USTA CHEAT SHEET
Rev. 0 / FW 152

GLOBAL CONTROLS		
Project Menu	(HOLD 3 SEC.)	Enter the Project Menu ⚏. **§3.1**
Track Menu	→	Enter the Track Menu ⚏. **§3.2**
Track Select	1 2 3 4	Select the track. **§3.2**
Edit / Performance	✏	Switch between Edit Mode ✏ and Performance Mode ✏. **§3.3**
Play/Pause	▶❚❚	Play/pause all the tracks. **§6.1**
Local Play/Pause	●ESC ▶❚❚	Play/pause the current track. **§6.1**
Reset	◀❚	Reset all the tracks. **§6.1**
Mute Track	●ESC 1 2 3 4	Mute/unmute the selected track. **§6.5**
Mute CV	●ESC Ⓐ CV Ⓑ	Mute/unmute the selected channel.
Mute Gate	●ESC Ⓐ GT Ⓑ	Mute/unmute the selected channel.
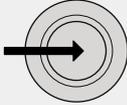
GLOBAL CONTROLS

Hold CV	SET ⦿	Ⓐ CV Ⓑ ● ●	Hold the current value as long as the CVA/CVB buttons are pressed. **§6.6**
Hold Gate	SET ⦿	🄰 GT 🄱 ● ●	Hold the current value as long as the GTA/GTB buttons are pressed. If the gate is off when the buttons are pushed, no gate will be outputted; if the gate is high, it will be held so until the GT button is released. **§6.6**

EDIT PATTERN and EDIT SONG

Edit Pattern/Song	⬤ESC	✎	Switch from editing the pattern to editing the song and vice-versa. **§3.3, §6.3**

LED CHART	**Pattern Mode**	**Song Mode**
Performance		
Edit Pattern		
Edit Song		

EDIT PATTERN and PERFORMANCE ✎✎ CHANNELS AND LAYERS

Channel Select	Ⓐ CV Ⓑ ⊯ 🄰 GT 🄱 ● ● ● ● ●	Select the channel to display or edit: CVA, CVB, Length, Gate A, Gate B (Red LEDs). **§3.4**
Variation Index	Ⓐ CV Ⓑ 🄰 GT 🄱 ● ● ● ● x2	Access the Variation Index Layer for CV and Gate (Green LEDs). **§3.4.2.2, §3.4.4.2**
Variation Range	Ⓐ CV Ⓑ 🄰 GT 🄱 ● ● ● ● x3	Access the Variation Range Layer for CV and Gate (Blue LEDs). **§3.4.2.3, §3.4.4.3**

EDIT PATTERN ✎ INITIALIZE

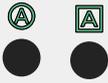|		
Quick Track Initialization	✎ HOLD for 3"	Restore the selected track to its initial settings, without affecting the other three tracks.

STAGE LAYER LED CHART

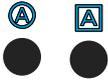|	
Ⓐ 🄳 ⊯ 🄰 GT 🄱 ● ● ● ● ●	Define the Stage Value: Note or CV for CVA and CVB; Gate Length or Ratchets for GTA and GTB.

STAGE LAYER LED CHART
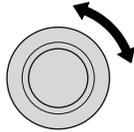
...efine the probability for the Stage Value to change.

...efine the range of values (bipolar) that can replace the Stage Value, ...cording to the Variation Index.

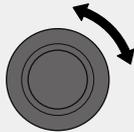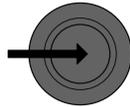## EDIT PATTERN ✏ STAGES

Select Pattern		Select the pattern to be edited. **§3.3**
Edit Stage Value		Define the stage value according to the selected channel (CVA, CVB, Length, GTA, GTB). **§3.4**
Edit Stage Color		Define the stage color according to the selected channel (CVA, CVB, GTA, GTB). **§3.4.3, §3.4.5**

STAGE COLOR CHART

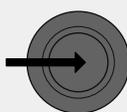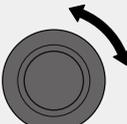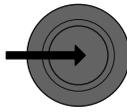|	Ⓐ CV Ⓑ	Ⓐ GT Ⓑ
🔵	**FLAT** The defined CV (Pitch or RAW) is generated and held for the whole stage duration.	**GATE LENGTH** The Stage Value defines how long the Gate stays high.
🟢	**SLIDE** USTA creates a ramp from the previous stage's value to the current one. The ramp is linear, and lasts for the whole stage duration.	**GATE NUMBER** The Stage Value defines how many gates are outputted within the stage duration.
🔴	**SKIP** USTA skips the voltage generation and retains the previous stage's value.	**SKIP** USTA skips the gate generation.

EDIT PATTERN ✏ ROTATE

Rotate Pattern	1 2 3 4	Rotate the stages of the pattern currently being edited on the selected track.

EDIT PATTERN ✏ MOD BUTTONS

	SET	Set the selected stage and all following ones to the new value. **§4**

	EDIT PATTERN 🖉 MOD BUTTONS	
Set All	SET → (knob)	Set the selected stage and all following ones to the new color. **§4**
	SET → **Track Menu Items**	Apply the menu settings to all the tracks. **§4**
Shift All	SHIFT (knob rotate)	Shift (transpose) the selected stage and all following ones by the same value. **§4**
	SHIFT → (knob)	Shift the stage colors of the selected stage and all following ones. **§4**
Coarse Editing	COARSE—•—FINE (knob rotate)	Increment the value by larger units (+/-1 octave if Pitch; +/-1V if Raw). **§4**
Fine Editing	ESC COARSE—•—FINE (knob rotate)	Increment the value by smaller units (+/-1 cent if Pitch; +/-1mV if Raw). **§4**
Relative Length	COARSE—•—FINE (knob rotate)	Change the current stage length value by adding or subtracting units to the following stage (In the Length channel.) **§3.4.1.1**
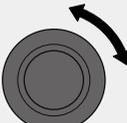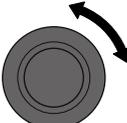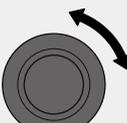
	EDIT PATTERN 🖉 COMPOSITION MODE	
Composition Mode	1 2 3 4 x2	Enter Composition Mode for the selected track. **§7.1**

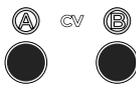|	EDIT PATTERN 🖉 STORE PATTERNS	
Store Last Full Pattern	SHIFT x2	The last full played pattern is stored into the currently selected pattern. **§7.3**
Store Last 16 Stages	COARSE x2	The last 16 stages played are stored into the currently selected pattern. **§7.3**

	EDIT PATTERN 🖉 CLONING	
	SHIFT x2	Enter the Clone Stage page. **§5.1**

EDIT PATTERN ✏ CLONING

Clone Stage	➡ ➡ (don't hold)	Select the stage to be cloned, then the target stage. **§5.1**
Clone Structure (Track, Layer, Pattern)	COARSE—⬤ **x2**	Enter the Clone Structure page. **§5.2**
	Ⓐ CV Ⓑ ◖⊷◗ Ⓐ GT Ⓑ ⬤ ⬤ ⬤ ⬤ ⬤ (don't hold) ➡	Select the layer to be cloned, then the target pattern **§5.2.1**
	Ⓐ CV Ⓑ ⬤ ⬤ (don't hold) Ⓐ CV Ⓑ ⬤ ⬤ (hold) ➡	Select the CV layer to be cloned, then the target pattern and CV layer (for cross-cloning). **§5.2.1.1**
	Ⓐ GT Ⓑ ⬤ ⬤ (don't hold) Ⓐ GT Ⓑ ⬤ ⬤ (hold) ➡	Select the gate layer to be cloned, then the target pattern and gate layer (for cross-cloning). **§5.2.1.1**
	➡ (don't hold) ➡	Select the pattern to be cloned, then the target pattern. **§5.2.2**
	1 2 3 4 ⬤ ⬤ ⬤ ⬤ (don't hold) 1 2 3 4 ⬤ ⬤ ⬤ ⬤	Select the track to be cloned, then the target track. **§5.2.3**
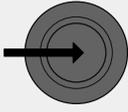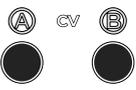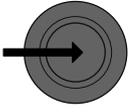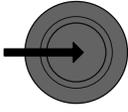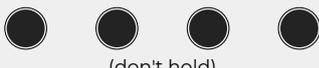
STAGE LOOP LED CHART

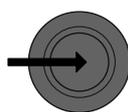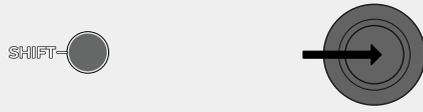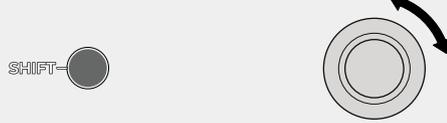|	
↺	The Stage Loop is disabled for the selected track.
↺	The Stage Loop is enabled, but not yet engaged.
↺	The Stage Loop is enabled and engaged.

|			
EDIT PATTERN 🖊 STAGE LOOP			
Stage Loop From	SET		Select the first stage of the Stage Loop. **§6.2**
Stage Loop Length	SHIFT		Select the length of the Stage Loop, expressed in number of stages. **§6.2**
Stage Loop For	COARSE—FINE		Select the number of repetitions of the Stage Loop. **§6.2**
PATTERN PERFORMANCE 🖊 PATTERN RECALL			
Pattern Recall			Momentarily recall the corresponding pattern (1 to 16). It will be played after the current one. **§6.4**
	SHIFT		Momentarily recall the corresponding pattern (17 to 32). It will be played after the current one. **§6.4**
Pattern Mix	COARSE—FINE		Instantly move to the selected pattern (1 to 16) starting from the stage number that would follow the current one. **§6.4**
	SHIFT COARSE—FINE		Instantly move to the selected pattern (17 to 32) starting from the stage number that would follow the current one. **§6.4**
PATTERN PERFORMANCE 🖊 PATTERN LOOP SETTINGS			
First Pattern	SET		Select the first pattern of the Pattern Loop. **§3.3**
Last Pattern	SHIFT		Select the last pattern of the Pattern Loop. **§3.3**
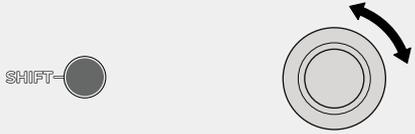
PATTERN PERFORMANCE 🖉 PATTERN LOOP SETTINGS
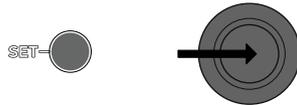
First and Last Pattern	SET ⟶ ◉	Select the first and last pattern of the Pattern Loop (from 1 to 16). **§3.3**
	SHIFT ⬤ SET ◉ ⟶ ◉	Select the first and last pattern of the Pattern Loop (from 17 to 32). **§3.3**
Clone Pattern Loop	SHIFT ⬤ x2	Apply the same Pattern Loop settings to all the tracks. **§3.3**

EDIT SONG 🖉 BASIC OPERATIONS
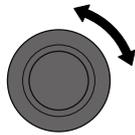
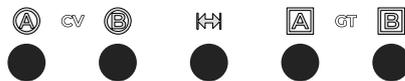|		
Edit Slot Value	⟲ ◉	Define the pattern number or the number of repetitions for each song slot. **§6.3**
Change Song Page	⟲ ◉	Select one of the four 'pages' of 16 slots to arrange patterns. **§6.3**
Slot Pattern / Repetition	Ⓐ CV Ⓑ K⊣⊢ Ⓐ GT Ⓑ ⬤ ⬤ ⬤ ⬤ ⬤	Push any of the buttons to switch from Pattern Number to Repetition Number. **§6.3**
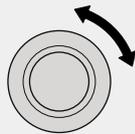
EDIT SONG 🖉 LED CHART

Ⓐ CV Ⓑ K⊣⊢ Ⓐ GT Ⓑ ⬤ ⬤ ⬤ ⬤ ⬤	Pattern Number: rotate the stage encoders to select the patterns to assign to each slot.
Ⓐ CV Ⓑ K⊣⊢ Ⓐ GT Ⓑ ⬤ ⬤ ⬤ ⬤ ⬤	Repetition: rotate the stage encoders to define the number of repetitions

EDIT SONG 🖉 INITIALIZE

Quick Song Initialization	🖉 ⬤ HOLD for 3"	Restore the selected song to its initial settings, without affecting the pattern content. **§6.3**