

PC GURUVE

User Manual

Version v1.42

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A browser-based groove box you can play and compose entirely from the keyboard

1. Introduction

PC GURUVE is a browser-based groove box (step sequencer) that can be operated entirely from the keyboard. Without touching the mouse, you can build patterns, design sounds, apply effects, and mix — all at a fast, performance-like pace.

- 8 independent tracks. Each track has its own pattern, sound (synth), and effects.
- The screen is made up of 6 pages, F1 through F6, each a different editing view.
- Press Tab (or click the Function tabs at the top) to switch pages.
- Your work is saved and loaded as a "project" file (see F6 SETTINGS).

Screen / page overview

Page	What it's for
F1 PATTERN	Edit the step pattern (rhythm and pitch) of the selected track
F2 SYNTH	Edit the sound (synthesizer) of the selected track
F3 FX	Edit the effects on the selected track, or on the master bus
F4 SESSION	A track-by-clip grid for managing sets of patterns
F5 MIXER	Control volume, pan, mute, and solo for every track and the master
F6 SETTINGS	Buffer size, color skin, project save/load, and more

2. Common operations (all screens)

The top of the screen shows a title bar with the project name, the F1-F6 page tabs, track chips for selecting tracks 1-8 and the master, and the transport (play state and BPM). The shortcuts below work no matter which page you're on.

Key	What it does
Space	Play / stop
Tab / Shift+Tab	Next page / previous page
1-8	Select that track
9	Select the master track
Shift+1-8	Toggle mute on that track
Ctrl+1-8	Toggle solo on that track
Ctrl+S	Save the project (same as SAVE/LOAD PROJECT on F6)
Ctrl+Alt+S	Save the project with the sample audio embedded (same as SAVE / LOAD PROJECT + SAMPLES on F6)
Ctrl+O	Load a project (same as SAVE/LOAD PROJECT on F6)
Ctrl+Z	Undo the last action
Alt+Up / Alt+Down	Change the BPM (tempo)
Alt+1-8 (hold)	Fill that track (16th-note retrigger) while held

3. F1 PATTERN (pattern editing)

Edit the rhythm pattern and pitch of the selected track. Four settings sit at the top of the screen, the step grid is in the middle, and the note quantizer, pattern generator, gate time, portamento, and swing controls sit below it.

Top settings

- **BARS:** Number of bars in the pattern (1-4). Going from 1 to 2 copies bar 1 into bar 2, 2 to 3 copies bar 1 into bar 3, and 3 to 4 copies bar 2 into bar 4. Reducing the bar count resets the bars that become hidden.
- **PATTERN LENGTH:** Number of steps per bar (up to 16).
- **OCTAVE:** Octave shift for the whole track (shared with the OCTAVE control on F2 SYNTH).
- **TRANPOSE:** Transposition in semitones. The NOTE QUANTIZER below follows TRANPOSE as it changes.

Grid (step input)

Each cell cycles through "OFF → ON → TIE → OFF" every time you toggle it. ON starts a new note; TIE holds the previous note instead of retriggering it (ties never cross a bar boundary). For the pitch on top of the grid, use Shift+Up/Down to change it by semitone, or Ctrl+Up/Down to change it by octave.

NOTE QUANTIZER

When PATTERN GEN is set to RANDOM, this sets the scale used to generate the pattern. Toggle each note on/off with the A, S, D, F, G, H, J keys (white keys) and W, E, T, Y, U keys (black keys) — or move across the keyboard display with the arrow keys and toggle with Shift+Up/Down.

PATTERN GEN (pattern generator)

Switch modes with Shift+Up/Down, then press Enter to generate. There are 7 modes in total.

Key	What it does
RANDOM	Generates randomly from the scale set in the NOTE QUANTIZER
FOUR ON FLOOR	Four-on-the-floor (one hit per beat = every 4th step)
OFFBEAT	Hits land on the off-beat of each beat
EVERY 3RD	A hit every 3 steps
8TH NOTES (RND)	Hits on the 8th-note positions only, with pitch randomized per hit
ALL STEPS	Turns every step on
CLEAR	Clears every step

In every mode except RANDOM, the generated steps all use a fixed pitch (following the current TRANPOSE/OCTAVE).

GATE TIME / PORTAMENTO / SWING

- **GATE TIME:** How long each step's note sounds, as a fraction of the step. Shorter values feel staccato; longer values let the note ring into the next step.
- **PORTAMENTO:** Glide time between notes. Set to OFF, or to the number of seconds the glide should take.
- **SWING:** Shifts the timing of every other (even-numbered) grid step forward or backward to create a swung feel. Range 5-95; 50 is even timing (off). Below 50 pushes even-numbered steps earlier, above 50 delays them. Shift+Up/Down changes it in steps of 5. Set independently per track x clip.

Key operations

Key	What it does
Up/Down/Left/Right	Move the cursor

	(BARS⇌ LENGTH⇌ OCTAVE⇌ TRANSPOSE / PITCH⇌ grid⇌ QUANTIZER⇌ PATTERN GEN⇌ GATE⇌ PORTAMENTO⇌ SWING; on the grid, Up/Down also moves between bars)
Shift+Up/Down	Change the value (on BARS this adds/removes a bar; on PATTERN GEN this switches modes)
Ctrl+Left/Right	On the PITCH/grid rows, rotates the whole grid left/right (all bars together, never crossing a bar boundary)
Shift+Left/Right	On the PITCH/grid rows, selects a range of notes
C / V	Copy / paste the selected notes (or just the one under the cursor if nothing is selected) — pasting overwrites starting at the cursor
Delete	Turns the selected notes off (or just the one under the cursor), keeping their pitch
Enter	Run PATTERN GEN (works from anywhere on this screen)
F2	Go to F2 SYNTH (sound editing)
Alt+1-8 (hold)	Fill that track (16th-note retrigger) while held

4. F2 SYNTH (sound editing)

Edit the sound source (synthesizer) of the selected track. Choose the synth type, octave, and preset at the top of the screen, edit that synth's own parameters in the middle, and control mute/solo/pan/volume in the channel strip on the right.

SYNTH TYPE (sound engine)

Shift+Up/Down switches the track's sound engine. Six engines are currently implemented.

Key	What it does
VA	Virtual analog. The classic 2-oscillator-plus-filter analog synth layout. OSC2 can also be set to a noise (white noise) waveform.
FM	A stereo pair of 2-operator FM (phase modulation) voices. Good for metallic and bell-like sounds.
DRUM	A percussion/drum engine. Build the fundamental tone (WAVE) and noise layer separately.
STAB	Plays a chord from a single note. Good for techno stabs and pads. Raising CHORD SIZE adds more notes to the stack; past the maximum it switches to rootless major-chord voicings (M5/M4/M3).
NOISE	Ignores the pattern (steps) entirely and produces a constant layer of noise. Has VOLUME, HPF, LPF, CRACKLE (a vinyl-style crackle texture), and ATTACK/RELEASE, fading in and out in sync with PLAY/STOP.
SAMPLER	A sampler that plays a loaded audio file (WAV, MP3, etc.), pitched by the sequencer's notes. One sample per clip. Set the play region (START/END) and the fades (ATTACK/RELEASE) while watching the waveform.

OCTAVE / PRESET

- **OCTAVE:** Shared with the OCTAVE control on F1 PATTERN — changing it on either screen updates both.
- **PRESET:** Select and manage sound presets here. Shift+Up/Down browses candidates, Enter loads one, S names and saves the current sound, Delete removes the selected preset.

Parameter groups by synth type

Parameters are organized into groups by role. Select one with the cursor keys, change it with Shift+Up/Down.

- **VA:** OSC1 / OSC2 / FILTER / FILTER ENV / AMP ENV / PITCH LFO / FILTER LFO / BASS BOOST
- **FM:** CARRIER / MODULATOR / INDEX ENV / AMP ENV / PITCH LFO / INDEX LFO
- **DRUM:** WAVE / WAVE PITCH ENV / NOISE / NOISE FILTER / SATURATION / CHAOS
- **STAB:** CHORD / OSC / FILTER / FILTER ENV / AMP ENV / WAVE LFO / PITCH LFO / FILTER LFO
- **NOISE:** NOISE / ENV
- **SAMPLER:** SAMPLE / REGION / PLAY / PITCH / FILTER

ENV (envelope) groups shape how a sound changes over time — attack, decay, sustain, release. LFO (low-frequency oscillator) groups make the sound wobble periodically. Each LFO also has a PHASE control (free = free-running / key = restart on every note-on) and a POS control that sets the starting phase.

SAMPLER

A track type that plays a loaded audio file. Each clip holds one sample, and the sequencer's notes change its playback speed (and therefore its pitch). Samples load in stereo; the voice is monophonic with last-note priority.

- **Loading:** put the cursor on the FILE row in the SAMPLE group and press O, or drag an audio file onto the F2 screen. WAV and MP3 load in every browser; other formats such as OGG work only if the browser can decode them (decoding is left to the browser — Safari does not support OGG). You get a warning if a file can't be loaded. Anything past 12 seconds is trimmed to the start.
- **Waveform view:** the loaded sample's waveform is always drawn just below the FILE row. The cyan line is START, the red line is END, and a yellow line shows the play position while a note sounds. Drag the START / END lines with the mouse.
- **REGION row:** START / END set the play region; ATTACK / RELEASE set the length (in milliseconds) of the fade-in from the START position and the fade-out toward the END position. The trapezoid shape is drawn over the waveform in orange. On the START / END rows, Ctrl+Up/Down changes the value 10x faster.
- **PLAY row:** MODE (gate = release after the gate time / one-shot = ignore the gate and play the whole region to the end), REVERSE (reverse playback), LOOP (loop the region; the fades re-trigger each pass).
- **PITCH / FILTER row:** PITCH (transpose in semitones; Shift+Up raises the pitch), TUNE (fine tuning in cents), HPF / LPF (a flat serial filter).
- **UNDO row:** Enter reverts to the previously loaded sample, once (nothing happens if there is nothing to revert to). Delete on the FILE row removes the sample.
- **Saving samples:** a loaded sample is kept in your browser and comes back automatically the next time you open the app or reopen a project. The audio data itself is not stored in the project file (.json) — only the sample name and settings are. On a different computer or browser, or after clearing browser data, only the name remains; use the "Load..." button on the banner at the top of the screen to reload it. To carry a project to another environment, save it with SAVE / LOAD PROJECT + SAMPLES in F6 SETTINGS — the sample audio is then embedded in the project file (which makes the file larger). If you try to save while some samples aren't loaded (the banner is showing at the top of the screen), it warns you that their audio won't be included in the file — re-load them from the banner's "Load..." button first.

Channel strip

On the right side of the screen: that track's MUTE, SOLO, PAN, and FADER (volume). Press Tab to switch focus between the parameters and the channel strip. These values are shared with the same track's settings on F5 MIXER.

Key operations

Key	What it does
Up/Down/Left/Right	Select a parameter (from the top row, go to TYPE⇌ OCTAVE⇌ PRESET; from the right edge/PRESET row, Right moves into the channel strip)
Shift+Up/Down	Change the value (engine type on the TYPE row, octave on the OCTAVE row, browse candidates on the PRESET row)
A W S E D F T G Y H U J K	Play the selected track's engine over one octave (pitch follows OCTAVE / TRANSPOSE; when stopped the note ends on key release, while the sequencer plays it sounds briefly and decays)
PRESET row: S	Name and save
Enter	Load the selected preset

Delete	Delete the selected preset
Channel strip: Up/Down	Switch MUTE⇌ PAN⇌ FADER, Left to go back, Shift+Up/Down to change value (PAN uses Shift+Left/Right)
F1	Go to F1 PATTERN (pattern editing)
SAMPLER FILE row: O	Load an audio file (dragging one onto the panel also works). Delete removes it
SAMPLER UNDO row: Enter	Revert to the previously loaded sample (once)
SAMPLER START/END row: Ctrl+Up/Down	Change the value 10x faster (dragging the markers on the waveform also works)

5. F3 FX (effects)

Edits the selected track's effects, or the master bus effects when the master is selected (press 9). Signal flows from top to bottom in this order.

Track effects (same on every track)

Key	What it does
1 DISTORTION	Distortion. Adjust AMOUNT (amount of drive), MIX, and OUTPUT.
2 CHORUS	Chorus. Adjust RATE (speed), DEPTH, and MIX.
3 DELAY	Echo. Tempo-synced (STEPS) or free-running (TIME); adjust FEEDBACK, MIX, LOW CUT, and PINGPONG (alternating left/right).
4 PHASER	Phaser. Adjust FREQ, RATE, DEPTH, FEEDBACK, and MIX.
5 REVERB SEND	How much signal is sent to the shared reverb on the master bus. The reverb itself lives in the master FX.
6 EQ	3-band EQ (LOW/MID/HIGH, $\pm 12\text{dB}$ each).
7 SIDECHAIN	Temporarily ducks the volume in response to another track's hits ("sidechain ducking"). Adjust SOURCE (which track), AMOUNT, HOLD, and RELEASE.

Master effects (when the master is selected via 9)

Key	What it does
1 COMPRESSOR	Compresses the whole mix. Adjust THRESHOLD and RATIO.
2 BITCRUSH	Reduces bit depth for a lo-fi crunch. Adjust BITS and the CUTOFF (low-pass) right after it.
3 EQ	3-band EQ (LOW/MID/HIGH) on the master.
4 REVERB (RETURN)	The reverb that every track's REVERB SEND feeds into. TYPE switches between CLASSIC and DENSE. CLASSIC uses SIZE and TONE; DENSE uses ROOM SIZE, DECAY, and DAMP (LEVEL is shared by both).

Key operations

Key	What it does
Up/Down	Move between effect rows
Left/Right	Select a parameter
Shift+Up/Down	Change the value
F1	Go to F1 PATTERN (pattern editing)

6. F4 SESSION (clip management)

A "clip" bundles one track's pattern, sound, and effects together into a single saved unit. F4 shows a grid with clip numbers down the side and tracks across the top (similar to Ableton Live's Session View), letting you switch between several clips per track as you build a song.

A track's pattern and synth settings always refer to whichever clip is currently playing. Editing on F1-F3 is reflected immediately in what you hear, and is saved into the playing clip in real time.

The master clip lets you switch, copy, or clear every track's clip at once.

Key operations

Key	What it does
Up/Down/Left/Right	Move the cursor (visual selection only — doesn't switch the playing clip yet)
Shift+Up/Down/Left/Right	Select a rectangular range of clips (like a spreadsheet cell selection). Only works in track columns (not the master column). Once selected, C/V/Delete act on every clip in the range at once.
Enter	Make the selected clip the editing/playing clip (instantly if stopped, or at the top of the next bar if playing). Pressing Enter on an empty slot creates a new empty clip that copies the synth and effects from the clip directly above it.
S	Rename the selected clip
C / V	Copy / paste the selected range (or just the clip under the cursor if nothing is selected) — pasting overwrites starting at the cursor's top-left corner, and works across tracks. On the master column, copies / pastes the whole scene (row) instead.
Delete	Clear the selected range (or just the clip under the cursor if nothing is selected). On the master column, clears the whole scene (row) instead — even if it's the currently playing clip.
Space	Play / stop

7. F5 MIXER

An overview of volume (FADER), pan (PAN), mute (MUTE), and solo (SOLO) for all 8 tracks and the master. These values are shared with the channel strip on F2 SYNTH.

Key operations

Key	What it does
Left/Right	Select a track / the master
Up/Down	Switch MUTE⇌ SOLO⇌ PAN⇌ FADER
Shift+Up/Down	Change the fader value, or toggle mute
Shift+Left/Right	Change the pan value
1-8	Select that track
9	Select the master
Shift+1-8	Toggle mute on that track
Ctrl+1-8	Toggle solo on that track
F1	Go to F1 PATTERN (pattern editing)
Alt+1-8 (hold)	Fill that track (16th-note retrigger) while held

8. F6 SETTINGS

App-wide settings, project save/load, and preset save/load all live here.

Settings items

Key	What it does
BUFFER SIZE	SMALL (low latency) / MEDIUM (balanced) / LARGE. If audio starts to break up as the number of tracks or voices grows, switching to MEDIUM or LARGE improves stability (at the cost of more latency). Shift+Up/Down to change.
SKIN	Switch the color skin between DARK (default) and LIGHT. Shift+Up/Down to change.
MIDI OUT	Sends each track's sequenced notes out as MIDI (tracks 1-8 -> MIDI channels 1-8, fixed velocity). MIDI Start / Stop on transport, plus a 24 PPQN MIDI clock while playing. Shift+Up/Down cycles off / output port. Chrome / Edge only (Web MIDI). Tracks silenced by mute/solo send no MIDI either.
PROJECT NAME	Rename the project. Press S to open the name field, Enter to confirm, Escape to cancel.
SAVE / LOAD PROJECT	Save the current project (every track's patterns, sounds, and effects) to a file (S), or load one from a file (O).
SAVE / LOAD PROJECT + SAMPLES	Same as SAVE / LOAD PROJECT, but also embeds the audio of the samples in use into the file (S). The project then reopens with its samples on a different computer, browser, or URL. Loading (O) is the same as a normal project load.
SAVE / LOAD PRESETS	Save your entire sound preset library to a file (S), or load one from a file (O).
RESET PROJECT	Clears only the current project (patterns) and resets it to its initial state. Press Enter to run it; a confirmation dialog appears first (this cannot be undone). Your preset library and settings are not affected.
VERSION	Shows the current app version (this manual covers v1.42).

MASTER TUNE is currently a placeholder only — it doesn't do anything yet. (SWING now has a real, per-track implementation on F1 PATTERN, v1.26+; that is a separate control from this placeholder.)

To route MIDI OUT into a DAW or hardware you need a virtual MIDI port on the computer (loopMIDI etc. on Windows, the IAC Driver in Audio MIDI Setup on macOS). The browser asks for MIDI permission the first time. The chosen port name is saved and re-selected on the next launch.

Key operations

Key	What it does
Up/Down	Move between items
Shift+Up/Down	Change BUFFER SIZE / SKIN / the MIDI OUT port
PROJECT NAME row: S	Rename
SAVE/LOAD PROJECT row: S / O	Save to file / load from file
SAVE/LOAD PROJECT + SAMPLES row: S / O	Save / load with the sample audio embedded
SAVE/LOAD PRESETS row: S / O	Save the library to file / load it from a file
RESET PROJECT row: Enter	Reset the project (with confirmation)

9. Troubleshooting

- **Audio breaks up or gets noisy:** Try switching BUFFER SIZE on F6 SETTINGS to MEDIUM or LARGE. This tends to happen more as the number of tracks or voices grows.
- **I want to save what I've made:** Press S on the SAVE / LOAD PROJECT row of F6 SETTINGS to save to a file (Ctrl+S does the same thing from any screen).
- **I want to keep a sound I like:** Press S on the PRESET row of F2 SYNTH to name and save that sound. If you use it across multiple projects, exporting your whole library with SAVE/LOAD PRESETS on F6 is a safe way to keep it.
- **I made a mistake:** Press Ctrl+Z to undo the last action.

10. Update History

A summary of changes to operation and behavior since this manual was first written for v1.00 (it does not include minor tuning such as default-value or step-size changes).

Added features

- NOISE synth type (v1.12+): A synth type dedicated to noise that never responds to the sequencer's pattern — it just keeps sounding continuously. Has VOLUME/HPF/LPF/CRACKLE (a vinyl-style crackle texture)/ATTACK/RELEASE, fading in and out in sync with PLAY/STOP. Added as the 5th SYNTH TYPE.
- SAMPLER synth type (v1.34): A sampler that plays a loaded audio file, pitched by the sequencer's notes. One sample per clip. It has a waveform display, a play region (START/END), a waveform-anchored trapezoid envelope (ATTACK/RELEASE), gate/one-shot modes, reverse, loop, and a serial filter (HPF/LPF). Loaded samples are kept in the browser and are restored automatically when you reopen the app or a project (the audio itself is not stored in the .json). Added as the sixth SYNTH TYPE.
- SAMPLER project-embedded samples and shared memory (v1.35): Added a SAVE / LOAD PROJECT + SAMPLES row to F6 SETTINGS. The audio of the samples in use can be embedded in the project file, so the project reopens with its samples on a different computer, browser, or URL. Clips that use the same sample now share one copy of the audio in memory, cutting the memory used when copying clips.
- SAMPLER bundle-save warning for unloaded samples (v1.36): Saving with SAVE / LOAD PROJECT + SAMPLES while some samples aren't loaded now shows a confirmation that their audio won't be included in the file.
- Noise waveform on VA OSC2 (v1.37): VA OSC2 can now be set to noise (white noise). The OSC1 / OSC2 waveform order was also unified to sine → triangle → saw → square → pulse25 → pulse12 (with noise at the end for OSC2).

- Audition keyboard on the SYNTH screen (v1.37): On F2 SYNTH, pressing A W S E D F T G Y H U J K plays the selected track's engine over one octave (A = C to K = the C an octave up). The pitch follows the track's OCTAVE / TRANSPOSE.
- Ctrl+Alt+S saves with samples (v1.38+): The F6 "SAVE / LOAD PROJECT + SAMPLES" action can be run from any screen with Ctrl+Alt+S. Plain Ctrl+S (project only, no audio) is unchanged.
- REVERB TYPE "DENSE" (v1.04–v1.06): Added a new, denser reverb algorithm alongside the existing CLASSIC, selectable via the TYPE parameter.
- STAB CHORD SIZE rootless voicings (v1.07): Added rootless major-chord voicings (M5/M4/M3) beyond the previous 6-note maximum chord stack, giving CHORD SIZE more options.
- Per-track SWING on F1 PATTERN (v1.26): Shifts every other grid step's timing forward or backward for a swung feel. Range 5-95, with 50 as even (off). Sits alongside GATE TIME/PORTAMENTO.
- New "8TH NOTES (RND)" PATTERN GEN mode (v1.28): Turns on only the 8th-note steps (every other step) while randomizing the pitch of each hit. The label started as "EIGHTH NOTES", became "8TH NOTES RND" in v1.31, and "8TH NOTES (RND)" in v1.32.
- Two pulse waveforms added to F2 SYNTH (VA) OSC1/OSC2 WAVEFORM (v1.28): pulse25 (25% duty cycle) and pulse12 (12.5%).
- Alt+1-8 (hold) fill feature (v1.30): Holding Alt plus a track number retriggers that track at 16th notes for as long as it's held, then returns cleanly to the normal pattern on release. Works on VA/FM/DRUM/STAB (not NOISE, which always sounds). The track chip turns cyan while filling.
- PHASE / POS added to every VA / FM / STAB LFO (v1.40): Each LFO (VA: PITCH / FILTER, FM: PITCH / INDEX, STAB: PITCH / WAVE / FILTER) gains a PHASE control (free = keeps running / key = restarts its phase on every note-on) and a POS control (0-100, in steps of 5) that sets the starting phase. The PITCH LFO AMOUNT range was also raised from 100 to 1200 cents (one octave), with an exponential taper for fine control near 0. Defaults are PHASE = free and POS = 0, so existing sounds are unchanged.
- MIDI OUT (v1.41): Added a MIDI OUT row to F6 SETTINGS. Each track's sequenced notes are sent out as MIDI (tracks 1-8 -> MIDI channels 1-8, fixed velocity), together with transport Start/Stop and a 24 PPQN MIDI clock. Chrome / Edge only; needs a virtual MIDI port (loopMIDI / IAC) on the computer. Mute/solo also apply to the MIDI output.
- MIDI OUT stuck-note fix (v1.42): With the PC GURUVE tab in the background (e.g. while watching MidiVisualizer), note-offs on sparsely-triggered tracks could arrive very late, leaving notes stuck on. The gate-end note-off is now delivered reliably.

Removed features

- Master FX "ADD NOISE" removed (v1.13): its role was absorbed into the new NOISE synth type above.

Key binding changes

- F1 PATTERN: The grid-shift key moved from Shift+Left/Right to Ctrl+Left/Right (v1.25).
- F1 PATTERN: Shift+Left/Right now selects a range of notes (v1.25): on the grid/pitch rows you can select multiple notes and use C (copy) / V (paste, overwrites) / Delete (turns them off, keeping pitch).
- F5 MIXER / F2 SYNTH channel strip: cursor navigation changed from MUTE⇌ PAN⇌ FADER to MUTE⇌ SOLO⇌ PAN⇌ FADER (v1.27); SOLO can now be selected and toggled from the keyboard.
- F1 PATTERN: the PATTERN GEN label changed from "EIGHTH NOTES" to "8TH NOTES RND" and finally to "8TH NOTES (RND)" (v1.31, v1.32).
- Save-with-samples shortcut moved from Ctrl+Shift+S to Ctrl+Alt+S (v1.39): Ctrl+Shift+S was being intercepted by the browser (Edge Web Capture / Firefox screenshot) before it reached the app.

Appendix: global shortcut reference

Key	What it does
Space	Play / stop
Tab / Shift+Tab	Next page / previous page
1-8	Select a track
9	Select the master
Shift+1-8	Toggle mute
Ctrl+1-8	Toggle solo
Ctrl+S	Save the project
Ctrl+Alt+S	Save the project with the sample audio embedded (same as SAVE / LOAD PROJECT + SAMPLES on F6)
Ctrl+O	Load a project
Ctrl+Z	Undo
Alt+Up / Alt+Down	Change the BPM
Alt+1-8 (hold)	Fill that track (16th-note retrigger) while held