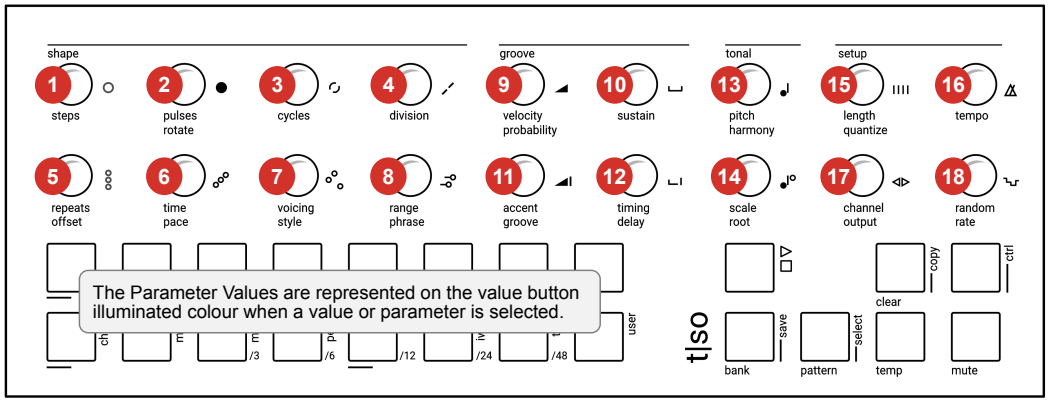
Torso T-1

Quick Reference Guide



Shape

Used to build and layer rhythmic patterns, create movement and adjust voicing.

1 Steps
Euclidean pattern generator - number of steps. Number of steps determine length of a cycle.

2 Pulses / Rotate
Euclidean pattern generator - number of note pulses. Secondary function rotates all notes. Notes can also be placed manually to the step sequencer.

3 Cycles
Sets the parameter automation per cycle. A cycle contains a setting for each of T-1 parameters.

4 Division
Clock divider for the time interval value of each step of the pattern.

5 Repeats / Offset
Number of note repeats added after each pulse. Secondary function applies velocity ramp for repeats.

6 Time / Pace
Adjusts time interval of the note repeats. Secondary function adjusts repeat acceleration / deceleration in a 'bouncing ball' style effect.

7 Voicing / Style
Adjusts the pitch order of inserted notes, similar to an arpeggiator. Secondary option for the voicing style.

8 Range / Phrase
Modulates pitch of notes using the LFO or cadence shapes. Secondary function selects modulation shape.

Groove

Applies timing and rhythmic feel

9 Velocity / Probability
Base velocity of notes. Secondary function adjusts the note filter based on a chance.

10 Sustain
Note length adjustment.

11 Accent / Groove
Adds amount of velocity variation to notes. Secondary option selects the velocity groove character.

12 Timing / Delay
Microtiming operates like a classical swing function. Asymmetrical stretch across the beat grid. Secondary function introduces a +/- track 'delay' offset.

Tonal

Pitch and scales

13 Pitch / Harmony
Chooses pitches in a keyboard style application and transposition of notes. Secondary function for harmonic transposition.

14 Scale / Root
Scale of the track. Secondary function sets the root note.

Setup

General MIDI and track configuration

15 Length / Quantize
Adjusts the step length of the active track, set to infinite by default. Secondary function for quantization of current pattern with respect to transport.

16 Tempo
Project tempo from 24bpm - 280bpm, default 120bpm.

17 Channel / Output
MIDI Channel between 1-16. Secondary function sets the routing of transmitted notes to other tracks

18 Random / Rate
Randomization by turning other parameter knobs when Random held. Turn Random for amount. Secondary option for length and division of modulation curve.

Overview

Bank

Banks are used to organise patterns and are the highest level of order in the T-1 structure. T-1 has a total of 16 Banks which operate like folders, each bank storing up to 16 patterns.

Patterns & Tracks

Patterns control sequencing and contain a set of steps. Tracks control the musical part and the final output. Tracks can be set to control note information, MIDI CC - Control Change messages and FX for incoming MIDI. Patterns can be changed or chained in series to create a full song arrangement. Each Pattern hosts 16 tracks.

Steps

Steps are assembled into a pattern to trigger a note or event in the sequence.

Cycles

Cycles is the name given to a feature that groups combinations of parameter settings that are applied on each loop of the track sequence. This allows each Euclidean cycle to have a unique set of automated parameter values applied when each cycle of the sequence is active. Each track holds 16 cycles.

User Interface

Knobs - 18 Rotary / Press Knobs

Every knob holds a function for shaping the composition of the active track. When a knob is pressed down, the 16 [VALUE] buttons show the value of the current knob, which is changed by either turning the knob itself or pressing the buttons. Every knob can be double-tapped for hold and the BANK button can be used to exit to the default view.

Indicates turning a rotary knob

Press / Hold a rotary knob

Double Tap a rotary knob

Buttons - 16 x Value Pad Buttons

The 16 buttons named [VBx] have multiple purposes. By default, The Value buttons represent 16 tracks [VB1] - [VB16] and in this view, the buttons are for selecting the active track. The active track(s) is lit in ORANGE and indicates that editing on the knobs is available. The 16 tracks can also represent Patterns, Banks, or Mute stages if you press and hold either [PATTERN], [BANK] or [MUTE] button.

Indicates a [VALUE] Button

Buttons - 7 x General Pad Buttons

The seven buttons in the lower right are used for editing, transport functions, and performing on-the-fly variations suitable for live performances. Holding [CTRL] Button gives access to the secondary functions labeled on the front panel.

ctrl
General function pad

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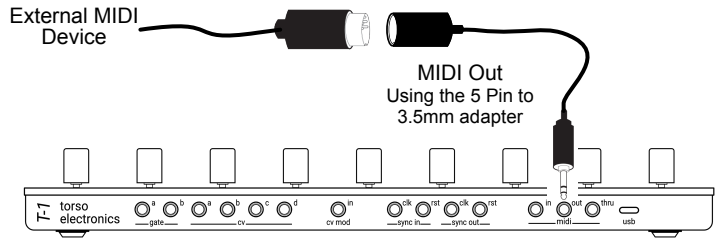
MIDI Gear Setup

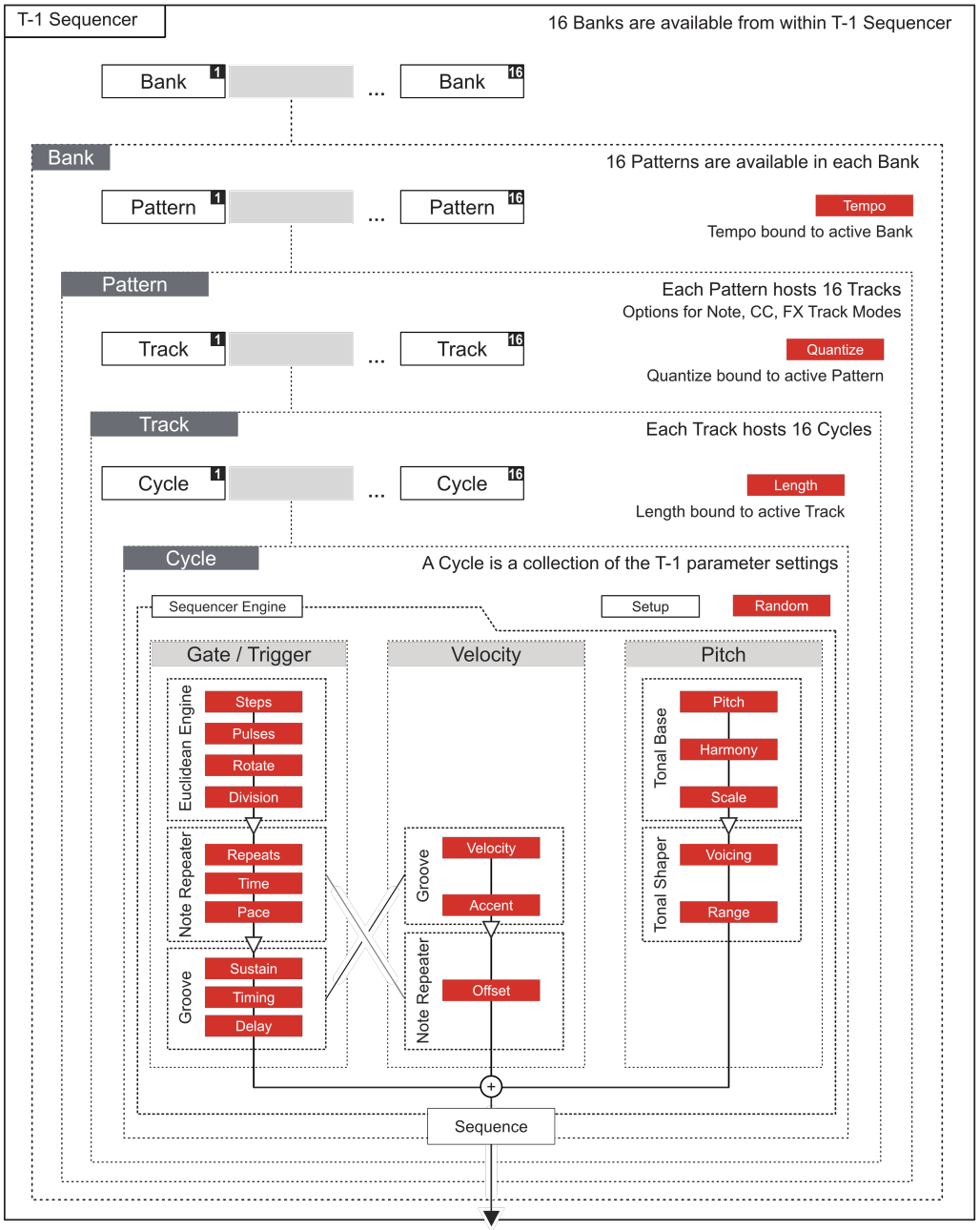


Turn (CHANNEL) to assign a MIDI Channel to the selected Track

MIDI can be connected via the USB connection but this must also deliver power to the T-1

For configuration of CV, Gate, Sync Input and Outputs a Torso App is available for T-1.

Architecture



General Function Buttons

Ctrl Button

ctrl

Use together with other buttons to access the secondary function.

Example: [CTRL] + [SAVE] on Bank Button

Play / Stop Button

Stop and Start playback of the sequencer transport.

1. Press [PLAY] button to play or stop the pattern. The button will flash white every quarter note when playing. Button is orange if a Link session is connected and synchronised.
2. Press [CTRL] + [PLAY] excludes MIDI devices, Link send and analog reset commands.
3. Hold [CLEAR] + [PLAY] to kill any stuck MIDI notes.

Bank / Save Button

bank save

Select 1 of 16 banks. Various Save actions with secondary option.

1. Hold [BANK] + [VBx] to select 1 of 16 available banks. Active bank is white.
2. Hold [CTRL] + [BANK] + [VBx] to save the bank to a slot.

Bank also has a special backup function. Press to [BANK] return to T-1 'Home' page.

Pattern / Select Button

pattern select

Select 1 of 16 Patterns from within the current bank.

1. Hold [PATTERN] + [VBx].
2. Hold [CTRL] + [SELECT] + [VBx] to select pattern without playing.

Clear / Copy Button

clear copy

Copy to / Paste from clipboard using Copy/Clear. Clear clipboard.

1. Example: Copy Pattern to clipboard. Hold [CTRL] + [COPY] + Tap the [VBx] for source pattern.
2. Example: Paste Parameter from clipboard. Hold [CLEAR] + [VBx] for destination pattern.
3. Press [CLEAR] to clear clipboard.

Mute Performance Button

mute

Mutes one or more tracks.

1. Hold [MUTE] + [VBx], then release to silence the selected tracks.
2. Hold [CTRL] + [MUTE] + [VBx] to silence the selected tracks instantly.

Temp Performance Button

temp

Temporarily applies parameter changes for note and CC tracks.

1. Select tracks to edit [VBx]
2. Hold [TEMP] + Turn (Knob) to temporarily change track parameter.
3. Hold [TEMP] + [PATTERN] + Turn (Knob) to make relative parameter changes to all tracks.
4. Release [Temp] to restore values.

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General

Play / Stop	[PLAY]	
Play / Stop no MIDI out	[CTRL] + [PLAY]	
Secondary function	[CTRL] +	
Home 'Track' view	[BANK] to Backup	

Bank

View Bank	[BANK] hold	
Select Bank	[BANK] + [VBx]	
Save Bank	[CTRL] + [BANK]	
Clear Bank	[CLEAR] + [BANK] + [VBx]	

Patterns

View Patterns	Hold [PATTERN]	
Select Patterns	[PATTERN] + [VBx]	
Chain Patterns	Hold [VBx] + [VBx] + etc	
Clear Patterns	Hold [CLEAR] + [PATTERN] + [VBx]	

Steps

View Steps	Hold (STEPS)	
Set Step Count	Hold (STEPS) + [VBx]	
Set Step Count	Turn (STEPS)	
Increase Steps up to 64	[CTRL] + (STEPS)	
Increase Steps up to 64	[CTRL] + [*Button*]	

☐ 1-16 Bank ☐ 17-32 Pattern ☐ 33-48 Temp ☐ 49-64 Mute

Division

View Division	Hold (DIVISION)	
Adjust Division	Turn (DIVISION)	
Adjust Division	Hold (DIVISION) + [VBx]	
Set Free Division	[CTRL] + (DIVISION)	

Velocity

Base Velocity	Turn (VELOCITY)	

Tracks

Track Mode	[CTRL] + [VBx]	

Note Track CC Track FX Track

Pulse View	Double Tap [VBx] on Note Track	
Seq View	Double Tap [VBx] on CC Track	
Keyboard View	Double Tap [VBx] on FX Track	
Track View	[BANK] hold	
Select Track	[VBx]	
Select Tracks	[VBx] + [VBx] + etc	
Mute Track	[MUTE] + [VBx] mute on release	
Instant Mute	[CTRL] + [MUTE] + [VBx]	
Route Tracks	[CTRL] + Press [CHANNEL] + [VBx]	

Pulses

View Pulses	Hold (PULSES)	
Set Pulses	Turn (PULSES) for euclidean pulses	
Set Pulses	[VBx] add manual pulse	
Step Edit	[CTRL] + [VBx] step edit mode	
Step Editing	[VBx] + Turn (*Parameter*) to step edit	
Exit Step Edit	[BANK]	
Rotate Pulses	Turn (ROTATE)	
Pulse Length	Turn (SUSTAIN)	

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Length

Reduce Set Length	Turn (LENGTH)	
Random Start	[CLEAR]	
Random Start / Length	[CLEAR] + Turn (LENGTH)	

Note Timing

Swing	Turn (TIMING)	
Delay	[CTRL] + Turn (DELAY)	

Repeats

Add Repeats	Turn (REPEATS)	
Choke on new note	Hold (REPEATS) + [VB8]	
Tail - overlay notes	Hold (REPEATS) + [VB16]	
Repeat Division Time	Turn (TIME)	
Velocity Ramp	[CTRL] + Turn (OFFSET)	
Pace Acceleration	[CTRL] + Turn (PACE)	

Cycles

Select Cycle to Edit	Press [VBx]	
Adjust Number of Cycles	Turn (CYCLES)	
Clear Cycle	[CLEAR] + [VBx]	
Exit Cycles Edit Mode	Press [BANK]	

Probability

Chance of notes opted out	[CTRL] + Turn (PROBABILITY)	

Channel

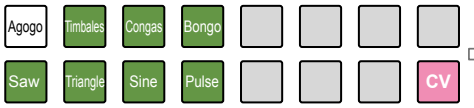
Select Channels	Hold (CHANNEL) + [VBx]	

Use [CTRL] + (CHANNEL] to route MIDI to tracks.

Accent

Accent Amount	Turn (ACCENT)	
Groove	Hold (GROOVE) + [VBx]	
Groove Profile	[CTRL] + Turn (GROOVE)	

Groove Profile Template



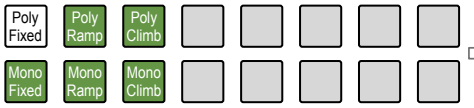
Accent

Amount of Velocity profile applied

Pitch

Insert Notes	Hold (PITCH) + [VBx] Using Keyboard	
Transpose	Turn (PITCH)	
Scale	Hold (SCALE) + [VBx]	
Root Note	[CTRL] + Turn (ROOT)	
Harmony	Turn (HARMONY)	
Voicing Amt	Turn (VOICING)	
Style Template	[CTRL] + Hold (STYLE) + [VBx]	

Style Profile Template

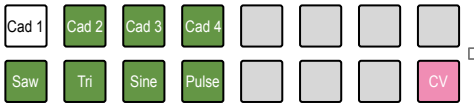


Voicing

Amount of style profile applied

Range	Turn (RANGE)	
Phrase	[CTRL] + Hold (PHRASE) + [VBx]	

Phrase Profile Template



Range

Note range applied

Temp

Temporary 'On-The-Fly' Edits	[TEMP] + Turn (*Parameter*)	

Edits are reset when Temp is released

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Random

Randomization Hold (RANDOM) + Turn (*Parameter*)

Variance Turn (RANDOM) turn

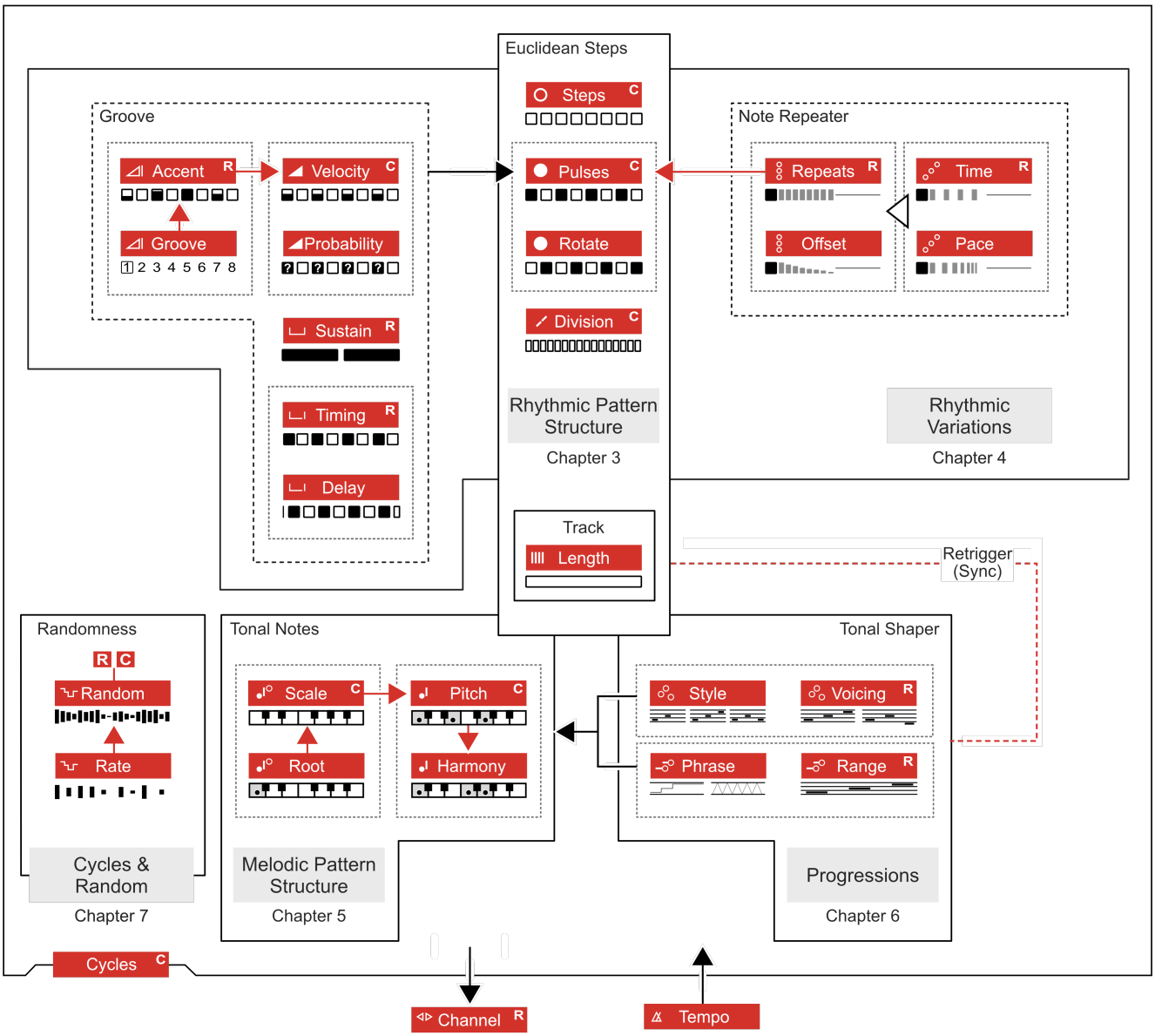
Slew [CTRL] + Hold (RANDOM) + (*Parameter*)

Phase Shift Early Hold (RANDOM) + Hold (*Parameter*) + [VB8]

Phase Shift Late Hold (RANDOM) + Hold (*Parameter*) + [VB16]

Functional Interactions

Chapters refer to official manual



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