

ep-40 riddim

QUICK REFERENCE CHEATSHEET

128mb sampler & composer · teenage.engineering

HARDWARE CONTROLS		SHIFT COMBOS		KNOB X / Y MAP BY MODE			RECORD & SEQUENCING		
CONTROL	FUNCTION	COMBO	ACTION	MODE	X	Y			
group A-D	4 groups × 99 patterns × 12 sounds	↑ + grp A	new pattern	sound	volume (AMP)	pitch (PTC)	rec → play 4-beat count-in, then record		
pads 1-12	trigger sounds / number input	↑ + grp B	undo	edit: sound	play mode	pan	rec + play record immediately (no count-in)		
- / +	navigate & adjust values	↑ + grp C	copy bar (×2 = full pattern)	edit: trim	start point	length	rec + -/+ change pattern length (up to 99 bars)		
shift	secondary functions on all buttons	↑ + grp D	paste	edit: supertone	param 1	param 2	rec + pad hold to record fader automation		
fader	group volume (reassignable)	↑ + main	commit scene	edit: envelope	attack	release	STEP SEQUENCER		
knob X	param 1 (context-dependent)	↑ + sound	sound edit	edit: time	stretch mode	tempo/bars	-/+ navigate steps (when stopped)		
knob Y	param 2 (context-dependent)	↑ + sound 2s	save sound edits	edit: midi	channel (1-16)	root note	rec + pad record note to current step		
timing	note interval 1/1-1/32 + swing	↑ + sample	chop mode	tempo	BPM (40-399)	metro volume	era + pad erase note(s) on pad		
sample	enter sampler / record audio	↑ + timing	timing correct	timing	note interval	swing	↑ + pad + -/+ nudge note timing		
sound	browse & assign sounds	↑ + fx	master compressor / output	main	input volume	route thru FX	ERASE		
main	home / scene / pattern view	↑ + eraser	system settings	sampling	input level	threshold	era + pad (hold) erase all notes on pad (TRK)		
fx	effects	↑ + play	play from start	chop	in point	out point	era + grp erase pattern (PTN)		
tempo	BPM (40-399), metronome vol	↑ + fader	reset fader (RES)	loop	loop length	slide position	era + fader erase fader automation (FDR)		
record	arm recording	↑ + -/+	navigate bars in pattern	timing correct	note interval	swing	era + sound permanently delete sample		
play	start / stop	↑ + pad	(step seq) velocity/duration via knobs	step seq (↑+pad)	velocity	duration	COPY / PASTE		
eraser	delete notes / system settings	↑ + knob	fine / slow adjustment					↑ + C ×1 copy current bar	
keys	chromatic keyboard on pads	↑ + pad (sample)	hands-free sampling					↑ + C ×2 copy full pattern	
								↑ + D paste	
								intervals: 1/1 · 1/2 · 1/4 · 1/8 · 1/8T · 1/16 · 1/16T · 1/32 · hold timing + pad = note repeat	

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MODES · SAMPLING · EFFECTS · CONNECTIVITY

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SOUND MODE	
-/+	browse sounds (1-999)
↑ + -/+	jump by 10
hold sound + pad	direct number entry
hold sound + •	supertone sounds (0-9)

SOUND EDIT — ↑ + SOUND	
SUBMODE	KNOBX · KNOBY
sound	play mode · pan
trim	start point · length
supertone	param 1 · param 2
envelope	attack · release
time	stretch mode · target tempo/bars
midi	channel (1-16) · root note
mute grp	assign pads to choke groups
play modes: one-shot · key (poly) · legato · loop (bg sync)	

TEMPO & KEYS	
main + tempo	time signature
sample + tempo	tempo match (auto-detect BPM)
keys + -/+	octave up / down
keys + pad	transpose scale
scales: 12T · maj · min · dor · phr · lyd · mix · loc · ma.p · mi.p	

MAIN MODE & SONG	
SCENE & PATTERN	
main + -/+	switch scenes
main + 1-9	quick select scene
grp + -/+	change pattern for group
grp + 1-9	quick select pattern
↑ + main	commit (duplicate scene)
hold main + 1-9	switch projects (9 max)
song list: hold main + enter · ↑	
+A=append · ↑ +C=cut · ↑ +D=insert · ↑ +/-+=swap	

SAMPLING — SAMPLE	
SOURCE (-/+ TO SWITCH)	
hold pad	record to that pad
↑ + pad	hands-free record
↑ + pad → play	resample pattern length
hold sound + num	select destination slot
CHOP — ↑ + SAMPLe	
auto chop	select group → -/+ slice count
live chop	press pads as sample plays
refine	pad + knob X/Y = in/out points
LOOP — ↑ + TEMPO	
knob X / Y	loop length / slide position
tempo / main	exit immediately / next bar

EFFECTS (FX)	
DELAY	REVERB
X length	X room size
Y feedback	Y colour
DISTORTION	CHORUS
X drive	X mod rate
Y color (filter)	Y feedback
FILTER	COMPRESSOR
X cutoff	X drive
Y resonance	Y speed
PHASER	PUNCH-IN 2.0™
X mod rate	hold fx +pads · pressure-sensitive · combinable
Y feedback	
MASTER — ↑ + FX	
SIDECHAIN	
X: drive · Y: speed X: duck length · Y: shape	
browse: -/+ · live input FX: processes ext. audio through riddim's fx chain	

I/O & CONNECTIVITY	
PORT	TYPE / USE
audio in/out	3.5mm stereo · in: 6.5kΩ · 0-12 dB gain
MIDI in/out	3.5mm TRS-A · opto-coupled · MMA
USB-C	MIDI · firmware · sample transfer
SYNC MODES	
dual 1/8	TIP+RING → 2× Pocket Operators via splitter
1/16	eurorack · EP series compatible
sync24	vintage drum machines (NOT standard MIDI cables)
to PO: riddim out → PO in · sys OUT=8 · PO: SY1	
from PO: PO out → riddim in · sys IN=8 · PO: SY1	

SYSTEM SETTINGS — ↑ + ERASER	
RANGE	SECTION
100-141	MIDI (clock · channel · thru · prog change)
200-212	sync (in/out: 8th / 16th / sync24)
300-340	pad (velocity · scale · key · audition)
400-421	sequencer (metro · scene sync · quick select)
900-937	live mode (disable up to 18 controls)
128 MB · 999 slots · 40-399 BPM · 96 ppqn · 9 projects · 4 × AAA	