Cheat Sheet / Play and navigate

Read the two bottom rows. Tap/release for single actions; overlap buttons for combinations.

Always

Action	Control / destination
PAD FX	Editor > Assign > Global > Mixer > Effects > Matrix > Sequencer > Library
KNOB FX	Editor: OSC 1 > OSC 2 > OSC 3 > Noise; elsewhere: return Editor
B1 / B2	Previous / next page in area; Library: Load / Save twice
MPC / Synth	B3 MPC; PAD FX+KNOB FX switch view; playback continues
Shortcut	B1+B2: Editor; each OSC remembers its pages

OSC editing

Action	Control / destination
Header	OSC 1/2/3 + actual type; Noise separate; shared pages ALL OSC
Encoder turn	Choose another OSC assigned to this type; keeps same settings page
ASSIGN	PAD FX ASSIGN; K1 OSC1 type / K2 OSC2 / K3 OSC3
Off slot	Keeps its OSC number and OFF; assign type in ASSIGN

Type-specific pages

Action	Control / destination
Analog	ANALOG > UNISON > ANALOG FX > START
FM	FM > CONFIG > MODE > TONE > ENV > TAIL > OP FIXED > START
FM operator	Fader selects OP1-4/6 on all FM pages; encoder selects OSC
WT	WT > SOURCES > WT WARP > START
Granular	GRANULAR > SOURCES > GRAIN MOVE > GRAIN FX > START
Noise	NOISE > PLAY > ADS > REL > WAV > SOURCES

Samples and Library

Action	Control / destination
SOURCES	K1 SD project / K2 A-B / K3 Project-Factory / fader layer
Use + preview	Press READY pad, or encoder press for selected pad
Leave SOURCES	B1/B2 previous/next; target locked to current OSC/type
LIBRARY	Encoder/K1 browse; B1/click Load; K2 cursor; K3 character; B2 twice Save

Cheat Sheet / Sources, sequence and export

Read the two bottom rows. Tap/release for single actions; overlap buttons for combinations.

Global / Mixer / FX / Matrix

Action	Control / destination
GLOBAL	Filter/Color > AMP > VCF > LFO/Clock > Voice > Pad Play > Arp > Macros > Fine > Info
MIXER	OSC1/2/3 levels; master/noise/chorus
EFFECTS	Drive/delay time/feedback; delay mix/reverb/Space
MATRIX	B1/B2 route1-4; K1 source / K2 matching target / K3 depth
Matrix targets	OSC 1/2/3; actual type filters choices; incompatible old route stays INACTIVE
LFO CLOCK	GLOBAL: Free/Tempo, 15 grids, Free/Note/Transport reset

Live sequencer

Action	Control / destination
Pages B1/B2	LIVE > SAVE WAV > STEP > SETUP > SESSION
SEQ REC / PLAY / STOP	Own record / play-stop / stop; MPC beat continues in Synth view
LIVE	K1 BPM (Sync readout) / K2 grid / K3 length1-64; click Record
STEP	Encoder selects1-64 and bank; pads or click toggle; K1 note/K2 vel/K3 gate
SETUP stopped	K1 Overdub-Replace / K2 count-in / K3 click; fader Free-MPC Sync
SESSION	Encoder press saves sound + pattern + settings; wait SAVED

MPC beat / WAV

Action	Control / destination
Clock setup	MPC SHIFT+PAD8: External; Sync In Off; Sync Out Midi Clock
Phase	Stop/Start original transport; 4/4; 40-240 BPM
Record	SEQ REC or LIVE encoder; Sync waits next bar + count-in
Export	SAVE WAV: encoder press; Sync waits next bar; wait WAV READY
Cancel / Import	Encoder press/STOP cancel own take; B3 MPC browser imports finished WAV
Contents / folder	Synth+FX only, before Main Volume; EMBER-8/Exports

Library / session files

Action	Control / destination
Named presets	EMBER-8/presets/*.ember; no fixed preset count cap
Session	MPC-JUP8-SESSIONS/RUN.../session.cfg; periodic autosave also active
Restore next start	MPC off: chosen session.cfg -> autorun/performance.cfg; keep bank collection
Own WAVs	autorun/wavetables; 8 shared custom startup files, up to8 MiB each