RECORDING MODE	R ↑ - FREE	R ⊙ - R=B	R ↓ - AREC
DESCRIPTION	Recording does not affect the current Tempo	Length of recording adjusts the tempo, so that notes of N1 are played with a delay equal to the length of the recording, effectively creating a looping sensation	Continuous automatic loop recording determined by length recorded of first loop, allowing you to apply your sequence to what you first played
N1/N2/N3	**N1** ↑ - Note Set 1 **N2** ⊙ - Note Set 2 **N3** ↓ - Note Set 3		
TMPO/REP	Controls Loop Tempo or Number of Repeats		
TMPO/REP N1	**TMPO/REP** ↺ - 40 Loops/Minute (N1 plays 40 times) **TMPO/REP** ↻ - 240 Loops/Minute (N1 plays 240 times)	**TMPO/REP** ↺ - Slightly decreases Loop Tempo **TMPO/REP** ↻ - Slightly increases Loop Tempo (Use to Fine-Tune Tempo)	**TMPO/REP** ↺ - Slightly decreases Loop Tempo **TMPO/REP** ↻ - Slightly increases Loop Tempo (Use to Fine-Tune Tempo)
TMPO/REP N2/N3	Determines number of repeats played of N2 and N3	Determines number of repeats played of N2 and N3 (repeats unavailable for N1)	Determines number of repeats played of N2 and N3 (repeats unavailable for N1)
FREE/QUANT/SKIP	Controls Function of Δ Knob		
FREE Δ N1	**Δ** ↺ - Recording Rate -10 BPM **Δ** ↻ - Recording Rate +10 BPM (Use to Fine-Tune Tempo)		
FREE Δ N2/N3	**Δ** ↺ - Time between Repeats equal to 1/64 Fraction of Loop Length **Δ** ↻ - Time between Repeats equal to Full Loop Length		
FREE Δ N2/N3 (Hold UNI ↓)	**Δ** ↺ **UNI** ↓ - Reverse Swing Rhythm **Δ** ↻ **UNI** ↓ - Forward Swing Rhythm **Δ 12:00 UNI** ↓ - No Swing Rhythm		
QUANT Δ N1	**Δ** ↺ - 4x Quantized Tempo Scaling **Δ** ↻ - 1x Quantized Tempo Scaling **Discrete Quantized Tempo Scaling Sweep**: 1x ↔ 2x ↔ 3x ↔ 4x		
QUANT Δ N2/N3	**Δ** ↺ - Time between Repeats 1/16 fraction of Loop Length **Δ** ↻ - Time between Repeats 3/4 fraction of Loop Length **Discrete Time Between Repeats Loop Length Fraction Sweep**: 1/16 ↔ 1/12 ↔ 1/8 ↔ 1/6 ↔ 1/4 ↔ 1/3 ↔ 1/2 ↔ 3/4		
QUANT Δ N2/N3 (Hold UNI ↓)	**Δ** ↺ **UNI** ↓ - Reverse Swing Rhythm **Δ** ↻ **UNI** ↓ - Forward Swing Rhythm **Δ 12:00 UNI** ↓ - No Swing Rhythm		
SKIP Δ N1/N2/N3	**Δ** ↺ - Note Set is played once every loop **Δ** ↻ - Note Set plays once every four loops **Discrete Note Set Skip Sweep:** Every Loop ↔ Every 2 Loops ↔ Every 3 Loops ↔ Every 4 Loops		
ENV	**ENV** ↺ - Amplitude envelope with slow attack & fast decay **ENV** ↻ - Amplitude envelope with fast attack & slow decay **Discrete ENV 12:00** - Slow attack and slow decay		
LEN	**LEN** ↺ - Duration of Note Set is Gradually Decreased **LEN** ↻ - Duration of Note Set playback is Full Loop (Used to accurately Fine-Tune smaller Loop Granules, but inaccurate to Fine-Tune larger Loop Granules)		
P1/P2/P3	**P1** ↑ - PITCH knob affects 1st & 4th repeats **P2** ⊙ - PITCH knob affects 2nd & 5th repeats **P3** ↓ - PITCH knob affects 3rd & 6th repeats		
PITCH P1/P2/P3	**PITCH** ↺ - Selected Repeat Transposed -1 Octave **PITCH** ↻ - Selected Repeat Transposed +1 Octave **Transposition Sweep** - Quantized to nearest Semi-Tone (Transposition affects playback length)		
PITCH (Hold UNI ↓)	**PITCH** ↺ **UNI** ↓- All Repeats Transposed -1 Octave **PITCH** ↻ **UNI** ↓ - All Repeats Transposed +1 Octave **Transposition Sweep** - Quantized to nearest Semi-Tone (Transposition affects playback length)		
STRIDE/ABS/UNI	**STRIDE** ↑ - POS knob controls Rate of Sample Selection **ABS** ⊙ - POS knob controls Absolute Sample Selection **UNI** ↓ - Pitches of P1/P2/P3 Reset to Unison Speed		
POS STRIDE	**POS** ↺ - Advances Backward Rate of Sample Selection **POS** ↻ - Advances Forward Rate of Sample Selection		
POS ABS	**POS** ↺ - Sample Selected from Beginning of Recording **POS** ↻ - Sample Selected from End of Recording		
FADE/GAIN/FBK	Controls Function of GAIN Knob for FADE and GAIN Settings		
GAIN FADE	**GAIN** ↺ - Repeated Notes Fade Out **GAIN** ↻ - Repeated Notes Fade In		
GAIN GAIN	**GAIN** ↺ - Decrease Note Set Amplitude **GAIN** ↻ - Increase Note Set Amplitude		
FBK	Feedback Enabled (Output is Recorded)		-
FBK (Hold UNI ↓)	N2 and N3 Silenced		
FBK x 2 (Hold UNI ↓)	All settings Reset and only N1 plays as if in R=B Mode		
OFST	**OFST** ↺ - Note Set Playback Synced to BEAT LED flashes **OFST** ↻ - Note Set Playback Offset from BEAT LED flashes **OFST 12:00** - Note Set Playback Synced Half Way between BEAT LED flashes		
STR/CLR	**STR** ↑ - Save Preset **RCL** ↓ - Recall Preset		
PRE1/PRE2/PRE3	**PRE1** ↑ - Preset Bank 1 **PRE2** ⊙ - Preset Bank 2 **PRE3** ↓ - Preset Bank 3		
FOOTSWITCHES	**LEFT FOOTSWITCH** - Start/Stop Recording **RIGHT FOOTSWITCH** - Start/Stop Loop Playback		
LEDS	**REC LED -** Recording Enabled **PLAY LED** - Playback Enabled **FBK LED** - Feedback Enabled (FREE ↑ / R=B ○ Only) **BEAT LED** - Loop Sync		
856 for zellersasn	Montreal Assembly mtlasm.blogspot.com mtl.asm@gmail.com	Settings for **856 for Zellersasn Firmware v1.1** Reference by J. Namer, June 14 2018 Latest firmware updated Sep 10 2017 by S. Monk	**KEY** ↑ - Switch Up ⊙ - Switch Center ↓ - Switch Down ↺ Knob Counter-Clockwise ↻ Knob Clockwise