



DEAD ROOSTER TRACKER

COMPLETE CONTROLS, ARCHITECTURE & OPERATIONS MANUAL

SYSTEM OVERVIEW: DEAD ROOSTER is an advanced dual-deck (CONSO0 & CONSOX), 8-track hardware-style sequencing terminal. It features built-in synth engines, FM modulation, sample slicing via Cloudflare R2, live punch-in performance FX, dual-input control (QWERTY & Gamepad), and Base64 code-based project sharing.

1. DUAL-DECK ARCHITECTURE & WORKFLOW

The tracker operates like a DJ setup or groovebox, housing two completely independent sequencing decks running in parallel: CONSO0 (Cyan primary theme) and CONSOX (Magenta secondary theme).

DUAL-DECK ENGINE FEATURES

- **Independent Buffers:** Each deck holds 8 patterns, sequence step limits (16/32/64), instrument parameters, and sub-step tables.
- **Shared Bus:** Both decks route to the global delay/reverb, sidechain ducking, and live Punch-In FX bus.
- **Instant Toggle:** Swap active UI focus instantly using **P** (Keyboard) or **Select/Back** (Gamepad).

PERFORMANCE ADVANTAGES

- **Live DJ Transitions:** Edit patterns, tweak filters, or swap steps on CONSOX in the background while CONSO0 plays to the audience.
- **Live Stacking:** Keep rhythm/drums locked on Deck 0 while building improvised lead or sample chops on Deck X.
- **A/B Sound Design:** Duplicate sequences to test radical synth changes without destroying the original setup.

2. SHARING SONGS VIA BASE64 CONSOLE CODE

Instead of requiring account logins or heavy file downloads, Dead Rooster uses a lightweight, string-encoded data format for instant deck sharing and collaboration.

 **COPY CODE (Export):** Encodes the active deck's 8 patterns, step data, pitches, velocities, FX pairs, synth parameters, and micro-tables into a compact Base64 string directly onto your clipboard.

 **PASTE CODE (Import):** Opens an overlay prompt to paste an encoded string. The engine instantly decodes the string and overwrites the active deck with the new sequence and patch data on the fly.

3. HARDWARE CONTROLS: KEYBOARD VS. GAMEPAD

Action / Function	Keyboard Command	Gamepad Control
Navigate Grid / Selection	Arrow Keys	D-Pad (Up/Down/Left/Right)
Step Advance / Confirm Cell	Tab / Enter / Z	A Button (Button 0) / Inner OK
Modify Value Up / Down	+ / - or D / A	Y Button (+) / B Button (-)
Clear Current Cell / Row	Delete / Backspace / X	X Button (Clear Cell)
Shift Modifier	Shift (Hold)	Left Bumper [LB] (Button 4)
Copy / Paste Cell	C (Copy) / V (Paste)	LB + Y (Copy) / LB + B (Paste)
Toggle Active Deck (0 / X)	P	Select / Back (Button 8)
Toggle Pane Focus (Grid/Synth/Mixer)	O	OPT Button
Play / Pause Sequence	Spacebar	Start (Button 9)
Toggle Live Jam Mode	\ (Backslash)	Left Trigger [LT] (Hold)
Fullscreen Visualizer / Grid	M (Visualizer) / F (Grid)	--

4. LIVE PERFORMANCE & AUDITION (JAM MODE)

When Jam Mode is engaged, navigation controls transform into real-time note triggers for auditioning sounds or stamping notes directly into the tracker grid.

QWERTY PIANO MATRIX (\ KEY)

Lower Octave: Z, S, X, D, C, V, G, B, H, N, J, M
Upper Octave: Q, 2, W, 3, E, R, 5, T, 6, Y, 7, U

GAMEPAD TRIGGER MATRIX (LT HOLD)

Hold **LT** (Left Trigger) and press D-Pad / Face Buttons to trigger scale notes 0-7. Hold **RT** + LT to shift down -1 Octave.

5. PUNCH-IN FX MATRIX (LIVE MASTER AUDIO FX)

When Jam Mode is OFF, hold mapped keys to inject live master audio effects. Releasing the key instantly restores clean audio.

Key (Bank A)	Gamepad (LB + Key)	Effect	Key (Bank B)	Gamepad (RB + Key)	Effect
1	LB + D-Up	Glitch Repeat	Q	RB + D-Up	Reverb Wash
2	LB + D-Down	HPF Sweep	W	RB + D-Down	Phaser
3	LB + D-Left	Trance Gate	E	RB + D-Left	Sub Drop
4	LB + D-Right	Distortion	R	RB + D-Right	Ring Mod
5	LB + A	Tape Stop	T	RB + A	Ping Pong Pan
6	LB + B	Bitcrush	Y	RB + B	Reverse
7	LB + X	Tremolo	U	RB + X	Wah Wah
8	LB + Y	Freeze Delay	I	RB + Y	Pitch +1 Octave

6. SEQUENCER FX COMMANDS & ENGINES

Command	Name	Function & Usage
CUT	Sample Cut	Overrides sample start offset (0-99%). Great for drum break chopping.
RET	Retrigger / Ratchet	Retriggers note trigger multiple times in one step (up to 8 ratchets).
SLD	Portamento Slide	Glides pitch smoothly from previous note to current note over FX Val duration.
FLT	Filter Override	Temporarily overrides the instrument's filter cutoff frequency for this step.
DEL	Micro-Delay	Delays note start slightly off grid for swing, groove, and humanized feel.
PRB	Probability	Sets percentage chance (0-99%) that the step will trigger.
TBL	Micro-Step Table	Triggers custom 16-tick sub-step pitch/volume sequence from the [TBL] tab.
STP	Gate Stop	Cuts off note/sample playback early according to the FX Val length.

// END OF MANUAL // DEAD ROOSTER TRACKER // DUAL DECK & CODE COLLAB EDITION //