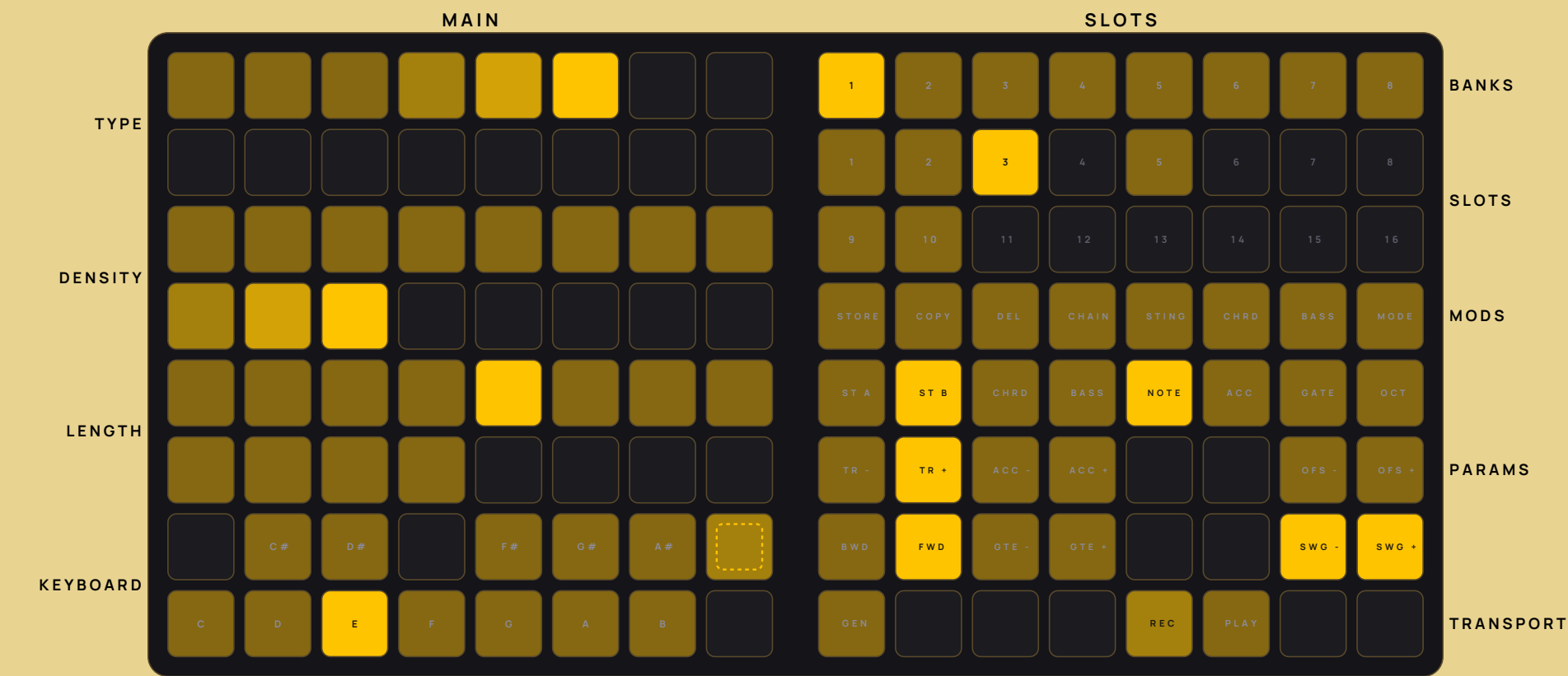




S T I N G

MONOME GRID 128 / 256 · R E F E R E N C E

LAYOUT



256 · 16 x 8 REGION · REST DARK

■ OFF ■ BACKGROUND ■ GRADIENT ■ MAX · SELECTED ■ BLINKS

MAIN

TYPE

SET 1-16

DENSITY

SET 1-16

LENGTH

SET HOLD-EDIT

KEYBOARD

SET ROOT

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
	C #	D #		F #	G #	A #	1 MOD
C	D	E	F	G	A	B	2

1

HOLD · BEAT DIV, AND WEIGHT + HARM IN CP

2

NOT USED ON 128 / 256

OFF

BACKGROUND

GRADIENT

MAX · SELECTED

BLINKS

MODIFIER HELD

WEIGHT

COUNTERPOINT ONLY

HARM

COUNTERPOINT ONLY

BEAT DIV

SET 1...1/64

KEYBOARD

STILL PLAYS NOTES

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
	C #	D #		F #	G #	A #	1 MOD
C	D	E	F	G	A	B	

① HOLD · MOMENTARY

WHAT CHANGES

· NO COUNTERPOINT

ONLY THE BEAT DIV BAND

· IN COUNTERPOINT

WEIGHT AND HARM BANDS TOO

■ OFF

■ BACKGROUND

■ GRADIENT

■ MAX · SELECTED

■ BLINKS

□ HELD PAD

STEP EDIT

VELOCITY

LOW MID HI

GATE

SHORT MID LONG

OCTAVE

-1 0 +1 +2

CP VOICE

COUNTERPOINT ONLY

STEPS

HELD STEP

STEP NOTE

CHANGE NOTE

LOW	MID	HI					
SHRT	MID	LONG					
-1	0	+1	+2				
					STING	CHRD	BASS
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
	C #	D #		F #	G #	A #	
C	D	E	F	G	A	B	

HOLD A STEP IN THE STEPS ROWS TO OPEN THIS PAGE · MOMENTARY

OFF
BACKGROUND
GRADIENT
MAX · SELECTED
BLINKS
EDITED STEP

SLOTS

BANKS

PICK BANK

SLOTS

LOAD SLOT

MODIFIERS

HOLD TO USE

PARAMETERS

PAIRS OF PADS

TRANSPORT

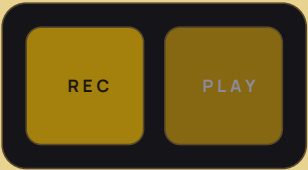
1	2	3	4	5	6	7	8
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
1 STORE	COPY	DEL	CHAIN	2 STING	CHRD	BASS	3 MODE
4 ST A	ST B	CHRD	BASS	5 NOTE	ACC	GATE	OCT
6 TR -	TR +	ACC -	ACC +			7 OFS -	OFS +
8 BWD	FWD	9 GTE -	GTE +			10 SWG -	SWG +
11 GEN				12 REC	PLAY		

- 1 HOLD + PRESS SLOT · STORE, COPY, DELETE, CHAIN
- 2 CP VOICE RANDOM TOGGLE
- 3 NEXT MODE
- 4 MUTE CP VOICE · LIT = MUTED
- 5 RE-ROLL EVERY CYCLE
- 6 TRANSPOSE, ACCENT · PRESS BOTH · RESET
- 7 OFFSET · PRESS BOTH · RESET
- 8 DIRECTION · PRESS BOTH · PENDULUM
- 9 GATE · PRESS BOTH · RESET
- 10 SWING · PRESS BOTH · RESET
- 11 GENERATE PATTERN
- 12 RECORDER

OFF
BACKGROUND
GRADIENT
MAX · SELECTED
BLINKS

RECORDER

PADS
SLOTS PAGE



PRESS · NEXT STATE
WHILE THE HOST IS PLAYING
HOLD · ERASE THE RECORDING
ALSO WORKS WHILE STOPPED

STATES	STATE	REC LED	PLAY LED	WHAT HAPPENS NEXT
	EMPTY	STEADY	DIM	PRESS REC TO ARM RECORDING
	ARMED RECORD	FAST BLINK	DIM	RECORDING STARTS ON THE NEXT BAR
	RECORDING	1/4-NOTE BLINK	DIM	PRESS REC TO ARM THE STOP
	ARMED STOP	FAST BLINK	FAST BLINK	RECORDING STOPS ON THE NEXT BAR
	STOPPED	STEADY	STEADY MAX	PRESS PLAY TO ARM PLAYBACK
	ARMED PLAY	DIM	FAST BLINK	PLAYBACK STARTS ON THE NEXT BAR
	PLAYING	STEADY	1/4-NOTE BLINK	PRESS REC TO ARM THE STOP