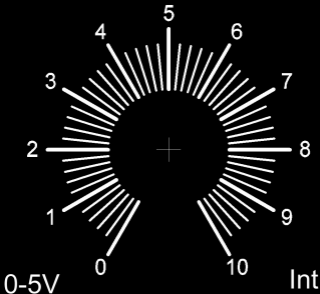


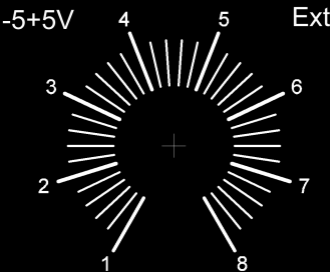


# P-SEQUENCER

## FREQUENCY



## MODE



Quant

Rec1



Off



Play

Reset

Rec2

INPUT

OUT1



GATE IN

OUT2



TRIG2

TRIG1



*ACSynth*

