SQRL-1 QUICK REFERENCE

Cheatsheet, from the SQRL-1 manual. Tap under 300 ms, hold from 300 ms, long hold 1.2 s.

Q.1 BUTTONS.

Table Q-1. Tap and Hold

Button	Tap	Hold
HOME	flip SOUND / NOTE view; twice: the pair playing behind	the wheel; + GLO tap: PAIR page by knobs
GLO	SYSTEM, SYSTEM 2, SYSTEM 3, PROJECTS, ABOUT, LEGAL	SHIFT; + any button: what it does here
SCL	SCALE; again HARMONY; again back	FILL while playing
EDIT ENV LFO FX	that family of SOUND pages, in turn	FX: the FX layer on the keys
ARP	ARP page; again ARP 2; twice: HOLD	HOLD on or off on release
SEQ	the pattern; again EVOLVE	white keys are steps; OCT+ DOUBLE, OCT- HALF; PRESETS queue NEXT
SAVE	store the sound (OCT+ yes)	try: knobs snap back; OCT+ keeps
REC	arm; playing: overdub; twice: + KNOBS	ring 1 UNDO; ring 2 CLEAR; + SELECT: REC MODE; + OCT+: FREEZE
PLAY	start / stop, on press	+ REC held: count in and record
OCT- OCT+	octave, on press	OCT- with ARP SEQ EDIT SCL: reset that family

Table Q-2. Encoders

Control	Does
SELECT	walk the view's pages
GLO + SELECT	tempo
PRESETS	walk sounds, factory then yours
ALGORITHM	the nut's main character
KNOB 1-4	the four cards; fast turn x2, not with GLO

Table Q-3. Resets (hold, then OCT- to the ring)

Held	Resets
ARP	the NOTE engine's arp and own knobs
SEQ	SWG, GATE, QUANTIZE
EDIT	the SOUND to its stored preset
SCL	ROOT, SCL, QNT, TRN on every part

Q.2 THE WHEEL AND TRACKS.

Table Q-4. Default Wheel (hold HOME)

White	SOUND	Black	NOTE
C4	FM6	C#4	KEYS
D4	LIZARD	D#4	CHORD
E4	SHOCK	F#4	LINES
F4	DRUMS	G#4	TONNETZ
G4	MOUTH	A#4	RUDIMENT
A4	ANALOG		
B4	PHASE		
C5	PHYS		

Table Q-5. Wheel Gestures

Want	Do
a pair	HOME, white + black, let go
only one half	GLO + its key
by knobs	HOME, tap GLO
a black key's engine	HOME + GLO + black key, SELECT
mute a part	HOME + its pair + PLAY
clear a pair	HOME + its pair + hold REC
stop all	PLAY on the wheel's centre
leave	OCT-

Table Q-6. Tracks

Track	Part	NOTE engines
PLAY	1 and 2, in turn	KEYS, CHORD, HARP: your takes
LINE	3	LINES, ALIVE, TONNETZ, ENIGMA, S+H, CANON, ACID
BEAT	4	RUDIMENT

Q.3 STEPS AND RECORDING.

Table Q-7. Hold a Step (white key)

Control	Sets
C#5	ACCENT
D#5	SLIDE
F#5	TIE
black F#3-A#4	lane hit / note degree
OCT+- SELECT	octave / semitone
KNOB 1	CHNC, 1:2..4:4, FILL
KNOB 2	RATCH x1-x4
KNOB 3	NUDGE -8..+7
KNOB 4	VEL
SOUND knob	lock on this step

Table Q-8. Recording

Do	Gets
REC + PLAY	count in, record
REC tap	close take / overdub
REC twice	knobs record or not
REC + SELECT	ADD, REPLACE, + KNOBS
REC + white	erase step
REC + key, playing	erase that note
REC ring 1	UNDO
REC ring 2	CLEAR
REC + OCT+	FREEZE a generator
SEQ + PRESETS	NEXT pattern at bar

Q.4 SCALE, HARMONY, MOVE.

Table Q-9. QNT (on SCALE)

QNT	Keys do
OFF	as played
SNAP	round down to the scale
WHITE	scale on white keys from C4, black silent
SEQ / SEQ+T	snap; pattern mapped too (+T follows TRN)
NEAR	nearest scale note
DROP	off-scale notes go silent
CHORD	nearest tone of the chord PLAY sounds

Table Q-10. HARMONY (SCL twice)

Knob	Values
TYPE	3RD 5TH TRIAD 7TH SUS2 SUS4 6TH ADD9 OCT
VOIC	CLOSE OPEN DROP2 WIDE
LEAD	ABOVE / BELOW
VEL	harmony level

NOTE

Draw a scale on SCALE: press keys together, the lowest is ROOT; tap one to toggle it. HARMONY needs VOICE mode POLY. CHORD, TONNETZ, HARP and DRUMS take none. MOVE (SELECT on from SCALE) moves the scale on the bar: EVERY 1-8 bars, by MODE, 5TH, ALT or RAND, home after BACK.

Q.5 NOTE ENGINES.

Table Q-11. What Each Plays

Engine	Plays	ALGORITHM
KEYS	the keyboard as it is	
CHORD	a chord a key: quality keys left, roots from D4	voicing
HARP	Omnichord: chord keys F3-E4, strum plate above	
LINES	eight lanes of steps, a note a lane	
ALIVE	a 1-D cellular automaton's rows as melody	RULE
TONNETZ	a triad walking Euler's Tonnetz	
ENIGMA	Turing Machine: a looping, drifting register	
S+H	sample and hold into the scale: noise, walks, logistic map, bytebeat	
CANON	answers you in 1-3 voices, DELAY steps and DEG degrees apart	
ACID	a 303 line: note, octave, ACCENT, SLIDE, TIE; FLUX mutates it	
RUDIMENT	eight lanes, sixteen steps, a length per lane	the rhythm

Q.6 SOUNDS.

Table Q-12. The Eight on the Wheel

SOUND	Is	MAIN starts with
FM6	six-operator FM, DX7 family	ALGORITHM picks the algorithm
LIZARD	Electrik Lizard oscillator modes, drawn waves	MODE
SHOCK	a sine steepened into a brassy shock wave	DRIVE
DRUMS	kits; GM map on KEYS, lanes on RUDIMENT	KIT
MOUTH	sings a phrase, a syllable or word a key	PHRASE
ANALOG	two oscillators and noise into a resonant filter	WAVE
PHASE	Casio CZ phase distortion	WAVE, DCW
PHYS	struck, plucked and bowed bodies	MODEL

NOTE

TOUCH (EDIT, after GLIDE): F3-C5 sense pressure. AT OFF, 1 (firmest) to 10 (lightest); DEST, 22 targets; AMT -64..63. AT on with no DEST: CUT (DIST on DRUMS), AMT 32. MIDI channel pressure takes the same route. SYSTEM 3 (GLO): 2CORE, OFF or BETA, the second core, from the next power-on.

Q.7 FX LAYER AND NO SOUND.

Table Q-13. Keys While FX Is Held

Keys	Effects
F3 G3 A3 B3	REPEAT 1/8, 1/16, 1/32, REVERSE
C4 D4 E4 F4	LPF, HPF, TAPE STOP, FREEZE
G4 A4 B4 C5	OCT UP, OCT DN, FLANGER, PHASER
D5 E5	REV THROW, ECHO THROW
F#3 G#3 A#3 C#4	mute parts 1 to 4
KNOB 1-4	FILTER, CRUSH, THROW, DEPTH

NO SOUND **PLAYER**

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MASTER ............... UP
GENERATOR ............ PLAY OR HOLD A KEY
HOME GLOWS ........... PART MUTED
UNMUTE ............... HOME + PAIR + PLAY
PLAY DIES IN 0.5 S ... CLK TO INT
ROOT ONLY ............ VCE TO POLY
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