

M	CT5T5 - M ↑	AUTO STUTTERING - M ⦿	MULTI-HEAD DELAY W/ VIBRATO - M ↓
DESCRIPTION	The input signal is continuously written to two fixed-length buffers in series, which are simultaneously played back at independent variable speeds and mixed down to generate the final output, with the possibility of feedback to the write head.	Up to three stutter buffer-units automatically record a preset length, then play it back a certain number of times, then repeat. By default each buffer-unit will stutter four times, then re-sample and stutter again four times, etc.	A long delay with up to three playback-heads. Two playback-heads can have their speed modulated by a quantizable depth square wave. The third read-head can be fed back to the write head.
LED RED	Alternates with BLUE whenever either buffer length is changed	Stutter Buffer-Unit-1 Recording	Playback-Head-1 Square Wave LFO Rate
LED GREEN	Preserved buffer content continuously cycling	Stutter Buffer-Unit-2 Recording	Playback-Head-2 Square Wave LFO Rate
LED BLUE	Alternates with RED whenever either buffer length is changed	Stutter Buffer-Unit-3 Recording	-
LED WHITE	<b>LONG BLINK</b> Changes to 'None' Q Setting  <b>SHORT BLINK</b> Chromatic Scales Whole Tone Scale Diminished Triad - ( I - iii - dim V ) Augmented Triad - ( I - III - aug V ) Perfect Fifths & Octaves - ( I - V - VIII [I] )	Stutter Buffer-Units recycled until left footswitch is tapped again	Set feedback of Feedback-Head to unity and cut instrument input to Write-Head
QUANTIZATION INTERVALS	None ↔ Chromatic ↔ Whole Tone ↔ Diminished Triad ↔ Augmented Triad ↔ Perfect Fifths & Octaves  Q stored while unit is powered; Reverts to 'None' when power-cycled.	-	-
Q↑	Quantization Scroll Up	-	Increase Quantized LFO Depth
Q↓	Quantization Scroll Down		Decrease Quantized LFO Depth
Soft Switch	Tap - Continuously Cycle Preserved Buffer Content	Tap - Engage/Disengage Buffer Re-Sampling	Tap - Set feedback of Feedback-Head to unity and cut instrument input to Write-Head
E	E ↑ - Assign EXP to DIR1 E ⦿ - Assign EXP to DIR2 E ↓ - Assign EXP to FBK	E ↑ - One Stutter Buffer-Unit E ⦿ - Two Stutter Buffer-Units E ↓ - Three Stutter Buffer Units EXP Assignable to Buffer-Unit-1 Only	E ↑ - One Playback-Head E ⦿ - Two Playback-Heads E ↓ - Two Playback-Heads & Feedback-Head EXP Assignable to Playback-Head-1 only
DIR1	DIR1 ⦿ - Direction Speed Read-Head-1 -2 Octaves DIR1 ⚭ - Direction Speed Read-Head-1 +2 Octaves Unity Speed - Appx. 10:00/2:00	DIR1 ⦿ - Decrease Buffer-Unit-1 Stutter Length DIR1 ⚭ - Increase Buffer-Unit-1 Stutter Length	DIR1 ⦿ - Decrease Playback-Head-1 Vibrato Amount DIR1 ⚭ - Increase Playback-Head-1 Vibrato Amount
DIR1 HOLD Q↑	(8 Discrete Buffer Length Settings) Q↑ DIR1 ⦿ - Half Previous Buffer Length-1 Q↑ DIR1 ⚭ - Double Previous Buffer Length-1	(Repeats Scale from 2x to 16x) Q↑ DIR1 ⦿ - Decrease Buffer-Unit-1 Repeats Q↑ DIR1 ⚭ - Increase Buffer-Unit-1 Repeats	Q↑ DIR1 ⦿ - Decrease Playback-Head-2 Vibrato Amount Q↑ DIR1 ⚭ - Increase Playback-Head-2 Vibrato Amount
DIR1 HOLD Q↓	-	Q↓ DIR1 ⦿ - Decrease Buffer-Unit-1 Level Q↓ DIR1 ⚭ - Increase Buffer-Unit-1 Level	-
LENB/LENS/DIR2	DIR2 ⦿ - Direction Speed Read-Head-2 -2 Octaves DIR2 ⚭ - Direction Speed Read-Head-2 +2 Octaves Unity Speed - Appx. 10:00/2:00	DIR2 ⦿ - Decrease Buffer-Unit-2 Stutter Length DIR2 ⚭ - Increase Buffer-Unit-2 Stutter Length	DIR2 ⦿ - Decrease Playback-Head-1 LFO Rate DIR2 ⚭ - Increase Playback-Head-1 LFO Rate
LENB/LENS/DIR2 HOLD Q↑	(8 Discrete Buffer Length Settings) Q↑ DIR2 ⦿ - Half Previous Buffer Length-2 Q↑ DIR2 ⚭ - Double Previous Buffer Length-2	(Repeats Scale from 2x to 16x) Q↑ DIR2 ⦿ - Decrease Buffer-Unit-2 Repeats Q↑ DIR2 ⚭ - Increase Buffer-Unit-2 Repeats	Q↑ DIR2 ⦿ - Decrease Playback-Head-2 LFO Rate Q↑ DIR2 ⚭ - Increase Playback-Head-2 LFO Rate
LENB/LENS/DIR2 HOLD Q↓	-	Q↓ DIR2 ⦿ - Decrease Buffer-Unit-2 Level Q↓ DIR2 ⚭ - Increase Buffer-Unit-2 Level	(Delay Feedback Scales from No Feedback to Infinite Repeats) Q↓ DIR2 ⦿ - Decrease Feedback-Head Feedback Q↓ DIR2 ⚭ - Increase Feedback-Head Feedback
FBK/RAND/DIR3	FBK ⦿ - Decrease Feedback Level Between Two Units FBK ⚭ - Increase Feedback Level Between Two Units	DIR3 ⦿ - Decrease Buffer-Unit-3 Stutter Length DIR3 ⚭ - Increase Buffer-Unit-3 Stutter Length	(Delay Time Ranges from 0.5s to 7s) DIR3 ⦿ - Decrease Playback-Head-1 Delay Time DIR3 ⚭ - Increase Playback-Head-1 Delay Time
FBK/RAND/DIR3 HOLD Q↑	Q↑ FBK ⦿ - Decrease Feedback LPF Cutoff Frequency Q↑ FBK ⚭ - Increase Feedback LPF Cutoff Frequency	(Repeats Scale from 2x to 16x) Q↑ DIR3 ⦿ - Decrease Buffer-Unit-3 Repeats Q↑ DIR3 ⚭ - Increase Buffer-Unit-3 Repeats	(Delay Time Ranges from 0.5s to 7s) Q↑ DIR3 ⦿ - Decrease Playback-Head-2 Delay Time Q↑ DIR3 ⚭ - Increase Playback-Head-2 Delay Time
FBK/RAND/DIR3 HOLD Q↓	-	Q↓ DIR3 ⦿ - Decrease Buffer-Unit-3 Level Q↓ DIR3 ⚭ - Increase Buffer-Unit-3 Level	(Delay Time Ranges from 0.5s to 7s) Q↓ DIR3 ⦿ - Decrease Feedback-Head Delay Time Q↓ DIR3 ⚭ - Increase Feedback-Head Delay Time
count to five nightly	Montreal Assembly mtlasm.blogspot.com mtl.asm@gmail.com	Settings for Ct5 revision k & l; Firmware Nightly 0.900 BETA Reference April, 2020 by J. Namer Latest firmware updated April, 2020 by S. Monk	<b>KEY</b>  ↑ Switch Up ⦿ Switch Center ↓ Switch Down ⚭ Knob Counter-Clockwise ⚭ Knob Clockwise