Press select to cancel section switch during countdown
SV09		Clone Clip	 Source clip row	+  Destination clip row	<i>Destination row can be another existing clip - clones clip will be inserted.</i>
SV10		Delete Clip		+  Save  Delete	Cannot undo delete.
SV11		Solo Clip Arm		+  Clip turns blue, other mute pads dim	+  Can solo >1 clip. Press Mute/Launch to unsolo
SV12		Solo Clip Immediate	 Shift	+  + 	+  Can immediately solo >1 clip.

SONG VIEW

SV

Song  Song View ON, Button Lit (not flashing)

SV/13		Clip Parameter Change Per Clip (Song View)	 +  Or 
SV/14		Song Parameter Change Per Song (Song View)	<i>Affect Entire</i>   Or 
SV/15		Change Existing Clip PRESET or Clip Type	 +  Or <i>Clip Type ...</i>  Or  Or  <i>Pressing SELECT on an empty clip also changes it to an audio clip.</i>
SV/16		Check Name Of a Clip or Instrument name and type on clip row	 <i>Hold row button</i> <i>LED will flash with the name of the clip and clip-type LEDs will light up (eg MIDI)</i>

RECORDING / RESAMPLING - SAMPLES IN KITS










































All samples must be preloaded onto the SD Card in the /Samples folder (or a sub folder) only

RS01		Resample / Record All audio output	+ Resample ... Resample <i>To Stop</i>	
RS02		Loop Resample	Resample + ... Resample +	<i>Repeat Rec + Play before end of loop. If playing already, Hold Rec + Play to Quantize Rec to start loop.</i>
RS03		Record Sample Into a kit	+ Resample	<i>Better for offline recording instead of using Audio Clip or Live Looper Recording.</i>
RS04		Load Sample Into a kit row	+ New	<i>Scroll to sample and press select. Also, Shift+ Browse grid shortcut on an existing row to open browser.</i>
RS05		Load Sample Into a kit or synth silently	+ + New	
RS06		Synth Resample	Resample + or Resample +	<i>Rec to Stop.</i>
RS07		Load All Samples From SD Card folder to a kit	+ <i>Choose 'ALL'</i>	<i>Scroll to parent folder of the samples wanted, or a sample within the folder.</i> <i>Beware of CPU/Mem overhead when loading large amounts of samples into kits. Best to keep KIT files minimal for best performance. Note: Does not apply to multi-sampled synths.</i>
RS08		Slice Sample	+ <i>Scroll to sample.</i> <i>Choose 'SLICE'</i> <i>Select # of slices 2-256</i>	<i>Note: can add more samples to the sliced kits (SQ09) but not slices to existing kits. Only 1 sliced sample per kit possible</i>
RS12		Rename Kit row or instrument	+	

After recording samples into a kit, the Deluge digitally normalises the volume level of a recorded sample to make it as loud as possible without clipping. Note: Recorded audio clips are not normalised in this way.

AUDIO CLIPS

AC

AC01		Create New Audio Clip In Song View	 + 	<i>On an empty row</i>		
AC02		Input Source Audio clip in Song View *	Learn  + 	 		
AC03		Create New Audio Track In Arranger View	 + 			
AC04		Input Source Audio Thru Monitoring in Arranger View *	Learn  + 	 	Choose a '.' Input source. Pre-requisite (AC03) for this feature.	
AC05		Clear Audio Clip Recording	 + 	Back / Undo 	Must be in Clip Mode, not Song or Arranger, to delete current Audio Recording.	
AC06		Change Colour Of Audio Wave	 + 	Shift	Must be in Clip Mode	
AC07		End Point / Loop Length Change Audio Clip End / Loop	 <i>Right most column</i>		Tap new position on the grid to shorten or lengthen.	
AC08		Waveform Start / End Point Change Audio Clip Waveform	 + 	Shift	Clip is still time-stretched and shortened clips in waveform view play at slower speed to fit same time window. Limited use cases for this - may be better to record samples (RS03). Then may need to run 'LO09' to apply original tempo again.	
AC09		Adjust Length Audio Clip Waveform	 + 	Shift	May need to run 'LO09' to apply original tempo again.	

* AC02 / AC04

Input Sources & Monitoring

- LEFT: Default. Left or Mono input (line or mic). Use for internal Mic too and disconnect any cable from the line in port
- RIGHT: Second mono input if using left already
- STEReo: Stereo line or mic input
- BALAnced: For mono signal via TRS cable - but balanced output into Deluge line in.
- MIX: Deluge audio output, minus master FX, level adjustment and reverb
- OUTPut: Deluge audio output, with post FX and reverb. Same output as when resampling. Normally not the best option for recording or bouncing audio clips though - use MIX instead.
- OFF - No audio input, recording disabled.

! After the input source enables audio monitoring. Applies to LEFT, RIGH, STER and BALA Options only.

MODIFYING SOUNDS

MS

MS01		New Synth / New Kit	+ <i>or</i>	
MS02		Save as New Preset	+ <i>or</i>	Syn Kit
MS03		Note Keyboard View	<i>Does not work in kit view</i>	<i>Can still change presets and parameters in keyboard view.</i>
MS04		Clear Notes & Automation	+	
MS05		Choke Group Setting Up	+ <i>Select 'CHOKe'</i>	<i>When playing will stop all other notes in the same kit set to choke.</i> Kit
MS06		Cycle Default Scales	+	Syn
MS07		Change Root Note Of current scale	+ <i>New root note</i>	<i>Can set from keyboard view in similar way</i> Syn
MS08		Chromatic Scale	<i>Unlit</i>	<i>All note rows in this mode are a semitone apart</i> Syn
MS09		Alter Current Scale	+	<i>To sharpen or flatten a note. Scale must be lit or else all notes / semitones present. Prepend Shift + to do so silently</i> Syn
MS10		Create Kit Instrument Using Synth Engine	<i>ON</i> <i>Row: Grey / Unassigned</i> +	<i>Can now setup kit sounds from the synth engines, e.g. using FM Drums</i>
MS11		Clone Preset For Synth or Kit	+ <i>Scroll to preset you want to clone</i> <i>CLONe</i> <i>Hold</i>	<i>A single preset can only appear in one active clip so need to CLONe the original preset for multiple instances in same song.</i> <i>Good practice is to Clone first if tweaking and to avoid affects on inter-dependant songs.</i>

MODIFYING SOUNDS

MS

MS12		Kit Clip Affect All Limited Parameters		Affect Entire 	<i>Limited to Polyphony, Mode, Reverse, Speed, Pitch/Speed. Applies to all rows in a kit.</i>
MS13		Select Kit / Instrument Row Silently			<i>Row is selected, instrument or sample name flashed in LCD screen but no note sounds. Can then modify parameters, change presets etc</i>
MS14		Change Clip Preset			
MS15		Transpose Clip Current Clip by Octave			
MS16		Transpose Clip Current Clip by Semitone			
MS17		Transpose Clip All Clips by Semitone			

WAVEFORMS, RECORD-TO-ARRANGER, MULTI-SAMPLING



Loading Samples & Multi-samples as Synths

Step 1 Create New Synth and open file browser
 + + + Or... *Shift + Browse or Audition + Browse*

Step 2 Choose Range and browse to sample
BOT-TOP Shown. See (WF02) prior to selecting. *Scroll through folders to select a sample, or a parent folder for multis*

Step 3 Select Sample Type and browse to sample
 A. Press once to load as a chromatic sample - same sample, different pitches.
 B. Hold and turn to select BASIC to load a sample with no pitch detection
 C. Hold and turn to select MULTI for multi-sampling. See (RS14)
 D. Hold and turn to select SINGLe for single cycle waveforms. See (RS11)

Deluge detects the pitch of provided samples regardless of filename, though best to order multi-samples on SD card Low to High where possible.

BOT-TOP Range Option Sound Test or *Sound test when 'BOT-TOP' edit mode is active.*

BOT-TOP Range Option *Adjust Range* *Select Upper or Lower Range Counter-Clockwise = Lower Clockwise = Higher* *Adjust Selected Range*

Select range of notes / keys to load into when following (WF01)
Default range 'BOT-TOP' is active and used typically for single samples and can be retained or changed for multi samples.

+ *Insert new range*

+ *Delete selected range. Can keep deleting until back at 'BOT-TOP'*

Single Cycle Waveforms - Sample <20ms. Follow (WF01), Option A. Deluge will automatically transpose to a C and set loop mode.
 - To force samples to same mode. Follow (WF01) Option D. Deluge will auto transpose to a C and set to loop mode.

External Sound Source as an oscillator + and / or OSC 2 IN* *Can pitch shift around source by changing from C3 to hi or lo notes or play chords with several notes in seq at once.*

Create Drone note on C3 to match pitch. *Use a stereo to mono adapter and get one sound source on OSC1, INL and another on OSC2, INR*

Record to Arranger

Record to Arranger Mode +

Song Mode Both record and song buttons flash

In this mode..... + &

Live record parameter changes. Also record MIDI notes and parameter changes on pre existing and MIDI learned clips

Play or song stops recording. While this mode is active you cannot change to clip or arranger modes. If you unmute a clip after its start point, the arranger will record place the whole instance into arranger

WAVEFORMS, RECORD-TO-ARRANGER, MULTI-SAMPLING



Record to Arranger (Cont)

WF06

Append Recording
Live recording to existing arrangement

Song *Move play bar to point where you want to append new live recording to arranger*

Flashing Arranger Mode

Song + Record *Resample* *Resample*

Song Mode

Everything to the right of the play bar in arranger is deleted and new recording appended. Can UNDO if a mistake is made.

Waveform

WF07

Waveform View
To edit; Start, End and Loop points + or

WF08

Zoom In and Out
And move along the waveform &

WF09

Change Start / End
Points of the sample or

Click anywhere on the green or red bar until they flash. Then click on the target column to move to.

WF10

Loop Start Point
Create and move loop start *Hold GREEN bar and click on the grid to the right to create.....* *... Loop START. Bar can be moved same way as start / end bar.*

WF11


Loop End Point
Create and move loop end *Hold RED bar and click on the grid to the left to create.....* *... Loop END. Bar can be moved same way as start / end bar.*















































WF12

Delete Loop Points
Delete loop start and / or end + *and / or* + *For start, hold anywhere on the blue start loop-bar and press the start green bar. For end, hold anywhere on the purple end loop-bar and press the end red bar. Loop points will disappear.*

ARRANGER VIEW



AV
























































 Arranger View ON, Button flashing

AV/01		Add Clip Into arranger				
AV/02		Change / Select Instance's clip	 + 		<i>This command is fundamental to arranger principles</i>	
AV/03		Delete Clip Instance From arranger	 <i>Fully lit left-most grid button will delete instance from arranger only</i>		<i>This command can be undone and redone.</i>	
AV/04		Clear Arranger Clips All clip instances	 +  			
AV/05		Move Clip Instances Horizontally across grid	 + 			
AV/06		Move Row Up / Down	 + 			
AV/07		Change Instance Length of clip	 +  <i>Start End</i>		<i>Used to shorten as well as lengthen clip instances.</i>	
AV/08		Mute / Unmute or audition instrument	 <i>To mute</i> or  <i>To audition</i>		<i>Audition will sound a synths root note or a kit row instance</i>	
AV/09		Solo Instrument	 +  <i>Mute pads turns blue. Can solo >1 instrument at same time</i>  <i>Unsolo press blue</i>			
AV/10		Enter Clip to view or edit	 <i>Click on instance tail only</i>		<i>Pressing play after entering a clip in this way will continue arranger from the start of this clip</i>	
AV/11		Scroll Timeline with progress bar	Cross - Screen 		<i>Only works when play is on and progress bar is visible</i>	
AV/12		Start Playback From current screen	 +  <i>Play</i>		<i>Play will begin from the left most column visible</i>	

ARRANGER VIEW

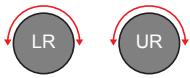
AV

 **Song**
 Arranger Mode ON, Button flashing

AV/13		Make Clip Unique Instance made unique (white)		+	 <i>Left most grid button.</i>		<i>The coloured instance will turn white to indicate unique, but contains all note and parameter data too.</i>	
AV/14		Adjust Clip Parameter Of clip instance.		+	 <i>LR</i> Or  <i>UR</i> <i>Chosen</i>			
AV/15		Copy Clip From Arranger to Song Mode	 <i>Grid button of clip instance.</i>	+	 Song 		<i>E.g. to save white instance as its own clip. Can scroll before releasing to place instance.</i>	
AV/16		Copy Clip From Song to Arranger Mode	 <i>Grid button of clip instance.</i>	+	 Song 		<i>Can scroll before releasing to place instance.</i>	
AV/17		Insert / Delete Time 88 BPM Not Required		+	 <i>Counter Clockwise = Delete Time Clockwise = Insert Time</i>		<i>Applies to currently visible screen. Notes 'falling off' left side deleted. Press back to undo</i>	
AV/18		Switch Loop Play Mode From arranger to song mode	 or 				<i>Playing instruments will be indicated by coloured lit audition buttons. Once a button is pressed all the audition buttons are lit showing loop mode active.</i>	
AV/19		Switch Loop Play Mode From song loop to play in arranger	 Song <i>Until flashes</i> 	+	 Play		<i>Play will switch from clip loop mode to arranger at left most column visible. Will change at end of loop, in time with seq.</i>	
AV/20		Change Instrument Preset Change existing preset or clip type		+	 <i>Select</i> Or  Synth Or  MIDI Or  CV <i>Not for Audio Clips</i>			
AV/21		Add New Instrument Clip From within arranger view	 <i>Greyed out button, unused row.</i>	+	 <i>Select</i> Or  Synth Or  MIDI Or  CV			
AV/22		Delete Instrument & Row From arranger		+	 Save  Delete		<i>If row contains unique / white instances they will be lost completely.</i>	
AV/23		Rename Track		+	 NAME QWERTY		<i>Only way to rename tracks is in arranger mode.</i>	

PARAMETER DIALS

PD

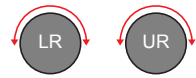


		Parameter Indicator		
-	Pan Left & Right		Level	-
LPF* Options <u>24db</u> , Drive, 12db	Resonance / FM		Cutoff / FM	<u>LPF*</u> , HPF, EQ
-	Release		Attack	-
Delay Type <u>Digital</u> , Analog	Delay Amount		Delay Time	Delay Output <u>Normal</u> , Ping Pong
Reverb Room Size <u>Medium</u> , Large, Small	Reverb		Sidechain	Compressor Sync <u>Slow</u> (8 th Notes) Fast (32 nd Notes)
Affect Entire ON Modulation <u>Depth</u> , Feedback, Offset	Mod Depth		Mod Rate	Affect Entire ON Modulation Type <u>Flanger</u> , Chorus, Phaser
-	Custom 1 (Pitch)		Stutter Rate	 Stutter Enable
-	Custom 2 (Bitcrush)		Custom 3 (Sample Rate)	-

Underlined parameters identify the default setting

PARAMETER DIALS

PD



PD01		Assign Gold Dial Control Of Deluge parameters	Grid Shortcut + Parameter Grid flashes	Learn / Input + Chosen	More assignable options via sound editor. Ensure parameter (not just category) is selected.
PD02		Check Gold Dial Control Check parameters assigned.	Grid Shortcut + Parameter Grid flashes	 Chosen	Check LCD screen for parameter variation when selected and adjusted. Also check XML file.
PD03		Record Automation Of parameters	Record Resample	Play or	Can also use external MIDI from a controller that has been LEARNed
PD04		Delete Automation Of recorded parameters.	+ or		Deleting clip notes does not delete automation. They exist independently. Use (MS03) to delete both.
PD05		Copy Automation Of parameters	Learn / Input + or		Can copy between different parameters, clips and song files. Automation is copied one parameter at a time at current zoom level
PD06		Paste Automation Of copied parameters	+ Learn / Input + or		
PD07		Parameter Change / Lock Per note in clip view	+ or		Notes set using this method will remain set until the next sequence note starts
PD08		Parameter Change / Lock Per clip in song view	+ or		

MIDI COMMANDS
























MIDI In from External Controller to Deluge (to Synths, Drums etc)

MC06		External Controller To play Deluge Synth or Kit	Learn / Input ○ + + Ext Controller	<i>In Synth; any audition / row pressed will assign all. In kit, just instrument / row pressed is learned. Deluge will learn any incoming MIDI note data and map it to the clip</i>	
MC07		Trigger Deluge Song Via external MIDI Controller	Song ○ <i>On</i> Learn / Input ○ + + <i>or Rec, Play etc</i> Ext Controller	<i>Can trigger Play/Rec, Clip Mutes etc from Song Mode with ext controller. Deluge uses MIDI notes not CC values for mapping.</i>	
MC08		Un-Learn Ext Controller	○ + ○ + <i>or Rec, Play etc</i>	<i>Applies to (MC06) and (MC07)</i> <i>Any already learned MIDI functions will flash when learn button alone is held.</i>	
MC09		External Control Of Deluge parameter	+ <i>Parameter Grid flashes</i> Learn / Input ○ + Ext Controller		
MC10		Un-Learn Ext Controller Of Deluge parameters	+ <i>Parameter Grid flashes</i> Learn / Input + ○ <i>Applies to (MC09)</i>		
MC11		Nudge MIDI Clock	+		
MC12		Record External Notes MIDI Notes into Deluge grid Pre-requisite (MC06)	Record Play ○ ○ <i>Play Sequence</i> Ext Controller	<i>Once learned, Clip does not need to be visible to report into.</i>	
MC13	4/4	Sync Scaling For unusual time signatures	Sync-scaling ○	<i>Press on 'load' clip and will flash to show enabled. On all other clips sync-scaling button will be LIT but not flash.</i>	
MC14		Mute By External MIDI Individual kit instrument / rows	<i>On</i> Learn / Input ○ + + Kit Ext Controller		

LOOPER

LO











Song
 In Song Mode

LO01		Toggle Record Arm Set arm status for clips	Record Resample	+		<i>By default audio clips are already armed with purple flashing mode.</i>
		Armed clips explained	Record Resample <i>Hold</i>		 ↓  <i>Red</i>  <i>Green</i>  <i>Red Flash</i>  <i>Purple Flash</i>	<i>Clip will not play when recording loops</i> <i>Clip will play when recording loops</i> <i>Armed to record. Overdub will record on this audio track. Will then be the only one audible.</i> <i>Armed to record. Overdub will record automatically on new audio track. All will be audible.</i>
LO02		Start Loop Record	Record Resample	On	Play	<i>Initial loop recording requires Armed & Empty Audio clips (LO01). To close loop recording but keep playing use (LO03) or (LO04)</i>
LO03		Close Loop Recording			 <i>Of recording clip row</i>	
LO04		Close Loop Recording And immediately play in solo		+		<i>Useful for MIX/OUTP Loops</i>
LO05		Record Loop During playback	Record Resample	On	Play	 <i>(RED) Press to unmute</i> <i>Initial loop recording requires Armed & Empty Audio clips (LO01)</i>
LO06		Record Overdub	Record Resample	On	Play	Record Resample +  <i>Of row directly underneath the existing audio clip. Will auto insert if already there.</i>
LO07		Record Overdub With continuous layering	Record Resample	On	Play	Record Resample +  <i>Of row directly underneath the existing audio clip. End of loop, new loop row will automatically be added</i>
LO08		Save Loops To SD Card	<i>Loop recordings are not saved by default anywhere. To save them to SD, first save song (GL09) and / or save + collect all samples (GL19).</i>			
LO09		Tempo Detection For 'loop pedal' recording	Shift	+	Tap Tempo	<i>To toggle metronome OFF</i> <i>Start with a blank song. Deluge will estimate and set the BPM for loop recording based on the audio received and loop close point.</i>

LOOPER

LO

Song
 In Song Mode

LO10	 Preset Tempo For Loop Recording	 <i>New Row</i>	 <i>Set Clip as Synth or Kit</i>	 Once created no note data is required. New audio clip loops will be based around this set tempo.
LO11	 Grab Tempo From existing audio clip	 +  <i>Of Audio Clip row. Will detect and set tempo.</i>		Can also detect tempo from the audio clip view. Tempo + Any Grid Pad.
LO12	 1.2.3 Enable Count-In Before audio recording	 +  <i>RECOrd → COUNt in</i>		

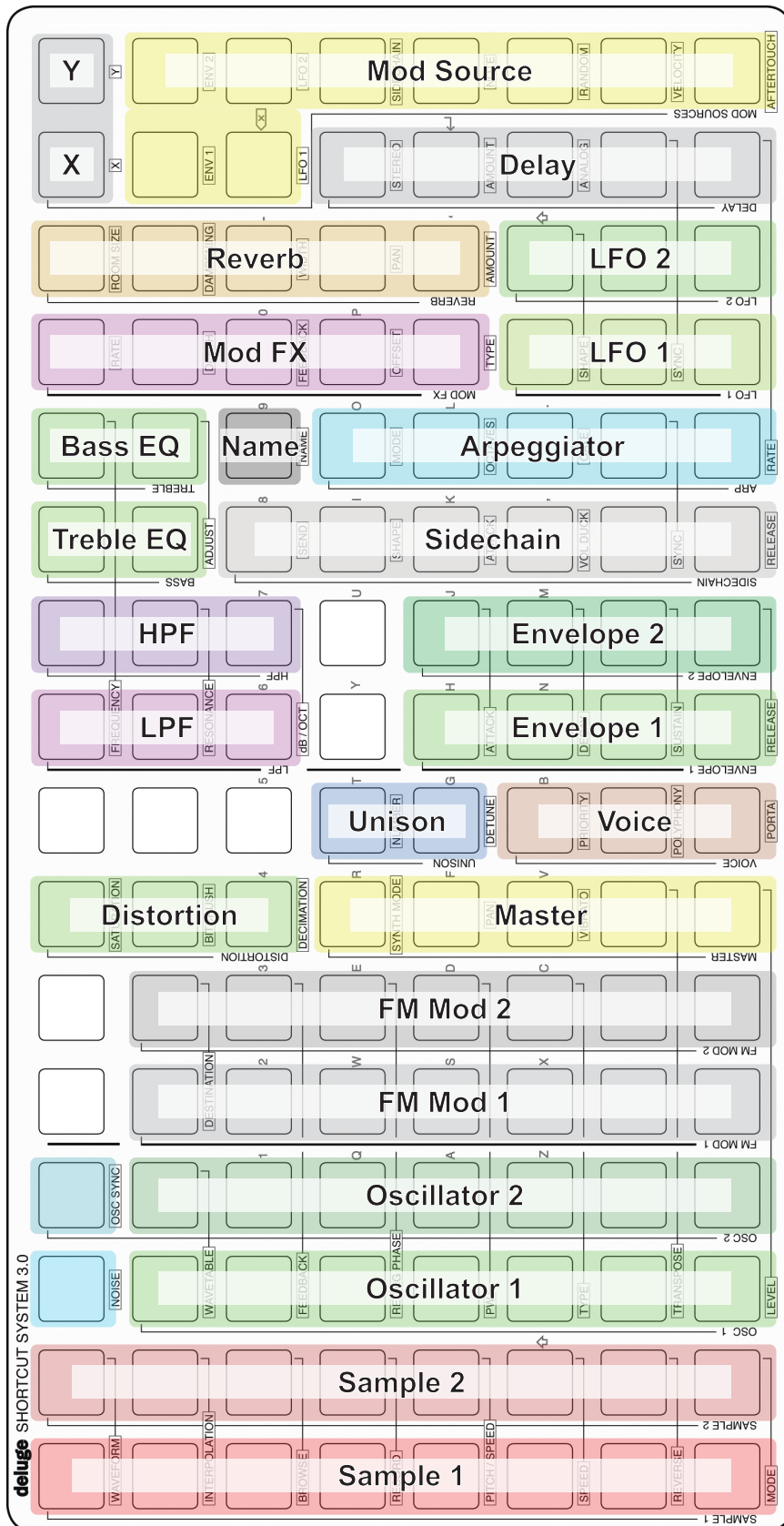
FM Modulation Ratios

Common FM Ratios and how to set them in Deluge. Deluge uses semitones and cents instead of ratios.

Ratio	Semitones & Cents
1:2	12
1:3	19,02
1:4	24
1:5	27,86
1:6	31,02
1:7	33,69
1:8	36
1:9	38,04
1:10	39,86
1:11	41,51
1:12	43,02

SHORTCUTS

Version 3.0



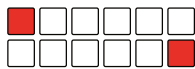
ISOMORPHIC CHORDS



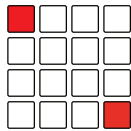
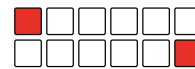
Left



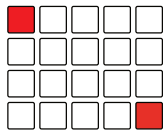
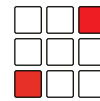
Right



Same Note Unison



Octave



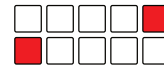
Major Seventh



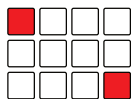
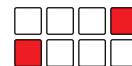
Minor Seventh



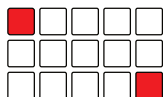
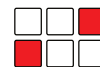
Major Sixth



Minor Sixth



Perfect Fifth



Tritone



Perfect Fourth



Major Third



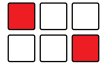
ISOMORPHIC CHORDS



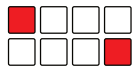
Left



Right



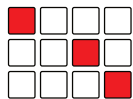
Minor Third



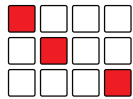
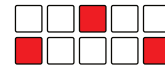
Major Second



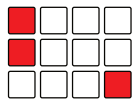
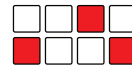
Minor Second



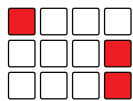
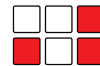
Major Triad



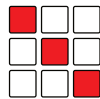
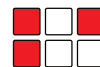
Minor Triad



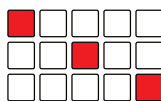
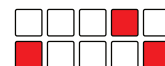
Suspended 2



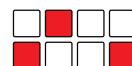
Suspended 4



Augmented



Diminished



The Community Quick Reference

Version 3.2

*S***ANTHSTROM** AUDIBLE

