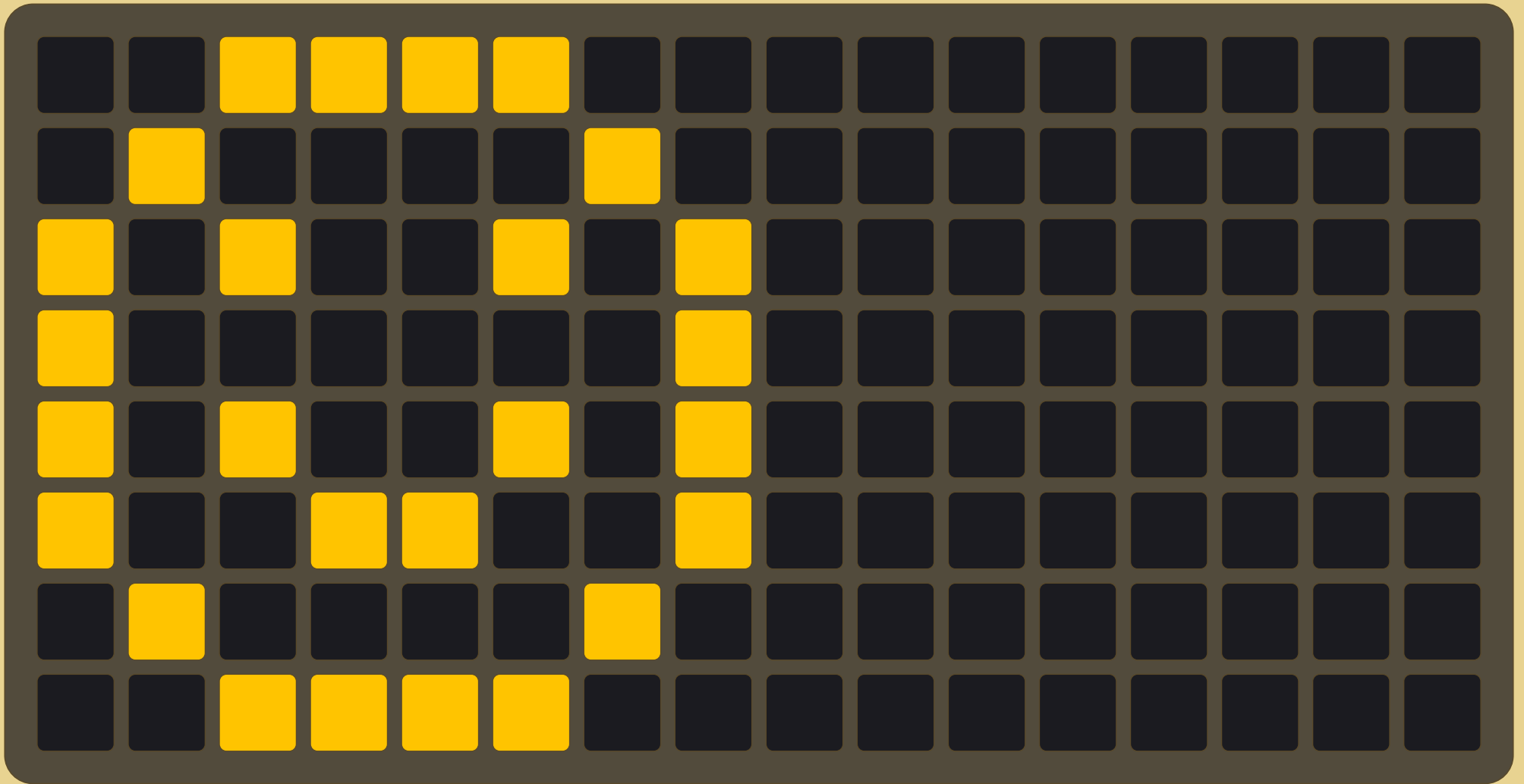




STING

MONOME GRID 128 / 256 · REFERENCE

LAYOUT

TYPE

DENSITY

LENGTH

KEYBOARD

1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16	1	2	3	4	5	6	7	8
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
9	10	11	12	13	14	15	16	STORE	COPY	DEL	CHAIN	STING	CHRD	BASS	MODE
1	2	3	4	5	6	7	8	ST A	ST B	CHRD	BASS	NOTE	ACC	GATE	OCT
9	10	11	12	13	14	15	16	TR -	TR +	ACC -	ACC +			OFS -	OFS +
	C#	D#		F#	G#	A#	MOD	BWD	FWD	GTE -	GTE +			SWG -	SWG +
C	D	E	F	G	A	B		GEN				REC	PLAY		

BANKS

SLOTS

MODS

PARAMS

TRANSPORT

MAIN

SLOTS

BOTH HALVES ARE LIVE AT ONCE, THERE IS NO PAGE TOGGLE
ON A 256, STING USES THIS 16 x 8 REGION AND LEAVES THE REST DARK

MAIN

TYPE

SET 1-16

DENSITY

SET 1-16

LENGTH

SET HOLD-EDIT

KEYBOARD

SET ROOT

1	2	3	4	5	6	7	8								
9	10	11	12	13	14	15	16								
1	2	3	4	5	6	7	8								
9	10	11	12	13	14	15	16								
1	2	3	4	5	6	7	8								
9	10	11	12	13	14	15	16								
	C#	D#		F#	G#	A#	1 MOD								
C	D	E	F	G	A	B									

LEFT HALF · MAIN

1 HOLD · BEAT DIV, AND WEIGHT + HARM IN CP

MODIFIER HELD

WEIGHT

COUNTERPOINT ONLY

HARM

COUNTERPOINT ONLY

BEAT DIV

SET 1...1/64

KEYBOARD

STILL PLAYS NOTES

1	2	3	4	5	6	7	8								
9	10	11	12	13	14	15	16								
1	2	3	4	5	6	7	8								
9	10	11	12	13	14	15	16								
1	2	3	4	5	6	7	8								
9	10	11	12	13	14	15	16								
	C#	D#		F#	G#	A#	1 MOD								
C	D	E	F	G	A	B									

LEFT HALF · MAIN

1 HOLD · MOMENTARY

NO COUNTERPOINT
IN COUNTERPOINT

ONLY THE BEAT DIV BAND
WEIGHT AND HARM BANDS TOO

VELOCITY
LOW MID HI

GATE
SHORT MID LONG

OCTAVE
-1 0 +1 +2

CP VOICE
COUNTERPOINT ONLY

STEPS
HELD STEP

STEP NOTE
CHANGE NOTE

LEFT HALF - MAIN

HOLD A STEP IN THE STEPS ROWS TO OPEN THIS PAGE · MOMENTARY

SLOTS

The diagram illustrates the layout of the STING MONOME GRID 128 / 256 interface. It features a grid of 128 slots arranged in 8 rows and 16 columns. The grid is divided into two main sections: the left half (columns 1-8) and the right half (columns 9-16). The right half is further divided into four functional groups: BANKS, SLOTS, MODIFIERS, and TRANSPORT. The left half is primarily used for BANKS and SLOTS. The right half contains various functional buttons and parameters, including STORE, COPY, DEL, CHAIN, STING, CHR, BASS, MODE, STA, STB, CHR, BASS, NOTE, ACC, GATE, OCT, TR -, TR +, ACC -, ACC +, OFS -, OFS +, BWD, FWD, GTE -, GTE +, SWG -, SWG +, GEN, REC, and PLAY. The grid is color-coded: dark blue for OFF, light blue for BACKGROUND, yellow for GRADIENT, and red for MAX / SELECTED. The right half is labeled 'RIGHT HALF · SLOTS'.

BANKS
PICK BANK

SLOTS
LOAD SLOT

MODIFIERS
HOLD TO USE

PARAMETERS
PAIRS OF PADS

TRANSPORT

RIGHT HALF · SLOTS

- ① HOLD + PRESS SLOT · STORE, COPY, DELETE, CHAIN
- ② CP VOICE RANDOM TOGGLE
- ③ NEXT MODE
- ④ MUTE CP VOICE · LIT = MUTED
- ⑤ RE-ROLL EVERY CYCLE
- ⑥ TRANSPOSE, ACCENT · PRESS BOTH · RESET

- ⑦ OFFSET · PRESS BOTH · RESET
- ⑧ DIRECTION · PRESS BOTH · PENDULUM
- ⑨ GATE · PRESS BOTH · RESET
- ⑩ SWING · PRESS BOTH · RESET
- ⑪ GENERATE PATTERN
- ⑫ RECORDER

OFF
 BACKGROUND
 GRADIENT
 MAX · SELECTED

RECORDER

PADS

SLOTS PAGE



PRESS · NEXT STATE

WHILE THE HOST IS PLAYING

HOLD · ERASE THE RECORDING

ALSO WORKS WHILE STOPPED

STATES

STATE	REC LED	PLAY LED	WHAT HAPPENS NEXT
EMPTY	STEADY	DIM	PRESS REC TO ARM RECORDING
ARMED RECORD	FAST BLINK	DIM	RECORDING STARTS ON THE NEXT BAR
RECORDING	1/4-NOTE BLINK	DIM	PRESS REC TO ARM THE STOP
ARMED STOP	FAST BLINK	FAST BLINK	RECORDING STOPS ON THE NEXT BAR
STOPPED	STEADY	STEADY MAX	PRESS PLAY TO ARM PLAYBACK
ARMED PLAY	DIM	FAST BLINK	PLAYBACK STARTS ON THE NEXT BAR
PLAYING	STEADY	1/4-NOTE BLINK	PRESS REC TO ARM THE STOP