TENFOLD v0.2 — Quick Guide

Sequoia Synthesizers Co · Sample Stack Synthesizer

Stack up to **10 of your own samples** on every note, run them through modeled analog filters, granulate each one, give them PATINA, and move everything with a big mod matrix. **Hover over anything** — the bar at the bottom tells you what it does.

SYNTH page

- **Layer cards 1–10** — drop audio files on a card (several at once fill the next cards). Click the light to turn a layer on/off, the small dial is its volume, **right-click** to load / remove / auto-tune.
- **LOAD** opens TENFOLD's file browser: **↑ ↓ plays each file** as you move, → or ENTER opens a folder, ← goes back, ENTER or double-click loads, SPACE plays it again, ESC cancels. External drives are under DRIVES; ADD TO MY FOLDERS keeps a folder handy. It remembers where you were.
- **Sample window** — drag START / END and the blue LOOP markers. CROP / REVERT. The info line shows the pitch TENFOLD heard.
- **SPEED** (above the waveform) — plays through the sample faster or slower **without changing pitch** (1/32 to 4x).
- **HEAR: THIS LAYER / ALL** — listen to just the sample you're editing, or the whole stack.
- **AUTO TUNE** — sets ROOT KEY + FINE from the sample's detected pitch.
- **Layer filter** — every layer can have its own filter too.
- **GRANULAR** (per layer) — turns the sample into a cloud of grains. The display shows the grain playhead, the SPRAY zone and every grain live.
- SIZE, DENSITY, SPRAY (100% = anywhere in the sample), PITCH (snaps to the scale), RANDOM pitch
- FREEZE holds the playhead at START — drag START or put an LFO on it to scrub
- MORE: grain SHAPE (Smooth/Soft/Hard/Pluck/Swell), REVERSE chance, stereo WIDTH
- **Filters A & B** — SEM 12, OB-X 24, ARP 4072, Moog Ladder. Serial or parallel.
- **PATINA** — makes any sample sound analog: DRIFT, VARIANCE, AGE (SP-12 / S950 / E-mu II / CMI converters), VCA, TAPE, WOBBLE, NOISE.
- **SCALE** — QUANTIZE snaps what you play (and the arp) to a key and scale.

Modulation

The **chip row above the keyboard**: ENV 1–3, LFO 1–3, M1–M4, VELO, WHEEL, PRESS, KEY and RANDOM. Each chip shows what it is doing right now. **Drag a chip onto any knob** to modulate it, drag the coloured arc to set how much, **right-click a knob** for *Modulate with >* (every source, including BEND and V-MAP). **Click a chip** to open its card above the keyboard and light up every control it moves (the page tabs show how many: "FX • 2"). - **ENV card** — tabs for ENV 1–6, the drag

chip under them, the shape (drag the lettered dots), five A H D S R faders, CURVE and EXP/LOG. ENV 1 is the volume and has VELO (how much velocity changes it). - **LFO card** — tabs for LFO 1–6, SHAPE, SYNC, MODE, then **MORPH**: pick a bend (BEND, SKEW, MIRROR, SYNC, FOLD, STEPS, SPIKE, RIPPLE, MUTATE) and how much; **RANDOM** rolls a new bend. RATE (or the note length when synced), SMOOTH, RISE, PHASE, DELAY. The display always shows two full cycles. - **MOD page** — PERFORMANCE MACROS: 8 macro dials, each with its TARGETS card (click it: *Route MACRO n to >*; drag a line to set its amount, double-click = +50%, right-click = Invert / Remove). Below, the matrix: every routing in two columns with SOURCE, DESTINATION, AMOUNT, LIVE and ×; … per row for ON, AUX, CURVE and POLARITY. "n / 32 IN USE".

MIDI MAP (any controller moves any control)

Click **MIDI** in the header. Pick a SOURCE (MOD WHEEL, AFTERTOUCH, BREATH, FOOT, EXPRESSION, SUSTAIN, CC 71/74, GENERAL 1-4, or LEARN... and move a knob on your keyboard), then **+ ADD** what it should move - or choose **CUSTOM...** and simply click the knob or fader you want, on any page. Each destination has its own DEPTH (negative inverts). Quicker still: **right-click any knob > Map to MIDI**. Mapped knobs show a small MW / CC74 tag. Maps are saved with your song and work with the window closed.

MIX · FX · ARP

- **MIX** — faders, pan, solo and routing for all 10 layers.
- **FX** — 8 stackable slots: Drive, Juno chorus, Phaser, Flanger, Delay, Reverb, Compressor, Vintage Comp, EQ, LoFi.
- **ARP** — modes, rate, octaves, per-step lanes (velocity, gate, pitch, glide, pan). In a DAW it runs while the transport plays (or free with LATCH). Build your own scales: click notes, SAVE to a USER slot.

RANDOMIZE · UNDO · HELP

- **< RANDOMIZE >** rolls a whole new sound from your loaded samples (it never swaps them). < BACK / > FORWARD step through your rolls; right-click for MILD, MEDIUM or WILD and to lock modules. Or **right-click a module's name** (FILTER A, PATINA, LAYERS, GRAIN SHAPE, the ENV/LFO card, EFFECTS, VOICE, MODULATION MATRIX): *Lock from RANDOMIZE*. A LOCKED tag shows while it is locked.
- **Undo / Redo** — Command+Z and Shift+Command+Z on a Mac, Ctrl+Z and Ctrl+Shift+Z (or Ctrl+Y) on Windows, or the top of any right-click menu. Up to 100 steps, one per move: knobs, routings, MIDI MAP, samples and RANDOMIZE.
- **HELP** — with it on, rest the mouse on any control and a tip pops up. Close a tip with its x once you know that control; right-click the control to bring it back, or right-click HELP to bring them all back. The ENV and LFO cards show a short tip the first times they open, until you close it.

Presets

100 factory sounds in 10 categories (they keep your samples and reshape the sound). SAVE / LOAD your own.