

PLAY

[space]	play once (every list starts at its beginning)
[,]	loop (lists phase against each other)
[/]	pulsar: replay every few beats
[<] [>]	pulsar slower / faster
[.]	stop everything
[↑] [space]	play the selected garden slot
[opt] [,]	loop / pulse the whole garden
[opt] [/]	
[~]	sustain pedal
[_]	record / stop

NEW, UNDO, SAVE POINTS

[n]	new bloom
[N]	new bloom, same scale
[b]	new shape
[B]	new bloom, same scale and shape
[cmd] [z]	undo (last 300 changes)
[cmd] [↑] [z]	redo
[opt] [p]	push a save point
[opt] [P]	pop back to it
[cmd] [S]	save / load the garden
[cmd] [0]	

GESTURES · whole bloom, small steps

[−]	calm: merge a note, soften, pitches inward
[=]	intensify: split a note, louder, pitches outward
[']	vary: a little of everything moves
[{] [}]	merge two notes / split one in half

Rhythm only splits and merges, so the total length and your durations (halves and doubles) survive.

A bloom is five lists

pitch (a sub-list is a chord) · **time** to the next note, in beats · **velocity** (0 = rest) · **channel** · **intervals**. Each list can have its own length.

Phasing

Lists of different lengths cycle on their own: 5 pitches over 4 velocities shift the accent each time round. You hear it in the **loop** and **pulsar**; [space] always starts every list together. [L] shows a cursor per list.

WHOLE NOTES · each keeps its time, vel, chan

[s] [S]	scramble / perfect shuffle
[R]	mirror
[9] [0]	rotate ← →
[u] [U]	stutter / sputter
[d] [D]	braid / pyramid
[Y] [r]	spray / ratchet
[h] [H]	thin / thicken
[g] [G]	insert / remove a gap
[z]	drop last
[a] [A]	add a note: in the scale / any
[;] [:]	clump into chords / flatten chords
[W]	remove doubled notes
[opt] [w]	wheels within wheels: one accent drifting each cycle
[opt] + [s] [S] [R] [u] [U] [d] [D]	the same patterns on the pitches only.

PITCH · also in pitch mode

[1] [2]	semitone down / up
[!] [@]	octave down / up
[3] [4]	scale step down / up
[#] [\$]	breeze: some notes a step down / up
[m] [M]	mutate: in the scale / chromatic
[i] [I]	invert / invert around the mean
[()]	pivot: invert, keeping the highest / loudest note
[e] [E]	shear / center the range
[w]	draw a contour (in the scale)
[o] [O]	sort pitches up / down

SCALES AND KEYS · also in pitch mode

[k]	snap to the nearest named scale
[K]	slant: a neighbouring scale, any root
[l] [L]	one step flatward / sharpward (circle of fifths)
[j]	lift the garden slot's scale
[J]	reduce the scale

Home or mode?

Home keys act on **whole notes** or the whole bloom; a mode applies the same verb to **one list**. [s] at home scrambles notes with their rhythm; [t] then [s] scrambles only the rhythm.

GARDEN · the row of slots

[↓]	save the bloom into the slot
[↑]	lift the slot into the bloom
[←] [→]	move · with [↑], move and play
[↔] [↔]	new slot / clear slot
[x] [X]	interlace / blend with the slot
[f]	take the slot's rhythm, dynamics, channels
[C]	cast: your pitch classes on the slot's contour and rhythm
[l]	merge the garden into the bloom
[opt] [l]	curdle: the bloom into the garden

MODES AND MENUS

[p] [t] [v] [c]	pitch, time, velocity, channel, intervals mode (page 2)
[5]	
[esc]	back home

FREEZE · [F], then...

[p]	pitch: lock to the scale
[t] [r]	rhythm: the durations in use
[v]	dynamics: the levels in use
[c]	channels in use
[5]	intervals: the steps in use
[d]	total duration: trim → stretch → off
[g]	time grid

The menu stays open so you can set several; [F] or [esc] closes. The header shows what's frozen, e.g. * p t d:trim.

VIEW

[L]	lanes: every list, each with its own cursor
[l]	note labels
[opt] [1–9]	picture style
[opt] [c]	clean view for video ([esc] leaves)
[\]	console
[opt] [e]	edit the bloom as text
[cmd] [k]	command palette: every operation by name

INTERVALS · notes added at playback

[5]	intervals mode (randomize there with [n])
[6] [^]	widen / narrow
[7] [&]	add / drop a step
[8]	reset (nothing added)
[%]	count in semitones ↔ scale steps
[*]	bake into the notes as chords

BLOOM · list modes

p **t** **v** **c** **5** enter a mode · its key or **esc** goes home · another mode key switches across

In a mode every key acts on **that one list**; the others stay put. A key means the same verb in every mode. Play, garden, view, undo and **F** work as usual; anything else just shows a hint.

KEY	VERB	PITCH P	TIME T	VELOCITY V	CHANNELS C	INTERVALS 5
s S R 9 0 u U d D	scramble, shuffle, mirror, rotate, stutter, sputter, braid, pyramid: the same in every list . Changing one list's length makes it phase against the others.					
o 0	sort up / down	low → high	short → long	crescendo	low → high	close → wide
z a A	drop last / add	add in scale / any	add one from the palette / at random			add a step in use / a fresh one
1 2	down / up	semitone	faster / slower ×1.2	softer / louder	channel ±1	every interval ±1
! @	big down / up	octave	double / half time	much softer / louder	—	an octave across (+7 ↔ -5)
3 4	one palette step	scale step	next duration you use	next level you use	next channel in use	next size in use
# \$	breeze	as 3 4 , but only some values move, and the same ones tend to keep moving				
- =	converge / diverge	narrower / wider range	evenner / more uneven	flatter / wider dynamics	toward / away from the main channel	narrower / wider
y	unify	all the commonest pitch	all the commonest duration	all the average level	all the main channel	all the commonest step
i / I	invert / around the middle	high ↔ low / around the mean	long ↔ short	loud ↔ quiet	across the range / around the main	above ↔ below / wide ↔ close
e	shear	tilt up or down	accel. or rit.	dynamic ramp	drift across channels	closing in or opening out
w	curve	contour	rubato	hairpins	smooth path	swell of widths
m M	mutate gently / wildly	scale steps / chromatic	from the palette / anything			
h H	fewer / more distinct values	one pitch class fewer / more	durations	levels	channels	kinds of step
q / Q	quantize / choose the setting	snap to the scale	to the grid / pick grid	to at most N levels / pick N		at most N kinds of step
n	new list	new pitches	new times (from the palette)	new dynamics	new channels	new intervals
x / f	with the garden slot	lace this list with the slot's / copy the slot's				
Only in pitch mode		every pitch key from home: () pivot · [] flatward / sharpward · k K j J scales · E center · and 9 0 rotates the pitches alone				
Also in pitch & intervals mode		6 ^ 7 & 8 % * mean what they mean at home				

Palette

The distinct values a list already uses: your durations, dynamic levels, channels, interval steps. For pitch, the palette is the scale. “Step” keys move **along your own vocabulary**, so a groove of 1, ½, ¼ stays in halves and doubles.

How a freeze works

Switching one on takes a **snapshot** of what the list uses now. Anything outside it then **snaps to the nearest** allowed value: on every play, and after every change while a loop or pulsar runs.

Snapping rewrites the bloom; unfreezing doesn't undo it. Freeze again for a new snapshot.

Undo vs save points

cmd z steps back **one change at a time**. **opt p** marks a place you like; wander as far as you want and **opt P** jumps straight back. The **notice** top-left names each change for 5 s.

Breeze

\$ move only **some** values a step. Notes that just moved are likelier to move again, so repeated presses drift a line rather than shuffle the whole thing.

Intervals

Each step adds notes **above (+) or below (-)** the note it falls on, at playback; 0 adds nothing. They count semitones or scale steps (**%**). The list cycles at its own length, so harmony phases too. ***** writes them into the notes as chords.

Moving through keys

K **slant** jumps to a near-neighbour scale on any root and avoids the last few it visited, so it wanders outward.

[] travel **steadily**: one scale note moves a semitone per press, C → G → D... sharpward or the reverse.

Pivot and pitch classes

() turn the melody upside down while the highest (or loudest) note stays put.

In pitch mode **h H** remove or add one **pitch class**; the scale follows.