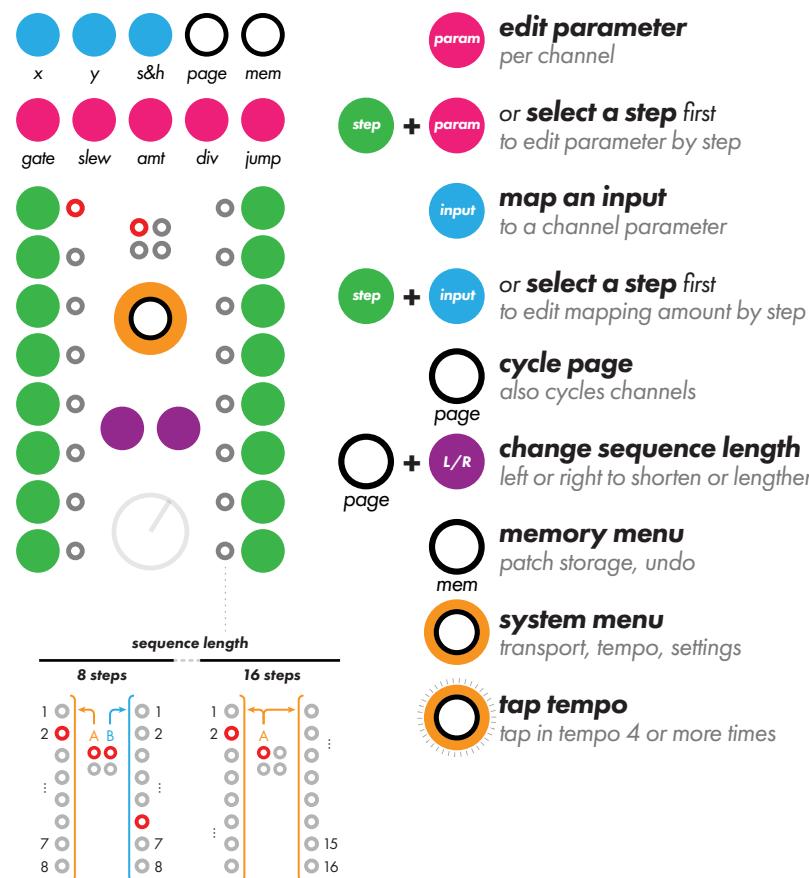


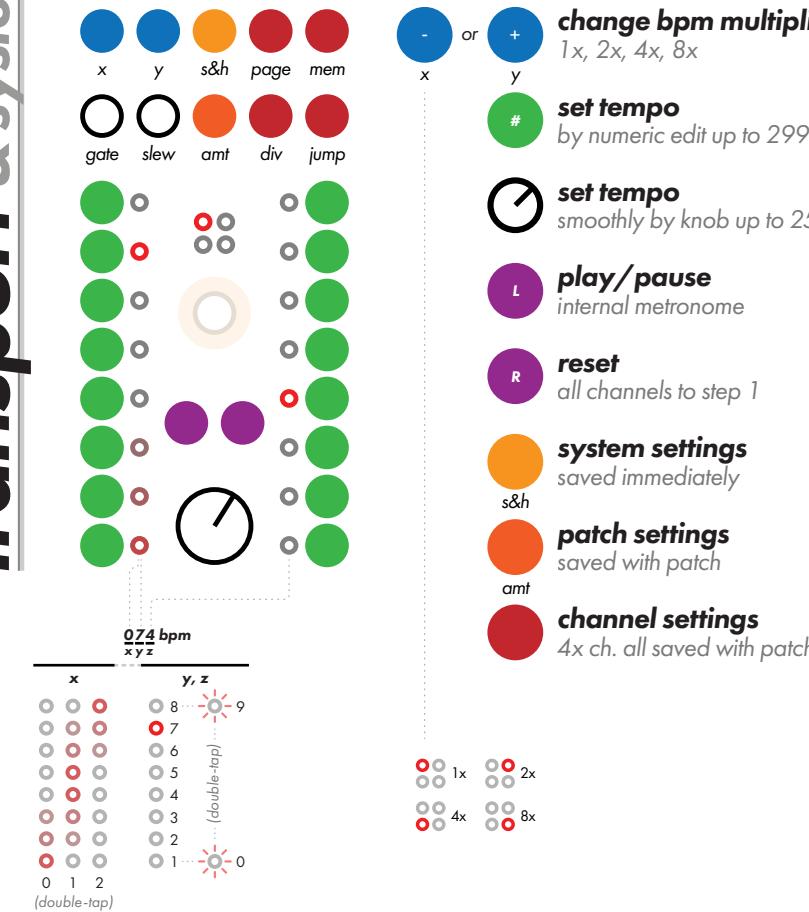
## sequence

## home screen

At startup and rest, the sequencer is displayed. You can see and edit the active steps in the sequence here, and access all of 2step's other functions.

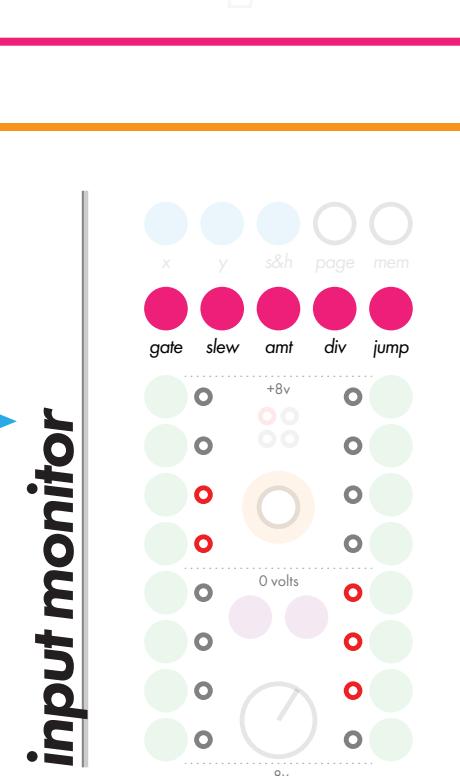


The system menu provides access to play/pause controls, the metronome, and settings: device, patch, and 4x output channel settings pages are all accessed from here.

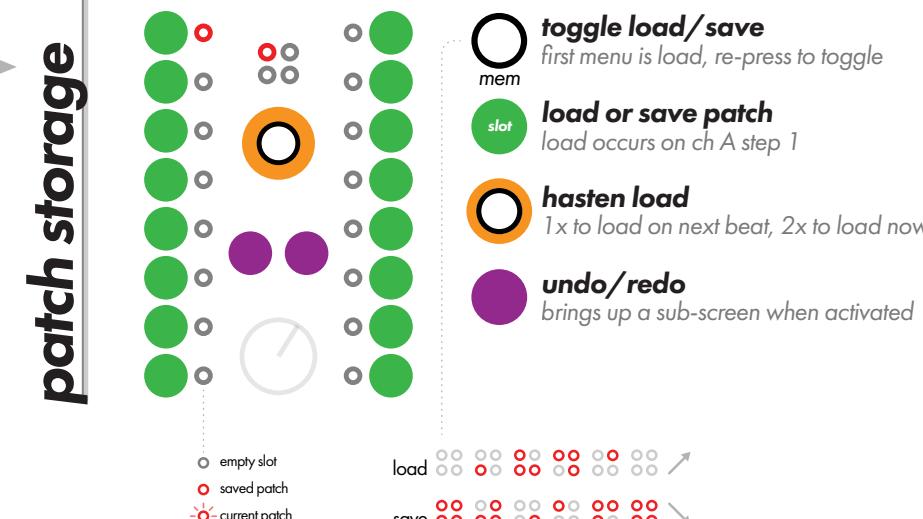


# 2step worldmap

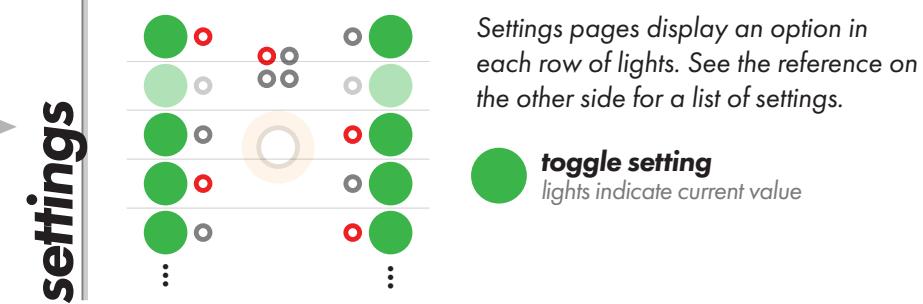
## input monitor



## patch storage memory

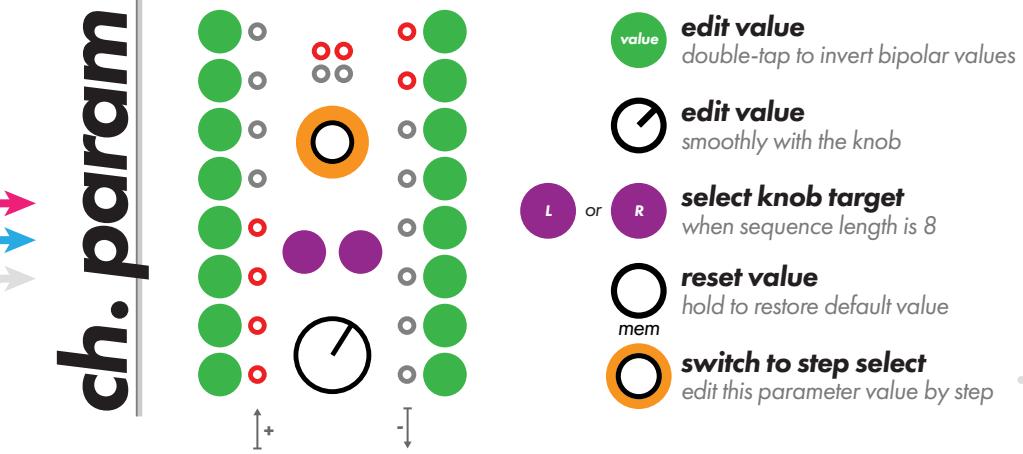


## settings



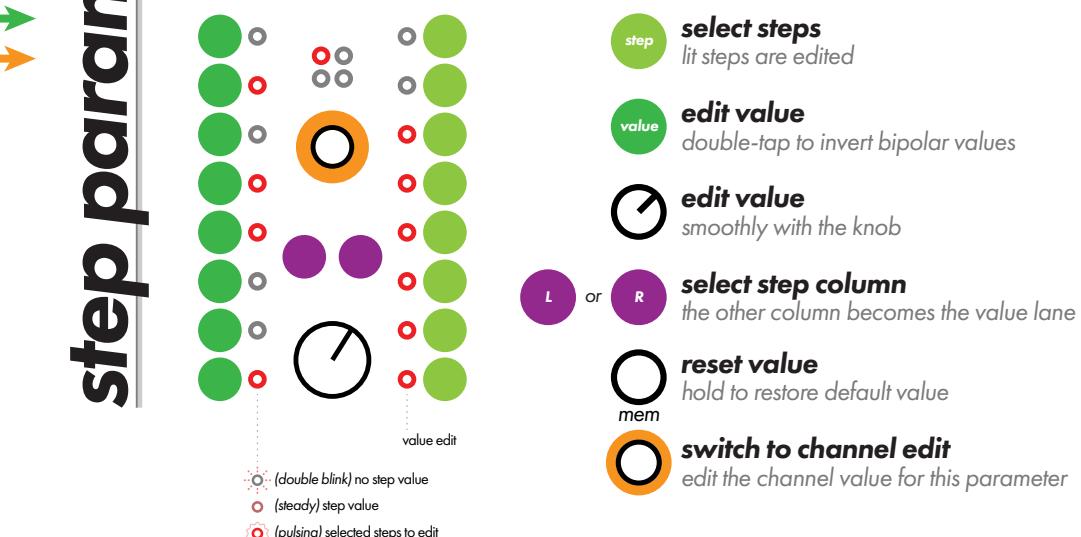
## ch. param

When editing a parameter by channel, the lights function as a fader display of the parameter value. Use the buttons or the knob to edit the value.



## step param

When editing parameters per step, the display is split in half. You can select steps to edit on one half, and the value is displayed and edited on the other. You can use the left and right buttons to flip the sides.



## history memory

Once you undo, you see the past on the left and the future on the right. As you undo, you can see actions move to the right.

