Performance quick card

Arc = left reload / eight voices. Orbit = right reload / eight voices. Enter either editor from normal play with Scale held straight down.

NORMAL PLAY

Turn / click Scale	Choose a scale / recall the current slot. Left bank: blue 1–5, yellow 6–10, green 11–15, amber 16–20, red 21–25. Right pulses 1–5.
Tap / hold both reloads	Tap: global Stop/Start. Hold 2 s: MIDI stop/resume in modes 1/2, or legacy started MIDI-stopped.
Hold reload + turn Scale	Left: master octaves. Right: master semitones. Turn with Scale unpressed. Reload alone regenerates on release.

RANGES / RELEASE AT 1 SECOND

Tap left / right reload	Select Arc / Orbit. Turn Scale or Addition Cutoff for lower register 0 to +6. Push-turn or Addition Res for width 1–4.
Hold left / right + turn	Transpose Arc / Orbit by semitones. Up green, down blue, zero white. Long pulses = octaves; short = semitones.
Hold both 0.5 s / click Scale	Toggle ranges / exit and save. Cyan pulses: register + 1. Yellow pulses: width. Magenta: waiting for pickup.

TIMING / ROOT / RELEASE AT 2 SECONDS

Tap left / right, then turn	Select Arc or Orbit, then set ÷1–÷8. ÷1 gives normal timing.
divisionSource in HPERF.CFG	1 = knob play, each voice keeps its envelope. 0 or omitted = external clock at Poly CV, Poly fully CCW. Set 1 and reboot if a group stays quiet after raising Poly with no clock.
Push-turn Scale / click	Clockwise: snap Root on. Counterclockwise: off. Click exits. Use HPERF.CFG to set boot values.

MIDI & STARTUP

DROP, absolute CC / ch 16	21 master · 102 Arc · 103 Orbit. 40 = –24, 52 = –12, 64 = zero, 71 = +7, 76 = +12, 88 = +24. All reset at boot.
MPE / clouds	Arc or Orbit, channels 2–9. Env = pressure. Glide = bend. Boot: cyan ×2 ranges, blue ×2 custom normal, magenta ×2 MPE. Steady dim red = global stop; pulsing red = MIDI stop.