TESSERA SHORTCUTS

A + B: hold A, then press or turn B. **Held**: about 0.7 s (the GLO and SCL layers: MENU > HOLD, 0.3 to 0.6 s); ARP, FX, LFO and OCT- on GEN work as soon as they are down. Page buttons act when let go. KNOB 1 to 4 are the four knobs from the left.

GETTING AROUND

HOME	The home page: four tracks, their sounds and knobs
HOME held	The menu (held again: leaves it)
ALGORITHM	Picks the track, on every page (MENU > TRACK KNOB LEFT swaps it with PRESETS)
SELECT	The pages of the section shown, both ways; on HOME and MIXER the tempo
A page button again	That section's next page (from elsewhere most return to the page last used)
OCT- (off HOME)	Back: closes a list, sheet or map, else HOME
OCT+ (off HOME)	Enter: opens the row, slot or note picked; does the action picked
OCT+ held	The page's sheet: the sound's (HOME, EDIT, ENV, LFO, FX), the pattern's (GEN, NOTES, PATTERN; Swing there), the song's (SONG), the pattern's on PATTERNS; a generator's (GEN: QUAD, CONSTL, ATLAS, ANSWER, CHORD), MIDI OUT's, ENTRIES', MODS'; elsewhere NO SHEET
A sheet: **KNOB 1**, **OCT+** / **OCT-**	Picks the row / does it / closes
A dialog: **OCT+** / **OCT-**	Yes / no
Lists (menu, SCL, VOICE): **KNOB 1** / **KNOB 2**	The row / its value
MENU > **GROUND**	What the ink is drawn on: DARK (black, the default) or LIGHT (paper, each ink's light version)
MENU > **LARGE VALUE**	The knob turning, large at the foot: AUTO (pages without a picture), ON, OFF

THE PAGE BUTTONS

SEQ	What plays: GEN, then STEP: NOTES (a DRUM track: NOTES, DRUM HIT). ARP: NOTES, ARP. A generator: PATTERN. All: TEMPO, PATTERNS, SONG
SEQ held	PATTERNS
ARP	How it is shaped. STEP: EVOLVE, TWEAK, TIMING. ARP: ARP 2, TWEAK. A generator: EVOLVE, FORM, TWEAK, TWEAK 2, LENGTH, TIMING, ENERGY
LFO	MODS, MATRIX, LFO, LFO 2, ORGANIC, LFO DEST; on FM6 then FM LFO; on ORACLE then LFO MOD, LFO ROUTE
ENV	ENV, ENV DEST; on FM6 instead EG RATE, EG LVL, PITCH EG, PITCH LV; on ORACLE FILT ENV, AMP ENV
SCL	SCALES, SCL, CHORD
SCALES: **KNOB 1** to **USER**	Your own tunings: Scala files sent from the web editor (Projects > Tunings)
EDIT	The sound's EDIT pages (ORACLE: MACRO, MACRO 2, OSC A, OSC B, OSC MIX, FILTER, POLY MOD, CHARACTER, ...)
EDIT on an EDIT page	The map of the sound's pages: KNOB 1 across, KNOB 2 rows, OCT+ opens, OCT- or EDIT closes
PRESETS on an EDIT page	The next / previous section (FM6: Algo, OP1 to OP6, Pitch, LFO, Ctrl, Store)
FX	The insert and send effects
GLO	MIXER, PERF (MACRO 1 to 4, the project's mod sources), GLOBAL (BUDGET: the shared voices), SYSTEM, MIDI OUT, PIECE (the piece's LENGTH, SHAPE, END), CHAIN (the project's FORM, PHRASE, WANDER), ENTRIES (tracks out and back in), LANDSCAPE (the music as rain on water)
On **MIXER**: **KNOB 1** to **4** / with **OCT-** held	Level / pan of track 1 to 4; the keys mute and solo as with GLO held
SAVE	USER (save the sound), PROJECT, PRESETS

QUICK LAYERS: HOLD GLO OR SCL

GLO held	[GLO] SET over the page
GLO + black keys F#3 G#3 A#3 C#4	Mute / unmute track 1 to 4 (lit: sounding); MENU > MUTES BAR or PHRASE waits for it (blinking)
GLO + white keys F3 G3 A3 B3	Solo track 1 to 4 while the key is held
GLO + C4 / F4	Unmute all / tap the tempo (three taps or more; INT clock)
GLO + E4	FILL, while held (steps set to FILL / !FILL)
GLO + KNOB 1 to 4	Level of track 1 to 4
GLO + PRESETS	Browse the selected track's sounds, on any page (the sound shows large in place of the GLO map)
GLO + PLAY	Restart from the top without stopping
SCL + any key	ROOT: that key's note name (every melodic track while SCL > Key link is LINKED)
SCL + KNOB 1 to 4	ROOT, SCALE, CHRD, VOIC
GLO / **SCL** + OCT-	Puts back what the layer changed since it opened
GLO or **SCL** tapped twice	Locks the layer open; press it again to close

KNOB HOLDS

FX + a knob	Mod shortcut: a cord from the track's LFO to that parameter, the turn sets its amount
FX + SELECT	The mod shortcut's source
LFO + a knob	A momentary change: back as it was when LFO is let go
LFO + a knob, then **OCT+**	Keeps the change ("KEPT")
OCT- / **OCT+** on HOME	Octave down / up; both together: octave 0

STEPS AND NOTES (SEQ > NOTES)

Keys	The cursor step (pressed together: a chord of up to 4); let go: the cursor moves on
A key + SELECT	That note's length
ENV + SELECT or KNOB 1	The cursor's note longer / shorter
SCL + SELECT or KNOB 1	Moves the note (ties, chord and velocity with it)
EDIT tapped	Deletes the note and its ties; the cursor moves on the way KNOB 1 last turned
OCT+	The note's sheet (length, velocity, chance, ratchet x1–x8, nudge ±/16, accumulate ±7, condition 1:2..8:8, FILL...); an empty step: NOTHING THERE
OCT+ + SELECT, KNOB 1 or 2	Selects a run of notes; let go: the Selected notes sheet (move, copy, quantize, delete)
OCT-	Clears the selection
PRESETS	Zooms the notes
OCT+ held	(PATTERN SHEET) The pattern's sheet: Snap to scale, Double, Half, Euclid (hits, turn), Accum limit / mode, Quantize, Clear

THE DRUM GRID (NOTES ON A DRUM TRACK)

White keys	The selected lane's hit on that step, on or off
Black keys F#3 to A#4	Pick lane 1 to 8
C#5 + white key	The hit's accent
D#5 / F#5	Page down / up (patterns over 16 steps)
KNOB 1 to 4	STEP, LANE, HIT, ACC
EDIT	Clears the cursor step
OCT+	The hit's sheet (accent, chance, ratchet, nudge, condition); an empty place: NOTHING THERE

PATTERNS

SEQ + white keys F3 to F4	Pattern 1 to 8 (playing: when the pattern playing ends)
SEQ + a pattern key held + another	Copies the first pattern onto the second
SEQ + SELECT	The next / previous pattern
PATTERNS: KNOB 1 to 4	Track 1 to 4's next pattern
PATTERNS: **OCT-**	Clears the queue (again: HOME)
PATTERNS: **OCT+**	The pattern's sheet: Copy to, Delete pattern
SONG: KNOB 1 to 4	Section (**+** adds one), track, its pattern there, repeats (1 to 16)
SONG: **PLAY** or **OCT+**	Plays the song; STOP brings back the patterns you had
SONG: **OCT+** held	Insert, duplicate, delete section; take jam; clear song

RECORDING AND TRANSPORT

PLAY	Start / stop; on SONG: plays the song. Generators start from the top of their seed
REC	Arms the track; records every pass (overdub) until REC again (playing: from the loop's start)
REC + PLAY	Records now
REC held	Generator track: prints its last bars into STEP. STEP EVOLVE: keeps the changes. STEP: captures what you played
REC held on SONG	Take jam: the patterns played since PLAY become the song
EDIT held, recording on NOTES	Erases as the steps pass
EDIT + **REC** on NOTES	Clear pattern? (OCT+), REC stays on for a new take
OCT- / **OCT+** on NOTES, REC on	Keys octave down / up; both: octave 0
EDIT held	Undo (the last load, capture or print; on NOTES the last edit)
EDIT + OCT- / OCT+	Undo / redo

SAVING AND PROJECTS

SAVE + REC	Saves the project to its slot (stops playback first)
SAVE	USER, its Save sheet ready: OCT+ saves the sound
EDIT on USER or PROJECT	Renames the slot
OCT+ on a PROJECT slot	Load, Save here, Rename, Boot, Erase
GLO > MIDI OUT: **OCT-** held, **KNOB 1** to **4**	Each track's MIDI OUT TRANSPOSE, a semitone a click
GLO > MIDI OUT: **OCT+** held	Its sheet: each track's SOUND (OFF: MIDI only) and DRUM MAP (GM, ROW)
GLO > PIECE, SHAPE USER: **OCT-** held, **KNOB 1** / **2**	Picks one of its eight points / sets its level
GLO > CHAIN: **OCT-** held, **KNOB 1** to **4**	Each place's REPEAT, 1 to 8 phrases
GLO > ENTRIES: **OCT-** held, **KNOB 1** to **4**	Each track's ROLE for ENTRIES: AUTO, BASS, RHYTHM, HARMONY, MELODY, ANCHOR
GLO > ENTRIES: **OCT+** held	Its sheet: each track's ORDER: AUTO (by ROLE), 1ST to 4TH (in in that order, out the other way)
GLO: a black key on a track ENTRIES took out	Brings it back now, left alone until the next section

GENERATORS

GEN: **KNOB 1**	MODE: STEP, ARP or a generator
GEN: **OCT-** held, **KNOB 2** to **4**	The second layer: TURING, EUCLID, MARKOV, MORPH (SOURCE, KEEP, GRAVITY), QUAD (COL, MOVE, EVERY), CHORD (STRUM, DIR, OCT), ATLAS (KICK, SNR, HAT), CONSTL (LOCK, LEN, FILL), ANSWER (SOURCE, ORDER, SHIFT)
GEN: **OCT+** held	The GEN sheet: QUAD's RANGE, CONSTL's SIZE, ATLAS' fourth part, ANSWER's SPACE, CHORD's CHRD, VOIC and BREATH / LEN
EVOLVE: **OCT-** held	**KNOB 1** ROLL ALL; **KNOB 3** PAT GEN; **KNOB 4** GRAVITY (a generator) or HOW: DRIFT, ADORN, SERIAL (a STEP track)
TIMING: **OCT-** held	**KNOB 1** SPLIT, the chance a step plays at half its division; **KNOB 2** HOW: DOUBLE, PUSH, MIX
ATLAS: **OCT-** + a black key	The fourth part's sound (TOM, CLAP, OPEN HAT, RIM, BELL)
CHORD, PROG USER: **OCT-** + keys	One chord a key, its root the key's note
AWAKE: a white key	Picks that step: KNOB 1 its A, KNOB 2 its B; the key again lets it go
EVOLVE: **KNOB 4** (ROLL)	A new seed a click; turn back for the last one
GEN, TWEAK: **OCT-** held, **KNOB 1**	RANDOM: new values for the page's knobs; turn back to put them back
FORM: **KNOB 3** (CLEAR)	Forgets B and C
FORM: **OCT-** held, **KNOB 1**	DEVELOP: each return of a section varies a little (0: exact)
FORM: **OCT-** held, **KNOB 2** / **3**	The CHAIN: FOLLOW or OWN; SKIP, the chance it lags a phrase
FORM: **OCT-** held, **KNOB 4**	ROLE: this track's part for ENTRIES
TWEAK: **OCT-** held, **KNOB 2** / **3**	FOLLOW's HOW (SAME, CHORD, CONTRA, BASS, CANON1 to 8); RHYTHM (OWN, SOURCE, BOTH)
TWEAK: **OCT-** held, **KNOB 4**	FOLLOW's HOLD (shown as T3H2 on FOLLOW)
MODS: **OCT+**	The picked mod: +- (both ways) / + (one way) / GATE
MODS: **OCT-** held, **KNOB 4** / **KNOB 3**	A GATE's threshold / a CC mod's CC number
MODS: **OCT+** held	MODS' sheet: each MIX bus's Mode (SUM, MAX, MIN, DIFF) and Lag
MATRIX: **OCT+**	Opens the picked mod in MODS

MIDI LEARN

MENU > MIDI LEARN: **KNOB 2** right or **OCT+**	Learning on (the header says so)
Learning: a knob, then a CC from your controller	That CC sets the knob's parameter; again for more
Learning: **OCT-**	Ends it
MENU > MIDI LEARN: **KNOB 2** left, then **OCT+**	Forgets every learned CC (OCT-: keeps them)

POWER-ON AND UPDATE

Any button or key at power-on	Skips the boot mark
OCT- alone while switching on	The update loader (three key-light flashes), to reinstall from the web installer
OCT- + **OCT+** while switching on	HARDWARE CALIBRATION: teach each button and knob
OCT- + **OCT+** held 5 s	Update mode (UBOOT); a countdown from 2 s, let go to cancel