


# MB SEQ functions - quick reference

Detailed info for options and functions is available at

[http://www.ucapps.de/midibox\\_seq\\_manual\\_m.html](http://www.ucapps.de/midibox_seq_manual_m.html)

Print-friendly (on two A4 sheets) xls version available here [mbseq\\_prn\\_.zip](#)

#	Function	Description / Options												
<b>Dedicated button functions (these can vary depending on panel design and MBSEQ_HW.V4 file)</b>														
1	<b>Pattern</b> 1,2,3,4	Select pattern/track group - G1, G2, G3, G4												
2	<b>Track</b> 1,2,3,4	Select track within track group - T1, T2, T3, T4. 16 tracks are available in total												
3	<b>Trigger layer</b> A,B,C	Select trigger layer A or B or C. Holding C opens trigger layer selection menu and allows to select others <html>	Gate	Acc	Roll	Glide	Skip	R.G(random gate)	R.V(random value)	No FX	</html>			
4	<b>Parameter layer</b> A,B,C	Select parameter layer A and B. C switches between C & D or with <i>Press&amp;Hold</i> open parameter layer selection menu and to select others. Four parameter layers available by default, but CC, Pitch, Prob, Delay can be added via <a href="#">trigger selection menu (?)</a> 	Note	Vel	Length	Roll	</html>							
5	<b>Step View</b>	View and select steps if more than 16 are used <html>	1..16	17..32	...etc</html>									
6	<b>Pattern</b>	Select/load pattern/track group G1, G2, G3, G4 from SD memory location												
7	<b>Song</b>	Select song parameters <html>	Song #	Position	Action{Stop; x1...x16; Jump Pos; Jump Song; Mixer; Tempo; Mutes}	Select patterns: G1,G2,G3,G4	</html>							
8	<b>Edit</b>	Enter edit mode to edit parameter layer step values and set trigger layer steps												
9	<b>Mute</b>	Quickly mute/unmute tracks 1...16												
10	<b>Solo</b>	Solo current track												
11	<b>←/→</b> (Left/Right)	Move cursor position. Left has limited usage												
12	<b>+/-</b> (Inc/Dec)	Same as <i>Jog Dial</i> encoder - increases/decreases the current value												
13	<b>Exit</b>	Quickly exit to top (Session) menu. <html>	(return to previous menu)	Mute Tracks	Open	Save	Save as	New	Info	</html>				

#	Function	Description / Options													
14	<b>Select</b>	(Press&Hold) Select steps to be controlled by All function. Select brings additional options in several other menus as well													
15	<b>All</b>	Edit all selected steps set with Select function													
16	<b>Copy</b>	Copy steps from selected # to #. Step # can be edited by Select function													
17	<b>Paste</b>	Paste copied steps starting from # step. Step # can be edited by Select function													
18	<b>F1</b> (Clear)	(Press&Hold) Wipe selected track. Other functions can be assigned in MBSEQ_HW.V4 file													
19	<b>F2</b> (Select track)	(Press&Hold) Select track. Other functions can be assigned in MBSEQ_HW.V4 file													
20	<b>F3</b> (Select parameter layer)	(Press&Hold) Select parameter layer A,B,C,D...etc. Other functions can be assigned in MBSEQ_HW.V4 file													
21	<b>F4</b> (Select trigger layer)	(Press&Hold) Select/assign trigger layer 1..8. Other functions can be assigned in MBSEQ_HW.V4 file													
22	<b>Rec</b>	Open record menu <html>	Track #	Record{Live; Step}	Mode{Mono; Poly}	AStart{on; off}	Step #	TglGate		Port #	Chn #	</html>			
23	«	Rewind. Active only in song mode													
24	<b>Stop</b>	Stop playback and reset position to beginning													
25	<b>Play</b>	Start playback of patterns/song													
26	<b>Pause</b>	Halt/resume playback													
27	»	Forward. Active only in song mode													
28	<b>Metronome</b>	Toggle metronome on/off													
29	<b>Fast</b>	Activate Fast mode for quicker value selection with encoders. Speed options for Fast can be changed in MBSEQ_HW.V4 file													
30	<b>Scrub</b>	(Press&Hold) + Jog Wheel dynamically change actual position													
<b>Menu functions</b>															
31	<b>Menu+Scrub</b>	Toggle loop mode on/off													
32	<b>Menu+Metronome</b>	External restart used to synchronize playback starting from next step													



