KAWA cheat sheet

POCKET TRACKER · M-VAVE FM-1 · FIRMWARE 0.10 BETA

THE BASICS

SELECT	turns the pages of EDIT, LFO, ENV, FX, GLO · elsewhere: the row / step page / menu
ALGORITHM	the track · SONG: the entry · GROOVE: the step · OPTIONS: the metronome
PRESETS	SOUND 1: the factory sound · elsewhere: the page's cursor or the pattern
K1 – K4	red, yellow, green, blue · the bottom line always says what they do
a button again	the next page of its group (EDIT, LFO, ENV, SCL, GLO, FX)
OCT- OCT+	the keys' octave · other pages: size, add/remove, OK/back

HOLDS a yellow bar fills first

HOME HOLD	the help of the page you are on
HOME HOLD + PLAY	PANIC: everything stops and cuts
FX HOLD	LIVE effects, for as long as you hold it
SAVE HOLD	the tools: OPTIONS, UNDO, REDO, CLEAR, COPY, PASTE, RANDOM
SAVE HOLD + OCT- / OCT+	UNDO / REDO, at once
REC HOLD + **SELECT**	rows the cursor jumps after a note (0–16)

SHORTCUTS

SAVE OCT+	save the song again, in its slot
OCT- / OCT+ *(GRID)*	the pattern's size: 16, 32, 64 steps
OCT+ / OCT- *(a sound in gold)*	load the factory sound shown / keep yours
ARP HOLD + **PRESETS**	SOUND: next / previous engine
ARP HOLD + K3 / K4	the cell's second effect
ARP tap	clear what is under the cursor

THE ARP KEY clear / shift, not an arpeggiator

TRACKS	tap: clear cell · held+SELECT/ALGO: insert / remove a row
GRID	a step held + ARP: clears it
SOUND	held + PRESETS: next / previous engine
SONG	switches LOOP ⇄ SONG
LIVE	clears the LIVE lane
MIX	held + a black key: solo that track

KEYS white / black, per page

GRID	16 steps on / off · black: the track
MAGIC	the 16 tools · black: the track
LIVE	the bank's effects · black: mute tracks
MIX	play the track · black: mute · ARP held: solo
SONG / GROOVE / PROJECTS	the entry's pattern (or "+") / the step / the slot
KIT, sliced SAMPLE	black keys play too: the neighbour, an octave up

SOUND ENGINES

PULSE	12/25/50/75% or PWM, NES-style
WAVE	8 Game Boy-style 4-bit waves
NOISE	LONG or METAL, tuned by the note
FM	6 operators, 32 algorithms · one track at a time
KIT	16 drums, 8 kits
SAMPLE	a break in 16 slices, or your own sound

THE PAGES OF A SOUND

EDIT	SOUND · SOUND 2 · OPERATOR + OP ENV (FM) or SAMPLE EDIT · EFFECT · TABLE
LFO	LFO · MODULATION
ENV	ENVELOPE (ADSR) · MIX (levels, pan, sends, master)
a sound you edited	a star after its name · PRESETS shows the next in gold
one track, or all?	EFFECT = this track · MIX past track 6 (column M) = master

FX four pages

FX taps	SENDS · LIVE · FILTER · FX SEQ · back
LIVE OCT- / OCT+	4 banks: POCKET, WRECK, DESTROY, BEAT
K2 *(DESTROY, BEAT)*	the last pad's INTENSITY
K4 *(LIVE)*	the target: MASTER or a track
FILTER	K1 type · K2 freq · K3 reso · K4 move · keys tune it
FX SEQ	K1 an effect · a white key: on its step · ARP clears

CELL EFFECTS K3 picks it, K4 sets its value · ARP held: the cell's second effect

ARP arpeggio of a chord, chiptune speed	GLI glides from the previous note	VIB vibrato	ROL the note replayed 2–32 times in the row	BND bends the pitch during the note	CHN chance: plays one time in N	DLY delays the note in the row	CUT cuts the note in the row
REV a break's slice, backwards	PIT ±12 semitones for this note	SHP changes the waveform	CRU crushes the bits of this note	VSL volume slide over the row	PAN pan for this note	OFS starts further into the sample	HOP jumps to row N after this one
END the pattern ends; the song moves on							

DESTROY & BEAT LIVE, banks 3 and 4 · one at a time · from K-GLITCH

D1 LOOP DESTROY	D2 STUTTER X	D3 GLITCH	D4 SCRATCH (a hand)	D5 REVERSE X	D6 PITCH MAD	D7 GATE X	D8 FILTER CHAOS
D9 BEAT REPEAT	D10 BEAT SKIP	D11 MICRO STUTTER	D12 TIME STRETCH	D13 RING MOD	D14 FUZZ	D15 RANDOMIZER	D16 TOTAL CHAOS
B1 RANDOM STUTTER	B2 RANDOM BAR	B3 RANDOM FILL	B4 ROLL UP	B5 SKIP 8TH	B6 STAMMER 3-3-2	B7 GATE 1/8	B8 GATE 1/16
B9 GATE 3-3-2	B10 GATE RAMP	B11 REVERSE BEAT	B12 REVERSE OFFBEAT	B13 SCRATCH BAR	B14 SCRATCH CUT	B15 TAPE STOP	B16 HALF TIME

FILTER types: LP · HP · BP · NOTCH · DRIVE · COMB+ · COMB− · METAL · VOWEL · PHASER · RESON.

MAGIC SCL twice · K1 amount, K2 die, K3 track / pattern

1 CHOPPER: cuts a break again	2 BEAT: a rhythm	3 MELODY in the scale	4 BASS in the scale	5 ARP: arpeggios on the notes	6 EUCLID: N hits, spread evenly	7 VARY: changes the pattern a little	8 ROLLS: at the end of beats
9 ACCENTS	10 DOUBLE: doubles the length	11 SHIFT: by one row	12 CLONE: into a free pattern	13 TRANSP: up one note	14 COPY	15 PASTE	16 CLEAR

WHAT EACH BUTTON OPENS press again for the next page

HOME
1 TRACKS

SEQ
1 GRID

EDIT
1 SOUND
2 SOUND 2
3 OPERATOR / SAMPLE EDIT
4 EFFECT
5 TABLE

LFO
1 LFO
2 MODULATION

ENV
1 ENVELOPE
2 MIX

SCL
1 SCALE
2 MAGIC

GLO
1 SONG
2 GROOVE
3 OPTIONS

SAVE
1 PROJECTS
2 (held: TOOLS)

FX
1 SENDS
2 LIVE
3 FILTER
4 FX SEQ

ARP
1 clear / shift, not a page

TABLE: a 16-step sequence inside every note (pitch, volume, a trick) · GROOVE: how long each row lasts, in ticks · OPTIONS: theme, language, MIDI clock, font, the metronome (ALGORITHM: mode, PRESETS: volume).