FURROW Quick Guide

1. Set your sample library. SAMPLE EDITOR page → LIBRARY → + FOLDER. Pick your drive on the left, open the folder where you keep your samples and press SET AS MY LIBRARY. FURROW sorts every file by itself and fills the lanes from it.

2. Pick a style, press GENERATE. Don't like a lane? Dice its pattern, dice its sound, or open its EDIT drop-down (GRID, DRIFT, SCATTER, THIN, HUMAN, PITCH, LEVEL). Like a lane? Lock it and keep generating around it.

3. Make it breathe. Turn ENERGY down for an intro, up for the peak. Automate it across your track.

4. Make it yours. Click to add or remove hits, drag up / down for velocity, Command-drag (Ctrl on Windows) to move a hit, Shift+Option-drag (Shift+Alt) to nudge it. Press REGROOVE to snap it tight to the groove.

5. Choke. Select a lane and press C, then click the lanes it should cut off (closed hat cuts open hat by default). Option-click (Alt-click) a hit so only that hit chokes.

6. Steal a feel. Drop any loop or track on the GROOVE panel. Turn up TIMING and ACCENT, or press BUILD FROM IT.

7. Move it. Drag a chip at the bottom (ENV, LFO, M1-M4, VELO, WHEEL, PRESS, KEY, RANDOM) onto any knob to modulate it. Click a chip to open it and light up everything it moves. Right-click any control to map it to your MIDI controller. MACROS: drag M1 onto several knobs, then turn MACRO 1 (right column) to move them all at once. TARGETS shows and edits what each macro moves; MATRIX lists every routing.

8. Surprise yourself. RANDOMIZE rolls a new sound for the groove (the pattern and samples stay); < > step back and forward through your rolls. Right-click a module's header (LANES, FILTER, an effect) to lock it from RANDOMIZE.

9. Get it out. Drag FULL LOOP / ALL MIDI, or any lane's MIDI / WAV, onto a track in your DAW. Or turn on OWN OUT for a lane to give it its own output.

10. Nothing is lost. Undo / Redo sit at the top of every right-click menu. Every groove goes to the ARCHIVE (full loop, stems, breakdowns, MIDI).

Turn on HELP and rest on any control for a tip; the bar at the bottom explains it too.