



MODOR DIGITAL POLYPHONIC SYNTHS

# DR-2 Key & Knob Combos

SHIFT + PITCH  
SHIFT + X  
SHIFT + Y  
SHIFT + Z  
SHIFT + T  
SHIFT + Amp DECAY / SHIFT + DEF knob  
SHIFT + Amp CURVE  
SHIFT + SLIDER  
SHIFT + PITCH DECAY  
SHIFT + PITCH CURVE  
SHIFT + PITCH AMOUNT

Finetune (on BD models)  
Distortion  
Tilt Filter  
Compressor Treshold  
Compressor Attack Time  
Compressor Attack Time  
Set Click Volume  
Channel Gain  
Parametric EQ Frequency  
Parametric EQ Gain  
Parametric EQ Q

DEF + Slider  
DEF + DEF Knob  
DEF + A...F

Compressor Treshold  
Compressor Attack Time  
Set Compressor Sidechain Source

REV (+16/32) + 1...16  
BREAK (+16/32) + 1...16  
FLAM (+16/32) + 1...16  
SHIFT+FLAM (+16/32) + 1...16

Toggle Note Reverse  
Toggle Note Break  
Toggle Flam  
Toggle Tuplet

16/32 + 1...16

Toggle 32nd Notes

PATTERN (+ 1-16/.../49-64) + 1...16  
DRUMSET (+ 1-16/.../49-64) + 1...16  
SONG (+ 1-16/.../49-64) + 1...16  
PATTERN/DRUMSET + REC  
PATTERN/DRUMSET + PLAY

Load Pattern  
Load Drumset  
Load Song  
Quick Save Active Pattern/Drumset  
Quick Reload Active Pattern/Drumset

VELOCITY + Slider  
VELOCITY + Knob  
RANDOM + Knob  
DEF + Knob  
β + Knob  
Double-click VELOCITY / NO + VELOCITY  
Double-click RANDOM / NO + RANDOM  
Double-click DEF / NO + DEF

Set Velocity (Acc) Sensitivity  
Set Velocity (Acc) 2nd Parameter & Amt  
Set Random Parameter & Amount  
Set Def Parameter & Amount  
Set β Parameter & Value  
Remove Velocity 2nd Parameter & Amt  
Remove Random Parameter & Amount  
Remove Def Parameter & Amount

α/β + SELECT/BPM  
α/β + SWING/VALUE  
A...F + α/β

Set α/β Polyrhythm Ratio Numerator  
Set α/β Polyrhythm Ratio Denominator  
Assign α/β Polyrhythm to instrument

SHIFT + 1...16  
SHIFT + 1-16/.../49-64  
A...F + 1...16

Set Pattern Length  
Set Number Of Pattern Bars  
Set Instrument Polymer

SHIFT+REV + SELECT/BPM  
SHIFT+REV + SWING/VALUE  
SHIFT+REV + AMOUNT  
SHIFT+REV + YES/(MENU)

Set Euclidean Number of Steps  
Set Euclidean Number of Drum Hits  
Set Euclidean Rotation  
Generate Euclidean Rhythm

SHIFT + A...F  
RAND+ A...F  
NO/(EXIT) + A...F

Mute/Unmute Instrument Track  
Random Pattern Track  
Delete Pattern Track

A...F + REC  
A...F + PLAY  
1-16/.../49-64 + REC  
1-16/.../49-64 + PLAY

Copy Instrument  
Paste Instrument  
Copy Pattern Bar  
Paste Pattern Bar

16/32 + SWING/VALUE  
FLAM + SWING/VALUE  
REV + SWING/VALUE

Set 32nd Note Swing  
Set Flam Time  
Set Reverse Delay Time

SHIFT + FLAM + Y  
SHIFT + FLAM + Z  
SHIFT + FLAM + T

Set Tuplet Velocity Balance  
Set Tuplet Retrig Number  
Set Tuplet Retrig Time

DRUMSET + Knob  
DRUMSET + VELOCITY/RAND/DEF/β

Inspect Parameter  
Inspect Parameter Modulation

1...16 (+16/32) + Knob  
1...16 (+16/32) + NO/(EXIT)

Add Parameter Lock  
Remove Parameter Lock

RANDOM + SELECT/BPM  
RANDOM + α/β/ACC

Set Instrument Random Probability  
Set α/β/ACC Random Type

MODEL + SELECT/BPM

Scroll Synthesis Models



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# DR-2 model parameters

	X	Y	Z	T
DRIVE BD NOISE BD SQUARE BD STRING BD RUMBLE BD	Bandpass Filter Freq Noise Filter Freq Lowpass Filter Freq Wave Asymmetry Rumble Gate Time	Bandpass Filter Reso Noise Mix Notch Filter Freq String Mix Filter Cutoff	Drive Gain Wave Clipping Drive Lowpass Env Amount Wave Clipping Drive Drive Gain	Dry/Wet Mix Noise Env Decay Lowpass Env Decay String Randomize Dry/Wet Mix
BASIC SN MARCHING SN ANALOG SN ELECTRO SN	Snare Noise Volume Middle Noise Volume Snare Noise Volume Osc/Noise Balance	Harm FM Intensity High Noise Volume Snare Noise Env Decay Snare Noise Env Decay	Harmonics Spectrum Middle Noise Freq 2nd Osc Pitch Osc 1/2 Balance	Harm/Noise Env Dec Noise Env Decay 2nd Osc Decay Init Pulse Width
HIHAT RIDE CYMBAL CRASH CYMBAL FILTER HIHAT	White Noise Volume Main Filter Freq White/Cymbal Noise Filter Slope	- Main Filter Bandwidth - Filter Bandwidth	Cymbal Spectrum Cymbal Spectrum Cymbal Spectrum Cymbal Spectrum	- Hipass Filter Decay Init Filter Decay Cymbal/Pink Noise
CLAPS FILTER CLAPS	Drive Gain Hipass Filter Slope	PitchFilter Resonance Lowpass Filter Slope	Retrigger Number Retrigger Number	Retrigger Time Retrigger Time
ANALOG TOM TENORDRUM	Noise Volume Noise Volume	Noise Filter Freq Notch Filter Freq	Wave Clipping Drive Tenordrum Spectrum	3rd Osc/Noise Decay Harmonics Decay
RIMSHOT RATTLE COWBELL BOTTLE	Drive Gain 1st Filter Frequency Filter Cutoff -	Hipass Filter Cutoff 2nd Filter Frequency Filter Env amount 2nd Osc Group Decay	2nd/3rd Osc Pitch Rattle Env Curve Cowbell Spectrum Bottle Spectrum	2nd/3rd Osc Decay Rattle Retrigger Number Noise Click Decay Noise Click Decay