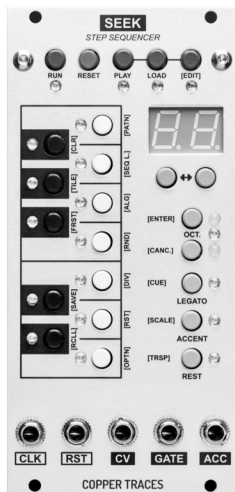# COPPER TRACES **SEEK** MINI MANUAL

UNIVERSAL FUNCTIONS
THE MODE BUTTONS ALWAYS PERFORM THE SAME FUNCTION

RUN TOGGLES THE SEQUENCE BETWEEN RUN AND STOP STATES
RESET SETS THE NEXT STEP TO BE PLAYED TO STEP ONE
PLAY SETS THE MODE TO PLAY
LOAD SETS THE MODE TO LOAD
[EDIT] SETS THE MODE TO EDIT

JUMP MAKES FASTER CHANGES TO VARIOUS VALUES SHOWN ON THE DISPLAY
HOLD < OR > THEN PRESS [ENTER]
HOLDING THE < OR > BUTTON AND PRESSING ENTER WILL ADD OR SUBTRACT EIGHT

EDITING STEP VALUES
EACH STEP CAN BE MODIFIED IN PLAY AND LOAD MODES
KEYBOARD
CHOOSES THE NOTE FOR THAT STEP
OCT.
INCREASE OR DECREASE THE OCTAVE OF THAT STEP
LEGATO
TIES THE CURRENT STEP TO THE NEXT BY NOT LOWERING THE GATE DURING THAT STEP
ACCENT
MAKES THE ACCENT OUTPUT GO HIGH DURING THAT STEP
REST
PREVENTS THE GATE OUTPUT FROM GOING HIGH ON THAT STEPPLAY MODE

< OR >
SLIPS ONE STEP FORWARD OR BACKWARD BY SKIPPING OR REPEATING A STEP WHILE STOPPED:
< OR >
THE FORWARD AND BACKWARD BUTTONS MANUALLY STEP THROUGH THE SEQUENCE WITH THE CV
OUTPUT CHANGING AS THE CURRENT STEP CHANGES.
THE GATE OUTPUT WILL STAY HIGH AS LONG AS THE DIRECTION BUTTON IS HELD.
KEYBOARD AND OCT.
CHANGES TO THE NOTE USING THE KEYBOARD AND CHANGES TO THE OCTAVE WILL IMMEDIATELY
UPDATE THE CV OUTPUT AND WILL OUTPUT A GATE AS LONG AS THE BUTTON IS PRESSED.
LOAD MODE
IT IS POSSIBLE TO EDIT THE SEQUENCE INDEPENDENT OF PLAYBACK USING LOAD MODE.
< OR >
NAVIGATE TO DIFFERENT STEPS IN THE SEQUENCE
HOLD < OR > THEN PRESS [ENTER]
JUMP - F< OR > EIGHT STEPS IN THE SEQUENCE EACH TIME ENTER IS PRESSED

EDIT MODE
IN EDIT MODE KEYBOARD AND STEP PROPERTY BUTTONS SELECT THE CORRESPONDING FUNCTION
HOLD < OR > THEN PRESS [ENTER]
JUMP - ADD OR SUBTRACT EIGHT FROM THE VALUE CURRENTLY SHOWN ON THE DISPLAY EACH TIME
ENTER IS PRESSED

DEFAULT {< OR > TO SELECT SETTING} {ENTER TO APPLY} {CANC. TO ESCAPE WITHOUT CHANGE}
TEMPO AND CLOCK SOURCE - DEFAULT FUNCTION DISPLAYED WHEN CANCEL IS PRESSED
OF   INTERNAL CLOCK IS OFF; THE EXTERNAL CLOCK DRIVES THE SEQUENCER
05-250 THE INTERNAL CLOCK DRIVES THE SEQUENCER AT THE DESIGNATED TEMPO FROM 5 TO 250 BPM.

KEYBOARD FUNCTIONS
[PATN] {< OR > TO SELECT SETTING} {ENTER TO APPLY} {CANC. TO ESCAPE WITHOUT CHANGE}

PATTERN - DEFINES THE ORDER IN WHICH STEPS ARE PLAYED BACK
FO FORWARD
RE REVERSE
FR FORWARD-REVERSE - REPEATS THE FIRST AND LAST STEPS
PP PING-PONG - DOES NOT REPEAT THE FIRST AND LAST STEPS
RN RANDOM
BR BROWNIAN - RANDOMLY GOES FORWARD (50%), STAYS (25%) OR BACKWARD (25%)

[SEQ L.] {< OR > TO SELECT NUMBER OF STEPS} {ENTER TO APPLY} {CANC. TO ESCAPE}
SEQUENCE LENGTH 01-64

[ALG] {< OR > TO SELECT PARAMETER} {ENTER TO ADVANCE AND APPLY} {CANC. TO ESCAPE}
RANDOM ALGORITHM - DEFINES THE PARAMETERS OF THE RANDOM ALGORITHM
ON-OF ON/OFF
01-12 NUMBER OF SEMITONES (NOS)
AD-SB-BO ADD / SUBTRACT / BOTH – SELECTS THE OPERATION

[RND] {< OR > TO SELECT SETTING} {ENTER TO APPLY} {CANC. TO ESCAPE}
RANDOM AMOUNT - PROBABILITY OF THE RANDOM ALGORITHM BEING APPLIED
01-99   [DIV] {< OR > TO SELECT SETTING} {ENTER TO APPLY} {CANC. TO ESCAPE}

CLOCK DIVIDER - DIVIDES THE INCOMING CLOCK BY ANY POWER OF TWO UP TO 64 - 01-64

[RST] {< OR > TO SELECT SETTING} {ENTER TO APPLY} {CANC. TO ESCAPE}
RESET MODE - SELECTS DESTINATION FOR RESET INPUT
RE RESET - SETS THE NEXT STEP TO BE PLAYED TO STEP ONE
UH RUN WHILE HIGH - RUNS THE SEQUENCE WHILE HIGH AND STOPS IT WHILE LOW
UT RUN / STOP TOGGLE - TOGGLES THE SEQUENCE BETWEEN RUN AND STOP STATES
1S ONE SHOT - SEQUENCE STOPS AT THE FINAL STEP
DH DIRECTION - RUNS NORMALLY WHILE HIGH AND IN THE OPPOSITE DIRECTION WHILE LOW
DT DIRECTION TOGGLE - CHANGES DIRECTION WHEN IT RECEIVES A RISING EDGE
RH RANDOM WHILE HIGH - USES THE RANDOM ALGORITHM WHILE HIGH
RT RANDOM TOGGLE - TOGGLES THE RANDOM ALGORITHM ON AND OFF
SF SLIP FORWARD - SKIPS ONE STEP
SB SLIP BACKWARD - REPEATS ONE STEP
JU JUMP - SELECTS A NEW RANDOM STEP

[OPTN] {< OR > TO SELECT PARAMETER} {ENTER TO ADVANCE AND APPLY} {CANC. TO ESCAPE}
OPTIONS
ACCENT MODE:
AS STANDARD - ACCENT OUTPUT STAYS HIGH FOR THE FULL STEP
AG GATE - ACCENT OUTPUT FOLLOWS THE CLOCK INPUT
AC CLOCK - OUTPUTS THE INTERNAL OR EXTERNAL CLOCK REGARDLESS OF OTHER SETTINGS

TRANSPOSE MODE:
TO POST-QUANTIZER
TR PRE-QUANTIZER

[CLR] {< OR > TO SELECT ACTION} {ENTER TO APPLY} {CANC. TO ESCAPE}
CLEAR - CLEAR THE SEQUENCE, INITIALIZE THE SCENE OR GENERATE RANDOM SEQUENCES
IN INITIALIZE - RESETS ALL PARAMETERS OF THE SEQUENCE TO AN INITIAL STATE
CS CLEAR SEQUENCE - RESETS ALL STEPS OF THE SEQUENCE TO AN INITIAL STATE
RS RANDOM SEQUENCE - GENERATES A RANDOM NOTE, GATE AND LEGATO FOR EACH STEP
RN RANDOM NOTES - GENERATES A RANDOM NOTE FOR EACH STEP
RO RANDOM OCTAVE - GENERATES A RANDOM OCTAVE BETWEEN THE MIDDLE THREE
CA CLEAR ACCENTS - SETS ALL ACCENTS LOW
IA INVERT ACCENTS - INVERTS THE STATE OF ALL ACCENTS

[TILE] {< OR > TO SELECT ACTION} {ENTER TO APPLY} {CANC. TO ESCAP}
TILE SEQUENCE – COPY FIRST X STEPS OF THE SEQUENCE AND PASTE THEM INTO THE SECOND, THIRD,STEPS OF THE SEQUENCE

[FRST] {< OR > TO SELECT ACTION} {ENTER TO APPLY} {CANC. TO ESCAPE}
FIRST STEP - SETS THE NEW FIRST NOTE OF THE SEQUENCE BY SHIFTING ALL STEPS OF THE SEQUENCE
(UP TO THE SEQUENCE LENGTH) SUCH THAT THE SELECTED STEP IS NOW STEP ONE 01-64

[SAVE] {< OR > TO SELECT ACTION} {ENTER TO APPLY} {CANC. TO ESCAPE WITHOUT ACTION}
SAVE - SAVES THE ENTIRE SCENE INCLUDING ALL PARAMETERS TO THE SELECTED SLOT 01-12

[RCLL] {< OR > TO SELECT ACTION} {ENTER TO APPLY} {CANC. TO ESCAPE}
RECALL - RECALLS THE ENTIRE SCENE INCLUDING ALL PARAMETERS TO THE SELECTED SLOT 01-12

PERFORMANCE FUNCTIONS
PERFORMANCE FUNCTIONS USE THE KEYBOARD TO MAKE FAST CHANGES TO VARIOUS PARAMETERS.
WHEN A PERFORMANCE FUNCTION IS SELECTED, KEYBOARD FUNCTIONS UNAVAILABLE UNTIL CANCEL/ESCAPE CURRENT FUNCTION.
[CUE] {< OR > TO SELECT ACTION} {ENTER TO APPLY} {CANC. TO ESCAPE}
CUE SELECTS A NEW SCENE THEN WAITS UNTIL THE CURRENT SEQUENCE FINISHES PLAYING BEFORE RECALLING AND PLAYING THE
NEW SEQUENCE USING THE NEW SCENE'S PARAMETERS. 01-12
OR {KEYBOARD NOTE TO SELECT ACTION AND APPLY}
USING THE KEYBOARD TO CUE A NEW SCENE WORKS SAME AS DISPLAY.
            C: SCENE 1, C#: SCENE 2 ... B: SCENE 12
[SCALE] {< OR > TO SELECT SETTING} {ENTER TO APPLY} {CANC. TO ESCAPE}
QUANTIZER – CONSTRAINS ALL OUTGOING NOTES TO NOTES IN THE SCALE AS SELECTED ON THE
KEYBOARD WHEN THE QUANTIZER ON ON-OF
AND {KEYBOARD NOTE TO SELECT ACTION AND APPLY}
TOGGLES NOTES IN THE SCALE ON AND OFF
            C, C# ... B
[TRSP] {< OR > TO SELECT SETTING} {ENTER TO APPLY} {CANC. TO ESCAPE}
TRANSPOSE - SELECTS THE NUMBER OF OCTAVES THE SEQUENCE IS SHIFTED UP OR DOWN -1 TO 2
AND {KEYBOARD NOTE TO SELECT SETTING AND APPLY}
SELECTS THE NUMBER OF SEMITONES THE SEQUENCE IS SHIFTED REFERENCED FROM C
            C: ADD 0 SEMITONES, C#: ADD 1 SEMITONE ... B: ADD 11 SEMITONES