Unicorn Outfitters

DIGITAL PERFORMER / MAC 0.41

Ultra Nudge

User manual

Ultra Nudge by Unicorn Outfitters

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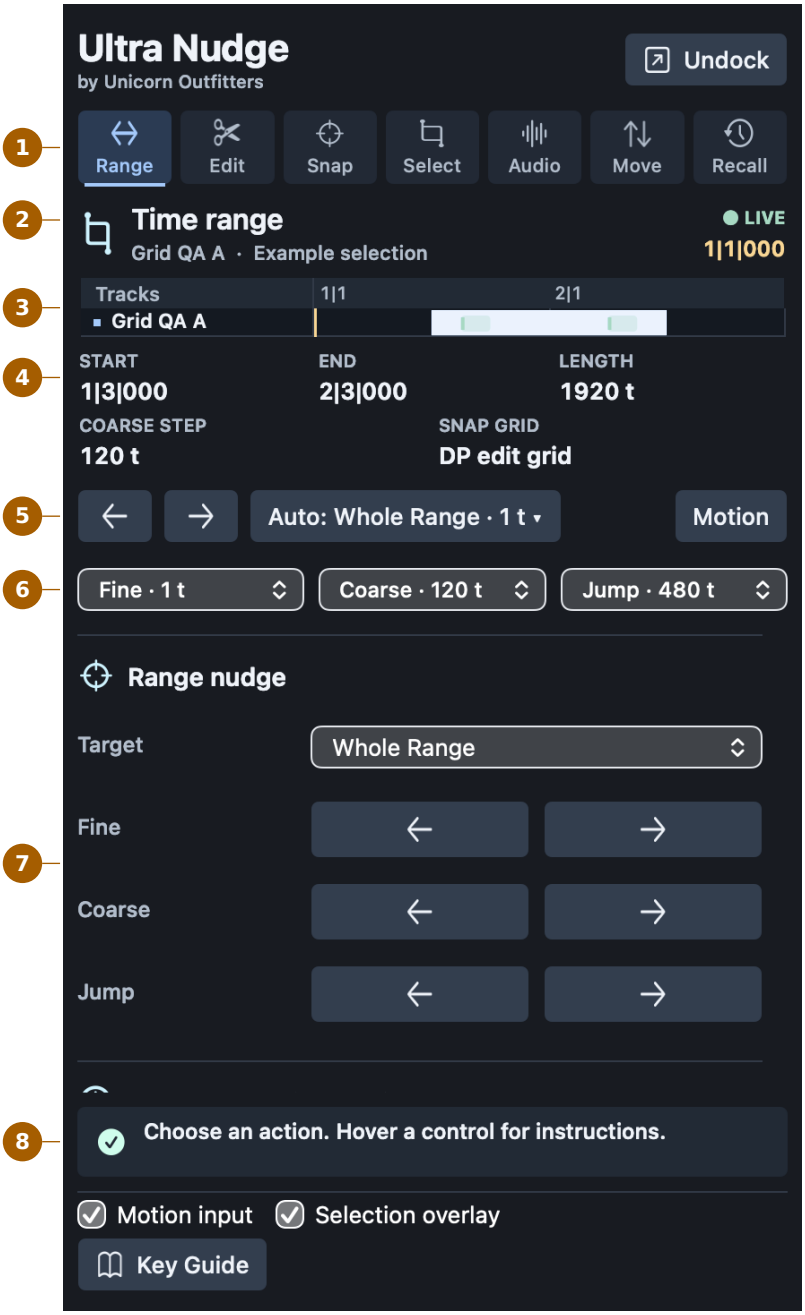
1. Open Ultra Nudge

Ultra Nudge is made by Unicorn Outfitters. Support and invoice requests: audiolabs@gmail.com.

1. Stop playback in DP and open the Sequence Editor.

2. Choose **Window > Ultra Nudge**. The palette opens in a sidebar.

3. Click the Sequence Editor and make a selection. Its name and bounds appear in the palette.



1. Tabs
Choose a tool page.

2. Selection
Item name and track. LIVE means the editor is ready.

3. Timeline
Read positions. Hover a block for its name and bounds.

4. Measurements
Selection start, end, and length. Enable Selection overlay to show these over the editor.

5. Nudge strip
Move by Fine. The menu shows the target and lets you choose the range edge.

6. Shared steps
Set Fine, Coarse, or Jump here on any tab.

7. Tools
Use the selected tab. Scroll this area for more tools.

8. Activity and preview
Read the last result below the tools. Review a pending plan here, then Apply Preview or Discard Preview.

Dock layout rendered from the app, with an example selection. Scroll the tool area for lower controls.

Move a range by one tick

1. With DP's I-beam, drag a time range in a MIDI track.

2. Open **Range** and choose **Whole Range**. Set **Fine · 1 t** in the shared step bar.

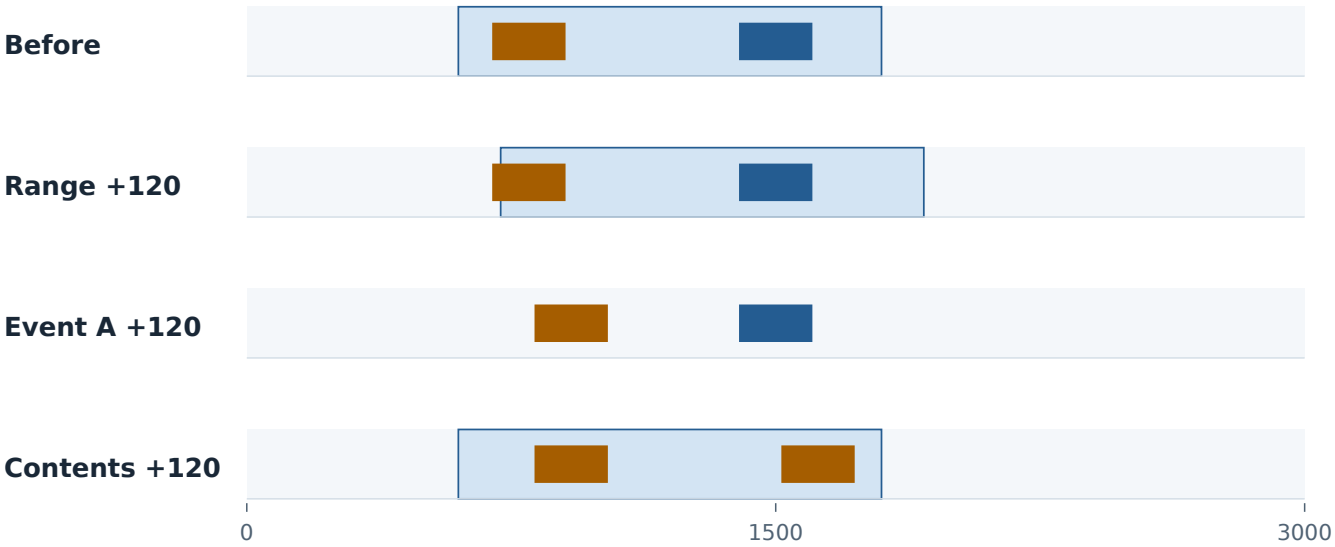
3. Click the readout beside the top arrows. Choose **Time Range Only**.

4. Click the later arrow once. Check the bounds and Activity. Click earlier to return.

Click	Start	End
Starting range	960	2880
Later	961	2881
Earlier	960	2880

2. Choose what moves

Start with notes A and B inside a time range. Select only A. Each example below moves 120 ticks later:



Range moves the shading. Select moves A. Edit > Split & Move moves the inside pieces.

Choose an edge

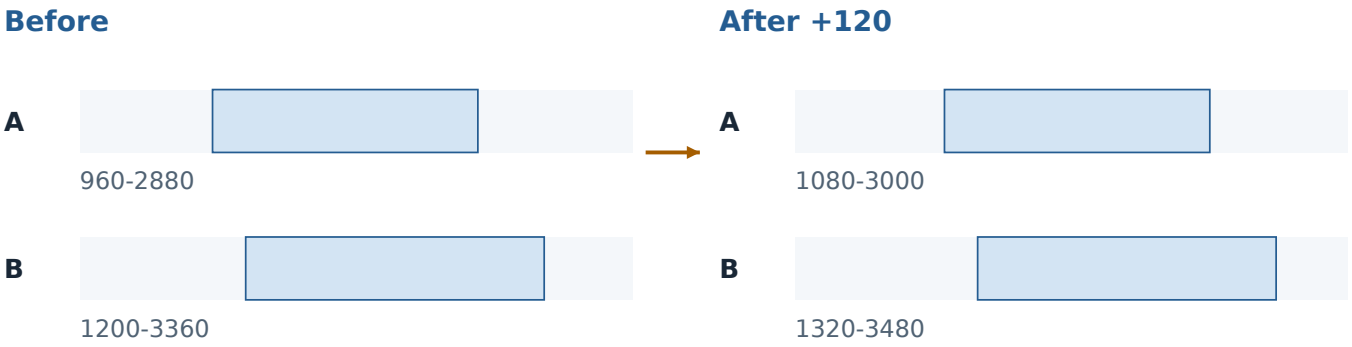
For a range of 600-1200 and a step of 120:

Range target	Earlier	Later
Whole Range	480-1080	720-1320
Start Edge	480-1200	720-1200
End Edge	600-1080	600-1320
Both Edges	720-1080	480-1320

An edge cannot cross the other edge or the timeline boundary.

Move ranges on several tracks

Make a range on each track, then move. Each span gets the same offset.



Both ranges move 120 ticks later.

Set the amount

Setting	Where to set it	Example
Ultra step	Shared step bar above the tools	Fine · 1 t: top arrows move one tick.
DP nudge	DP's nudge settings	DP nudge rows use this amount.
Snap	Snap tab	Markers: land on a nearby marker.
Grammar size	Motion Keys phrase	r m 1 l: move the range 30 ticks later.

DP uses 480 ticks per quarter note. A step sets the distance. A snap target sets the landing position.

Return to an earlier state

Change	Return with
Edited material	DP Undo. Activity reports separate Undo steps.
Changed time-range bounds	Recall > Range history > Previous.
Changed a range or MIDI note selection	Recall > Previous Selection, at the same DP Undo state.

3. Use the shared controls

Set the movement amount



These menus stay above the tools on every tab.

Fine sets the compact arrows. Coarse sets Split & Move, rotation, Safe nudge, and saved-group moves. Fine/Coarse/Jump rows use the matching menu. Motion Keys uses these menus for f/c/j objects and fixed note sizes for digits 1-7. DP nudge uses DP's settings.

Choose the nudge target

Start	Do	Check
Range: 960-2880. Fine: 5 t.	Open the target menu beside the compact arrows. Choose Time Range Only, then Range target > Start Edge. Click later.	The range becomes 965-2880. The end and notes stay put.

Enter a name

Start	Do	Check
Destination is empty.	Type `midi2`. Choose **MIDI-2** with Up/Down, then Tab or Return.	The field uses MIDI-2 and its track ID.

You can click a suggestion. Escape closes suggestions and keeps your text. Track number and type distinguish duplicate names. To save a new group or interval, type its new name.

Start	Do	Check
Soundbite rule: Name contains `Guitar`.	Apply the rule.	`Guitar close` matches. `guitar close` does not. Text rules are case-sensitive.

Read the feedback

Status	Action
LIVE	Check the selection and run the tool.
PLAYING	Stop playback.
PAUSED	Click the Sequence Editor and close any open dialog or menu. Read the detail line.
OFFLINE	Open DP, enable its native driver, then click Reconnect.

Activity stays below the tools. A pending plan puts Apply Preview and Discard Preview there. Hover a control for instructions. Motion Keys shows Last command and Last error in its guide.

Keep a tool nearby

Right-click a tool and choose Pin or Unpin This Tool. Three pins fit below the nudge strip. Right-click a pin to remove it.

Open Motion Keys

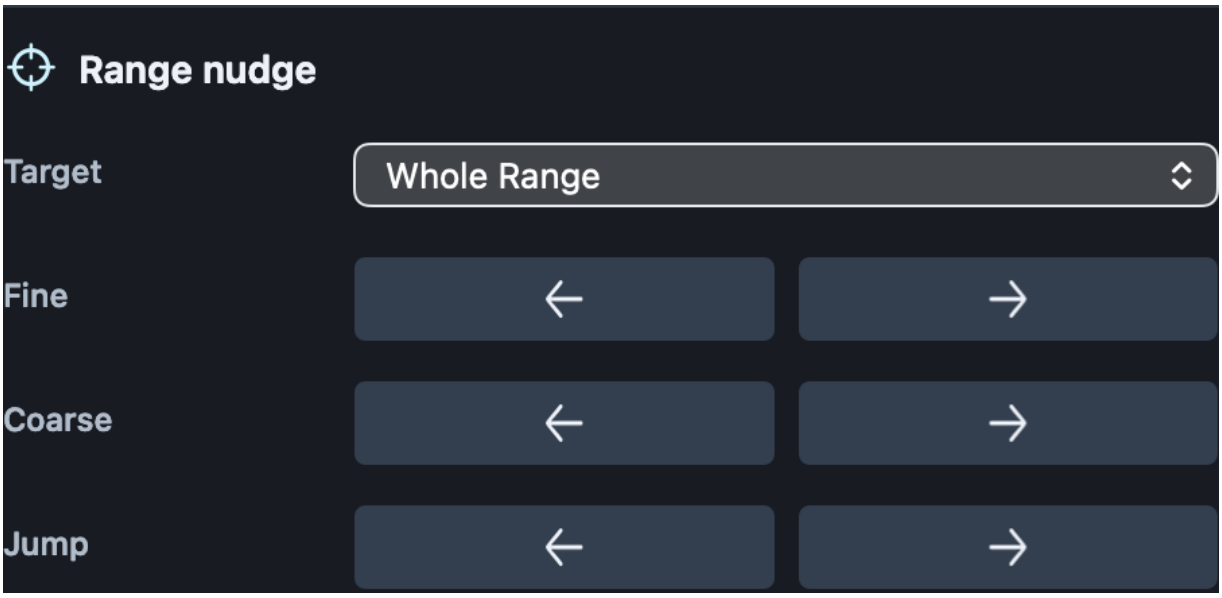
1. Enable **Motion input**. Click **Motion Keys**.

2. Click **Practice**. Type a phrase and read its meaning; the project stays unchanged.

3. Leave Practice to run edits. The guide shows the next keys after every entry.

In Key Guide, choose Click Only or an unused F12-F19 entry key. DP conflicts are marked. Text fields, menus, and dialogs pause grammar input. Modified DP shortcuts remain available.

4. Range



Choose a target here. Fine, Coarse, and Jump amounts are in the shared step bar.

Musical steps

Menu	Ticks
Fine	0.5 / 1 / 5 / 10
Coarse	60 / 120 / 240 / 480
Jump	120 / 240 / 480 / 960 / 1920

The top nudge strip always uses Fine. Set its readout to Auto to follow DP's current selection, or choose Time Range Only or Events Only.

Clock steps

Click the 10 ms, 256 samples, or frame arrow. Set frame rate beside the Range frame row. Use the play-enabled sequence.

Start	Do	Check
Tempo: 120 BPM.	Move 10 ms later.	The range moves 9.6 ticks. At 60 BPM, the same 10 ms is 4.8 ticks.

Reshape the range

With a range of 600-1200 and Fine set to 10:

Operation	Result
Shrink	610-1190
Grow	590-1210
½ Length	750-1050
2× Length	300-1500
Roll Later	1200-1800

Shrink and Grow use Fine. Roll moves by the range length.

Center Range puts the group's center at the stopped counter. Previous/Next marker puts its center on that marker.

For a source range of 600-1200 and cycle locators at 800-1400:

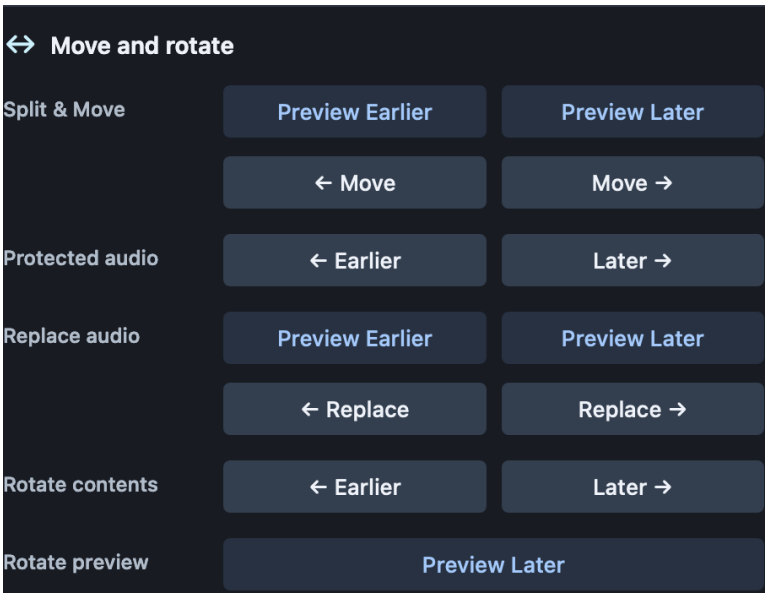
Cycle action	Result
Fit Range	800-1400
Clip Range	800-1200

Punch uses punch locators. Between markers uses the adjacent marker interval.

Use DP's nudge commands

The DP nudge controls call DP's event, range-start, and range-end commands. Set their amount and unit in DP.

5. Edit



Set Coarse in the shared step bar before using Move and rotate.

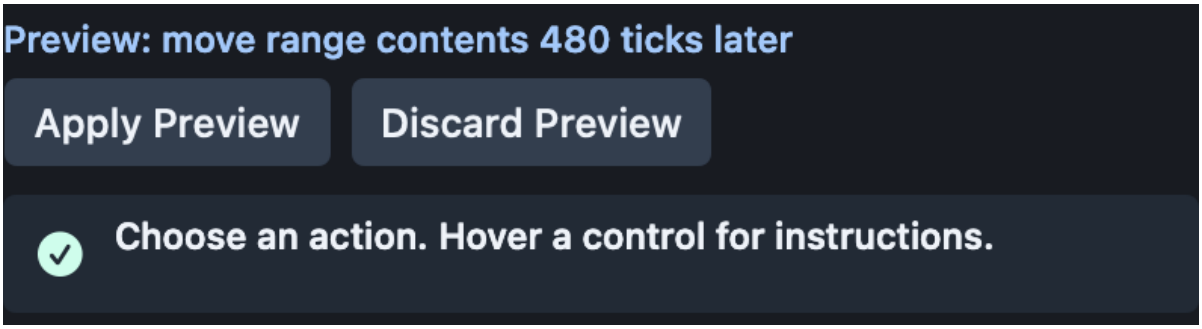
Split & Move

1. Mark the time to move. Set Coarse.

2. Click **Preview Earlier** or **Preview Later**. Read the cuts and destination in the timeline.

3. Click **Apply Preview**. DP Undo restores the edit; Activity reports separate split/move steps.

The plan and its confirmation stay below the tools. If the source changes, Preview again.



Apply Preview commits the plan. Discard Preview removes it.

Start	Do	Check
The destination contains audio.	In Replace audio, click Preview Later.	Activity reports the destination pieces and cuts. Use the Replace arrow to edit. Protected audio arrows refuse this collision.

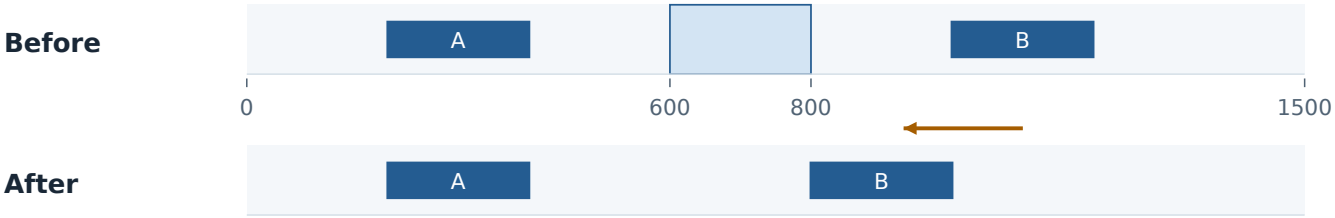
Split and copy

Control	Result
Inside / Outside / Left / Right	Cuts at the range edges and selects the chosen pieces.
Duplicate	Copies contents after each track's range. Preview shows the destination.
Keep Inside	Crops the material to the range.
Pack Range	Puts the range contents in DP Clips.
Rotate Earlier / Later	Moves contents by Coarse and wraps them at the range ends.

Insert or remove time

Choose the ripple scope, then Preview Insert Silence or Preview Remove Time. Apply the preview after checking the affected tracks.

Remove time 600-800



Remove Time deletes the 600-800 interval. The later event moves 200 ticks earlier.

Scope chooses the affected tracks. Include conductor also shifts conductor events; it needs a shared range in the play-enabled sequence.

Save a recipe

1. Choose an operation and enter a recipe name. Click Save.

2. Make a range. Choose the saved name and click Preview.

3. For Split & Move, enter signed ticks before Preview: `120` moves later; `-120` moves earlier.

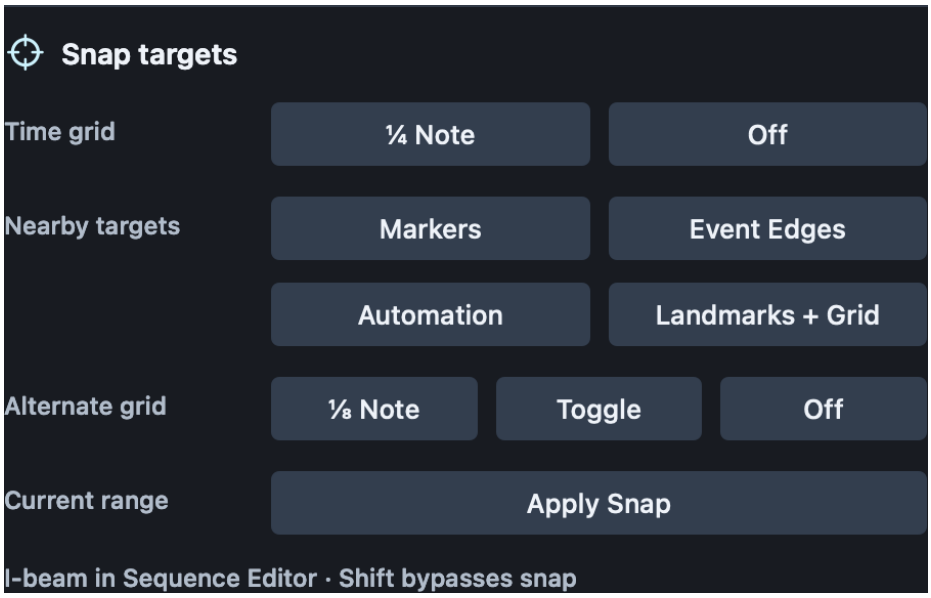
4. Read the plan and click Apply Preview.

Recipes store Split & Move, Duplicate, Ripple Insert, or Ripple Remove. A ripple recipe keeps its scope. The limits are 32 names and 64 UTF-8 bytes per name.

Check a seam

Preview Seams reads automation at the range edges. Toggle Guard refuses edits that change it. Audition Start/End uses DP's Audition Selection at that edge, then restores the range, counter, and locators.

6. Snap



Click a target to arm it. Apply Snap uses it on the current range.

Choose a target

Button	Target	Capture radius
Quarter Note	Quarter-note grid	Nearest grid point
Markers	Sequence marker	480 ticks
Event Edges	Event boundary	240 ticks
Automation	Stored automation point	240 ticks
Landmarks + Grid	Nearby landmark, then quarter-note grid	120 ticks

Off disarms the primary Ultra profile. Hold Shift to bypass it during a supported drag. DP's Info Bar shows its own grid.

Hold a marker while dragging

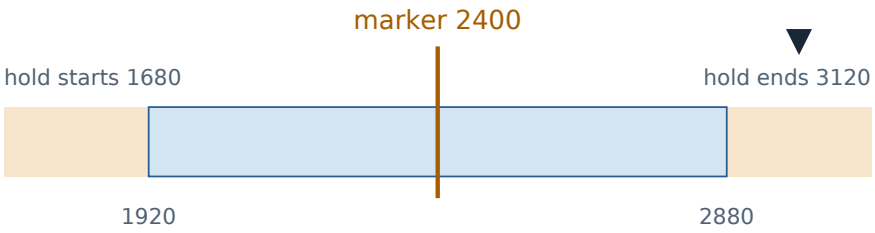
1. In Snap targets, click **Markers**.

2. In Drag guides and drops, choose **Guide On**, **Tall**, and **Hold Target**.

3. In DP, drag a range with the I-beam. Pause near a marker, then move a little farther.

4. Click **Last Drag** to read the chosen target and held state.

Capture near a marker; release farther away



Capture: +/-480 ticks. Hold: +/-720. Pointer at 3000 can still hold 2400.

A marker at 2400 captures within 480 ticks. Once held, it releases beyond 720 ticks.

Row limits the guide to the active lane. Release turns holding off. Guide Off hides the line; snapping stays armed.

Use an alternate grid

Start	Do	Check
Primary profile: Quarter Note.	Choose Alternate grid > Eighth Note. Click Toggle.	The alternate eighth-note grid is active. Toggle returns to the primary profile. Alternate Off removes it.

Find waveform targets

1. Select an audio range and click Scan Audio. Read Status until the scan completes.

2. Choose Transients, Zero Crossings, or Sync Points.

3. Click Apply Snap or make a range drag. Check the resulting bounds.

Transients and sync points capture within 120 ticks; zero crossings within 5. Next Attack moves the range end to the next attack. Zero-crossing Split/Crop uses the scanned span. Shorten the range if Status reports a limit.

Other gesture controls

MIDI Aim Guide draws a line in the dedicated MIDI editor. Status reports the last gesture.

Object Snap corrects supported drops. Drop Crossfade applies the audio policy. Only one can be enabled. See chapter 14 for pending checks.

DP grid settings calls DP's commands. Read Range reports the bounds.

7. Select

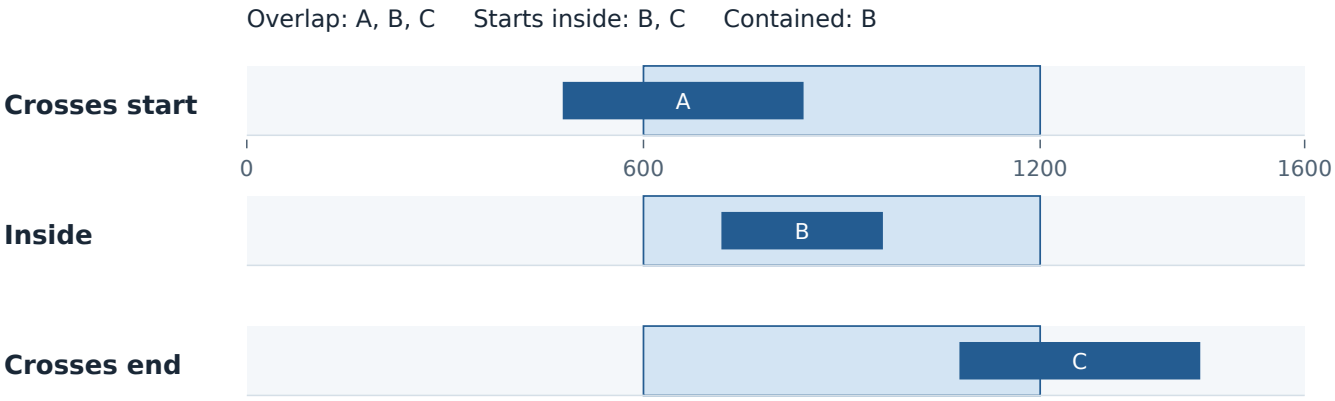


Note Filter and Soundbite Filter open the rule builder described in chapter 10.

Turn a range into selected objects

Make a time range. In Select from range, choose its matching rule:

The shaded range is 600-1200



For range 600-1200: Overlapping selects A, B, C; Onsets selects B, C; Contained selects B.

Then use Selected events arrows. Continuous points match by onset.

Stop before a collision

Start	Do	Check
Selected events have 70 ticks clear to their right. Coarse is 120.	In Safe nudge, preview later.	The plan is +70. Click Apply Nudge to move by that amount.

Select a DP gesture mode

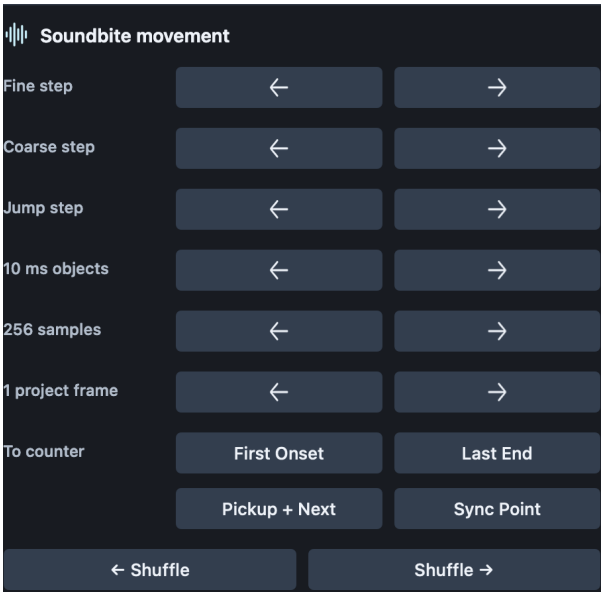
Choose Time Ranges, Events & Phrases, or All Selections, then select in DP.

Move Clip containers

Select Clips and use the DP Clips arrows. First Onset to Counter aligns the first Clip with the stopped counter. Pickup + Next also selects the following Clip.

8. Audio, Move, and Recall

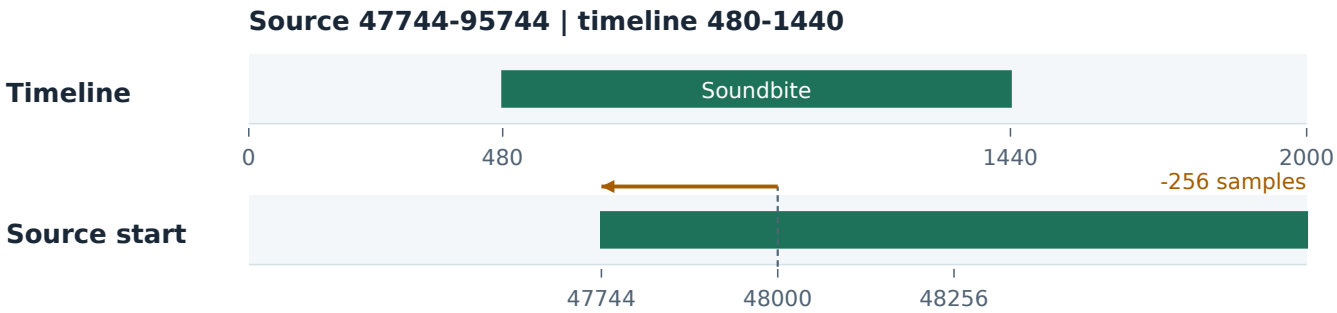
Move an audio event



The soundbite arrows move selected audio events on the timeline.

Select a soundbite, then click an arrow. Audio's frame row uses DP's project frame rate. Pickup aligns the chosen anchor with the stopped counter. Pickup + Next also selects the next soundbite.

Change the source slice



Source start shown close up. Both source edges move 256 samples earlier; timeline bounds stay fixed.

Select an ordinary soundbite. In Soundbite source, click a 1, 256, or 2048 sample arrow. DP Undo restores the slice. The slice must fit inside its source file.

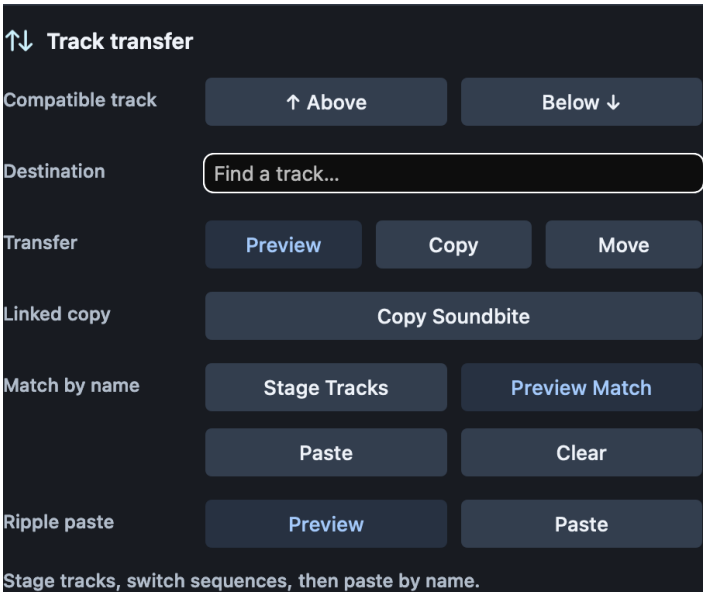
Start	Do	Check
Two soundbites share a definition.	Select one and click Unlink Soundbite.	It has its own definition. Position and source bounds stay the same.

Fades and cuts

Preview fades from the range edges, then Apply. Crossfade uses a partial overlap with a neighbor. Range Fades and Soundbite Gaps open DP's dialogs.

Shared microphone cut finds a common quiet boundary near Start or End. Read Scan Result, then Set Shared Edge. Split there afterward.

Transfer to another track



Enter a destination track, then Preview.

1. Select the objects. Enter a compatible track in Destination or choose a suggestion.

2. Click Preview and read the destination check.

3. Click Copy to keep the source, or Move to remove it from the source track.

Above/Below uses the nearest compatible track. Copy Soundbite makes a linked instance at the same time.

Match tracks across sequences

1. Select the source tracks and ranges. Click Stage Tracks.

2. Switch sequences. Click Preview Match. Track names must match exactly and be unique.

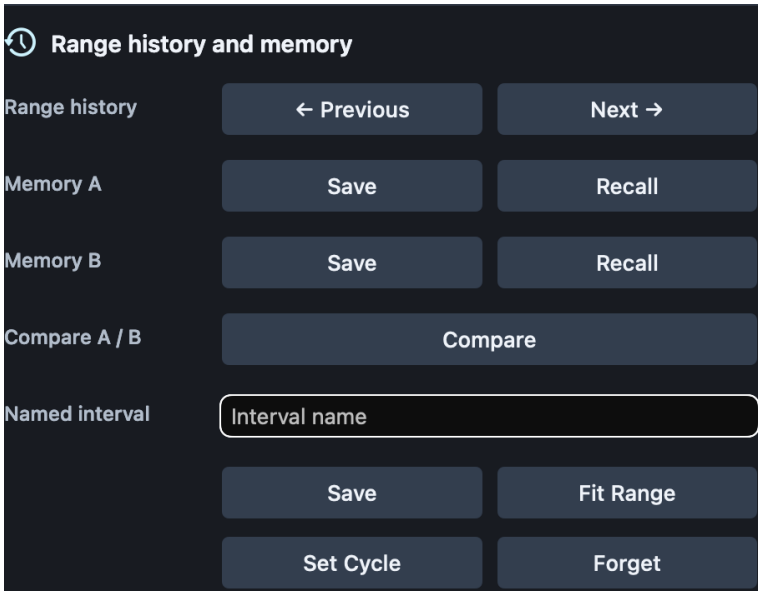
3. Click Paste. Clear discards the staged source.

Ripple Paste opens time on the matched destination tracks. Use its Preview button first.

Copy into another take

Choose an existing compatible take with a clear destination. Preview, then Copy Range or Copy Ranges. Take timing Compare reports timing differences; Select Outliers selects MIDI outliers.

Save a selection



Recall holds range memories and named intervals.

Save	Use it to restore
Range A / B	Per-track time ranges. Compare reports the edge differences.
Named interval	A time window. Fit Range maps current ranges into it; Set Cycle sets cycle locators.
Track slot 1 / 2 / 3	Track membership. Motion Keys calls the slots A / B / C.
Named event group	The saved ordinary MIDI/soundbite members. Group arrows move them by Coarse.
Range set	Collected spans. Preview Set shows them; Select Set Events selects their union.
Reference pin	A saved start, end, or playhead position. Align Start or End moves a range to the pin.

Lock Position/Bounds protects group members in supported Ultra commands. Unlock removes protection. Recall fails if saved members are stale.

Save the project before storing intervals. Records use its path and track IDs; Save As can change the available records.

9. Motion Keys

Stop DP and open Motion Keys. Type keys or click the guide. Spaces are optional. The last key of a complete phrase runs it.

Build one move

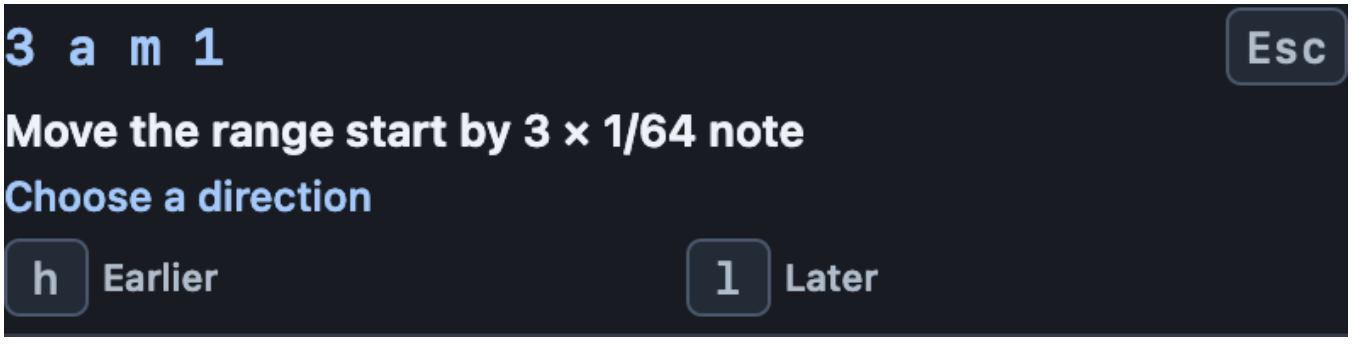
Type	Meaning so far	Next
r	Range	Choose a verb.
m	Move the range	Choose a size or destination.
1	Move the range by 30 ticks	Choose earlier or later.
l	Move the range 30 ticks later	The move runs.

Replace `r` with `a` to move only the start. Put `3` first to move three steps:

COUNT	NOUN	VERB	SIZE	DIRECTION
3	a	m	1	h
three times	range start	move	1/64 note	earlier

The last h runs the 90-tick start-edge move.

3 × 30 = 90 ticks. With range 960-2880, the result is 870-2880.



The guide shows the phrase meaning, next keys, and last result.

After `r m`, `q` is refused and the phrase stays `r m`. Enter `1 l` to finish. Delete/Backspace removes the last key. Escape clears the phrase; Escape at an empty phrase exits.

Run `r m 1 l`, select another range, then enter `.`. That range moves 30 ticks later. Store, tab, snap, preview, apply, and discard commands keep the last repeatable movement. A repeated marker move can advance to the next marker.

Nouns and verbs

Noun	Target	Verbs
r	Range	m Move / y Store / p Recall / f Fit / c Crop / z Resize / o Roll / q Preview / v Select / e Discard / g Grow
a	Range start	m Move / g Grow
e	Range end	m Move / g Grow
c	Clips	m Move / v Select
n	Notes	m Move / v Select / h Shuffle / a Apply
i	Range contents	x Split / d Duplicate / c Crop / k Pack / o Rotate / q Preview / r Replace / t Toggle
t	Tracks	y Store / p Recall / g Grow / v Select
w	Palette	v View
b	Soundbites	m Move / v Select / a Align / h Shuffle / e Unlink
v	Events	m Move / v Select / q Preview
d	Both range edges	m Move
o	Range center	m Move
s	Audio source	m Move
g	Grid	s Set / z Resize / t Toggle / e Discard / a Apply / q Preview / v View
f	Fades	q Preview / a Apply / v View
p	Preview	a Apply / e Discard / v View
u	Guides	s Set / t Toggle / v View
l	Reference	y Store / e Discard / a Align
j	Ripple time	q Preview
h	Insertion point	m Move

The first key chooses the target. The second chooses the action. The remaining keys name its object, size, location, or direction. The guide lists the valid choices after each key. Scroll the noun list in a narrow dock.

Sizes

Key	Size	Ticks
1	1/64 note	30
2	1/32 note	60
3	1/16 note	120
4	1/8 note	240
5	1/4 note	480
6	1/2 note	960
7	Whole note	1920

`h` = earlier. `l` = later. An optional count, 1-999, multiplies a sized move.

Object	Meaning	Example
f	The shared Fine step.	v m f l moves selected events later.
c	The shared Coarse step.	3 a m c h moves the start three Coarse steps earlier.
j	The shared Jump step.	b m j l moves selected soundbites later.

Use sizes with range, start, end, both edges, center, Clips, notes, soundbites, or events. Range contents use `i x` before the size. Counts apply to these sized moves. Note pitch uses `s` for semitone or `o` for octave, followed by `h` down or `l` up.

Start	Do	Check
Range: 960-2880.	Enter `d m 3 l`.	Both edges move outward by 120 ticks: 840-3000. Use h to move them inward.

Start	Do	Check
Range end: 2880.	Enter `2 e m 3 h`.	2 × 120 ticks earlier: the end becomes 2640.

`i x 5 l` splits at the range edges and moves the inside pieces 480 ticks later.

Move to a location

Phrase	Result
r m @p	Align the range start with the stopped counter.
a m @p	Move only the range start to the counter.
n m @p	Align the selected note group's first onset with the counter.
c m @m l	Align the first selected Clip onset with the next marker.
c m @m h	Align it with the previous marker.
o m @p	Align the range center with the counter; preserve its length.

Previous/next is measured from the moved anchor. A missing marker refuses the move.

DP selection growth uses `g`: `a g h` grows the start toward the previous event; `e g l` grows the end toward the next. `h m l` moves DP's insertion point later by its native grid. These use DP's selection commands and grid settings.

Select

Phrase	Result
n v @r	Select notes overlapping the range.
n v @p	Select notes at the playhead.
c v @r	Select Clips overlapping the range.
c v @p	Select Clips under the playhead.
n v ?	Open Note Filter.
b v ?	Open Soundbite Filter.

Store and recall

Phrase	Result
r y 'a	Store range A.
r p 'a	Recall range A. Use b for range B.
t y 'a	Store track slot A.
t p 'a	Recall track slot A. Use b or c for the other slots.

Switch tabs

Enter `w v`, then the tab number:

1	2	3	4	5	6	7
Range	Edit	Snap	Select	Audio	Move	Recall

Preview, then apply

1. Make a range and set Coarse to 120 ticks.

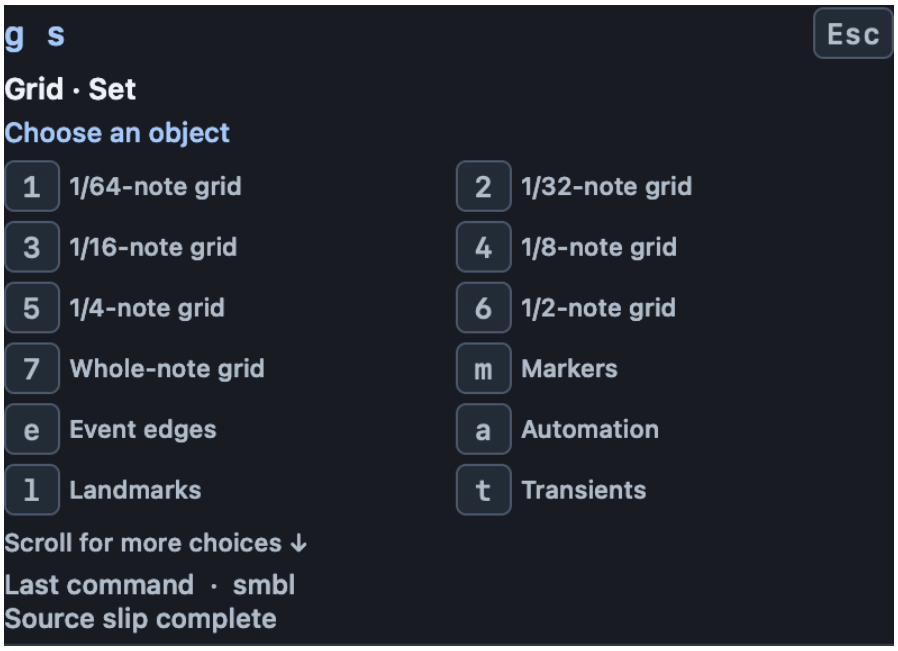
2. Enter `i q l`. Read the proposed range and destination in the timeline.

3. Enter `p a e` to apply, or `p e e` to discard. `p v e` checks whether the plan is still current.

A changed selection, sequence, take, or Undo position invalidates a compound preview. Starting another preview discards the compound plan. Safe Nudge has its own preview: `v q l`, then `p a n`. Fades use `f q r`, then `p a f`.

Choose snap targets

Enter `g s`. Digits 1-7 set the same note sizes as the movement table. `g s e` uses nearby event edges; `u s h` turns on target hold. `g s 0` turns custom snapping off. `g s b` prepares an alternate eighth-note grid; `g t a` latches it.



After g s, the guide offers targets. This view uses example feedback.

Use a reference

1. Place the stopped playhead at the destination and enter `l y p`.

2. Select a range or individual events. Enter `l a s` to align their start with the stored position.

3. Use `l a e` to align the end, or `l e p` to clear the reference.

Phrase reference

These phrases use the native command handlers. The result line reports success or a refusal. Slip and Unlink require one ordinary soundbite. Source-slip sizes are source samples; soundbite movement uses project samples. Ripple phrases preview first. Apply with `p a e`.

Range

Phrase	Result
r f c	Fit the range to the cycle.
r f p	Fit the range to punch boundaries.
r f m	Fit the range between surrounding markers.
r c c	Crop the range to the cycle.
r c p	Crop the range to punch boundaries.
r z h	Halve each range around its center.
r z d	Double each range around its center.
r z s	Shrink the range by the Fine step.
r z g	Grow the range by the Fine step.
r o h	Roll the range earlier by its length.
r o l	Roll the range later by its length.
r p h	Recall the previous range selection.
r p l	Recall the next range selection.
r y s	Add the current ranges to the range set.
r q s	Preview events in the stored range set.
r v s	Select events in the stored range set.
r e s	Discard the stored range set.
r g s	Grow the selection to the start through DP.
r g e	Grow the selection to the end through DP.
r g p	Grow the selection to the playhead through DP.

Range start

Phrase	Result
a g h	Grow the range start to the previous event through DP.
a g l	Grow the range start to the next event through DP.

Range end

Phrase	Result
e g h	Grow the range end to the previous event through DP.
e g l	Grow the range end to the next event through DP.
e m @t	Move the range end to the next analyzed transient.

Notes

Phrase	Result
n m s h	Move selected notes down one semitone.
n m s l	Move selected notes up one semitone.
n m o h	Move selected notes down one octave.
n m o l	Move selected notes up one octave.
n h h	Shuffle the selected note with its previous neighbor.
n h l	Shuffle the selected note with its next neighbor.
n a z	Close gaps between selected notes.
n a g	Space selected notes with 1/16-note gaps.

Range contents

Phrase	Result
i x i	Split at the range edges and select inside pieces.
i x o	Split at the range edges and select outside pieces.
i x h	Split at the range edges and select the left pieces.
i x l	Split at the range edges and select the right pieces.
i d a	Duplicate range contents after the range.
i c i	Crop contents to the range.
i k r	Pack selected range contents.
i o h	Rotate contents earlier by the Coarse step.
i o l	Rotate contents later by the Coarse step.
i q h	Preview Split & Move earlier by the Coarse step.
i q l	Preview Split & Move later by the Coarse step.
i q d	Preview duplicating range contents.
i r h	Move the audio range earlier by Coarse and replace its destination.
i r l	Move the audio range later by Coarse and replace its destination.
i t a	Toggle preservation of automation during range edits.
i x z	Split near zero crossings at the range edges.
i c z	Crop near zero crossings at the range edges.

Tracks

Phrase	Result
t g u	Grow the selection to the track above through DP.
t g d	Grow the selection to the track below through DP.
t v r	Select all tracks in the active time range.

Soundbites

Phrase	Result
b m t h	Move selected soundbites earlier by 10 ms.
b m t l	Move selected soundbites later by 10 ms.
b m s h	Move selected soundbites earlier by 256 project samples.
b m s l	Move selected soundbites later by 256 project samples.
b m v h	Move selected soundbites earlier by one video frame.
b m v l	Move selected soundbites later by one video frame.
b a f	Align the first selected soundbite to the playhead.
b a e	Align the last selected soundbite's end to the playhead.
b a s	Align a soundbite sync point to the playhead.
b a n	Align soundbites to the playhead and select the next.
b h h	Shuffle the selected soundbite with its previous neighbor.
b h l	Shuffle the selected soundbite with its next neighbor.
b e a	Unlink the selected soundbite from its shared definition.

Events

Phrase	Result
v v s	Select events starting in the range.
v v o	Select events overlapping the range.
v v i	Select events contained in the range.
v v a	Select all through DP's Edit menu.
v v 0	Deselect all.
v v h	Select the previous event through DP.
v v l	Select the next event through DP.
v m u	Move selected objects to the previous compatible track.
v m d	Move selected objects to the next compatible track.
v q h	Preview a safe Coarse move earlier.
v q l	Preview a safe Coarse move later.

Audio source

Phrase	Result
s m s h	Slip the selected soundbite source earlier by one source sample.
s m s l	Slip the selected soundbite source later by one source sample.
s m b h	Slip the selected soundbite source earlier by 256 source samples.
s m b l	Slip the selected soundbite source later by 256 source samples.
s m k h	Slip the selected soundbite source earlier by 2048 source samples.
s m k l	Slip the selected soundbite source later by 2048 source samples.

Grid

Phrase	Result
g s 1	Set a 1/64-note drag grid.
g s 2	Set a 1/32-note drag grid.
g s 3	Set a 1/16-note drag grid.
g s 4	Set an eighth-note drag grid.
g s 5	Set a quarter-note drag grid.
g s 6	Set a half-note drag grid.
g s 7	Set a whole-note drag grid.
g s m	Snap drags to nearby markers within a quarter note.
g s e	Snap drags to event edges within an eighth note.
g s a	Snap drags to automation within an eighth note.
g s l	Snap to nearby landmarks with a quarter-note fallback.
g s t	Snap drags to analyzed transients within a sixteenth note.
g s z	Snap drags to analyzed zero crossings within five ticks.
g s s	Snap drags to sync points within a sixteenth note.
g s 0	Turn off custom mouse snapping.
g s b	Set an alternate eighth-note drag grid.
g z e h	Use a finer DP edit grid.
g z e l	Use a coarser DP edit grid.
g z n h	Decrease DP's native nudge amount.
g z n l	Increase DP's native nudge amount.
g z u h	Choose the previous DP nudge unit.
g z u l	Choose the next DP nudge unit.
g t a	Toggle the alternate drag grid latch.
g t g	Toggle DP's edit grid.
g e a	Remove the alternate drag grid.
g a r	Snap the active range to the current custom targets.
g q w	Analyze selected audio for waveform snap targets.

Phrase	Result
g v w	Show the current waveform analysis.

Fades

Phrase	Result
f q r	Preview fades at the range edges.
f a r	Apply the previewed range fades.
f a o	Crossfade the selected soundbite with its overlapping neighbor.
f v r	Open DP's fades dialog for the range.

Preview

Phrase	Result
p a e	Apply the current compound edit preview.
p e e	Discard the current compound edit preview.
p v e	Show whether the compound edit preview is current.
p a n	Apply the previewed safe nudge.
p a f	Apply the previewed range fades.

Guides

Phrase	Result
u s t	Use full-height drag guides.
u s r	Limit drag guides to the active row.
u s 1	Turn drag guides on.
u s 0	Turn drag guides off.
u s h	Hold snap targets with hysteresis.
u s f	Release targets without hysteresis.
u t m	Toggle MIDI note drag feedback.
u v d	Show the last mouse snap result.
u v m	Show MIDI note drag feedback status.

Reference

Phrase	Result
l y s	Store the selection start as the reference.
l y e	Store the selection end as the reference.
l y p	Store the playhead as the reference.
l e p	Discard the stored reference position.
l a s	Align the selection start to the reference.
l a e	Align the selection end to the reference.

Ripple time

Phrase	Result
j q s h	Preview removing range time on selected tracks.
j q s l	Preview inserting range-length silence on selected tracks.
j q a h	Preview removing range time on all ordinary tracks.
j q a l	Preview inserting silence on all ordinary tracks.
j q c h	Preview removing range time including the conductor.
j q c l	Preview inserting silence including the conductor.

Insertion point

Phrase	Result
h m h	Move DP's insertion point earlier by its native grid.
h m l	Move DP's insertion point later by its native grid.
h m s	Move DP's insertion point to the start.
h m e	Move DP's insertion point to the end.
h m p	Move DP's insertion point to the playhead.

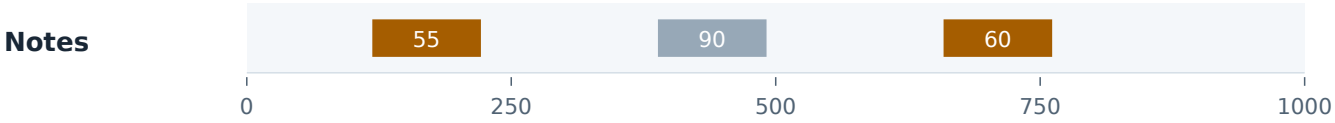
10. Select by rules

Open Select > Note Filter, or enter `n v ?`. Soundbite Filter uses `b v ?`.

Select notes with velocity below 75

Preview: 2 matched; Apply selects 55 and 60

Numbers on blocks are note velocities.



Start with velocities 55, 90, and 60. This rule selects 55 and 60.

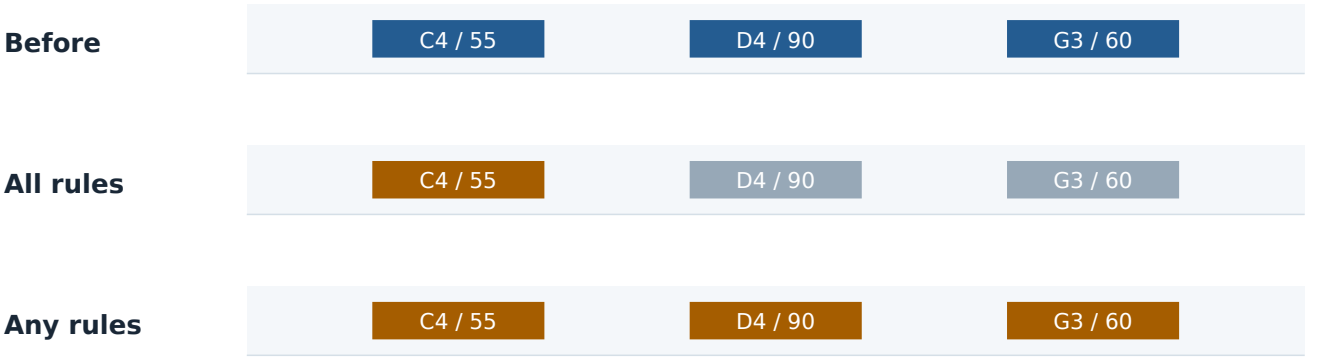
Enter	Guide shows
a	Choose a field.
v	Velocity; choose a comparison.
2	Less than; enter a value.
75, then Enter	Velocity < 75.
Enter	Preview counts.
Enter again	The matching notes are selected.

Add a second rule

Enter `a p 5`, type `C4`, then Enter. The rules are now Velocity < 75 and Pitch at least C4. Press `j` to switch All/Any:

Velocity < 75 + Pitch at least C4

Blocks show pitch / velocity. Amber = selected.



All selects notes passing both rules. Any selects notes passing either rule.

Field keys

Note key	Field	Value
p	Pitch	0-127 or a note name; C4 = 60.
v	Velocity	1-127.
c	MIDI channel	1-16.
d	Duration	Musical ticks; decimals accepted.

Soundbite key	Field	Value
n	Name	Case-sensitive text.
s	Source filename	Case-sensitive text.
d	Duration	Milliseconds; decimals accepted.
f	Fade	i in / o out / e either / b both / n none.

Comparison keys

Key	Number	Text
1	Is	Is
2	Less than	Contains
3	At most	Starts with
4	Greater than	Ends with
5	At least	Is not
6	Is not	

Type a duration as a number, such as `120.5`. Autocomplete fills text; matching uses the completed spelling.

Choose where to search

Key at rule list	Choice
s	Active range / Selected tracks. The builder starts with Active range if one exists.
m	Overlaps / Fully contained / Starts inside. Applies in Active range; see chapter 7.

Starts inside includes the range start and excludes its end. Fully contained allows an event ending at the range end.

Combine with the current selection

A and B are already selected. The rule matches B and C:

Enter at rule list	Operation	Selected after Apply
o r	Replace	B, C
o a	Add	A, B, C
o s	Subtract	A
o i	Intersect	B

Preview and apply

Enter previews counts. Enter again applies. If the source changes, Preview again.

To change a query	Do this
Remove a rule	Click its chip, or press Backspace at the rule list to remove the last rule.
Correct a value	Backspace removes one character.
Go back	Escape goes back one step. At the rule list it returns to Motion Keys.

Limits: six rules, 96 UTF-8 bytes per value, 16 tracks, 8192 scanned events. Use a smaller scope if needed.

11. Worked examples

Example positions are in ticks, except the source frames in E.

A. Move the range start 90 ticks earlier

1. Select 960-2880

Make this range in a MIDI track. Read its bounds in the inspector.

Range 960-2880 | notes stay fixed



2. Enter 3 a m

Open Motion Keys. The guide reads range start, move, count 3. Wait here; no edit has run.

Range 960-2880 | notes stay fixed

3 a m ... waiting for size and direction



3. Enter 1 h

The range becomes 870-2880. The notes keep their positions.

Range 870-2880 | notes stay fixed



4. Return

Click Recall > Range history > Previous. The range returns to 960-2880.

Range 960-2880 | notes stay fixed

Range history: Previous



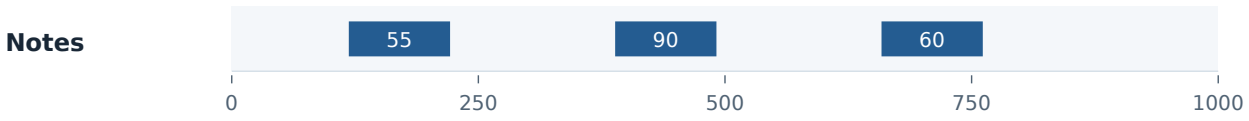
B. Move the softer notes

1. Open Note Filter

Select a track containing notes with velocities 55, 90, and 60. Use Selected tracks scope.

Choose scope before adding conditions

Numbers on blocks are note velocities.

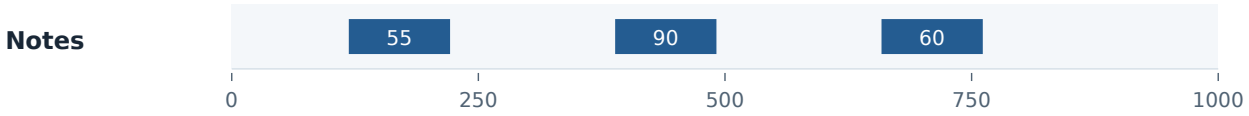


2. Enter a v 2, then 75 and Enter

The rule reads Velocity < 75.

a v 2 75 Enter -> Velocity < 75

Numbers on blocks are note velocities.



3. Press Enter twice

Preview finds the 55 and 60 notes. The second Enter selects them.

Preview: 2 matched; Apply selects 55 and 60

Numbers on blocks are note velocities.

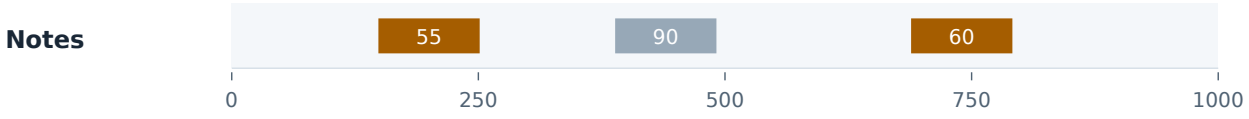


4. Press Escape, then n m 1 l

The builder closes. The two selected notes move 30 ticks later. DP Undo restores the move.

n m 1 l -> only matching notes move +30

Numbers on blocks are note velocities.



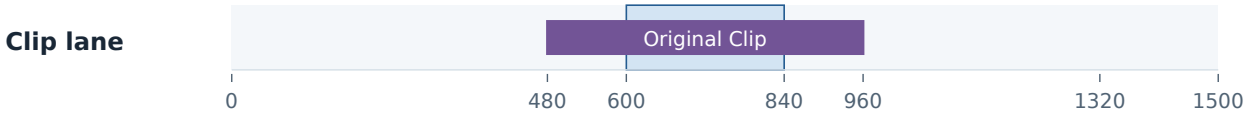
C. Split a crossing Clip and move the middle

Set Coarse to 480. Leave 1080-1320 clear.

1. Mark 600-840

The original Clip spans 480-960. Mark the interior with the I-beam.

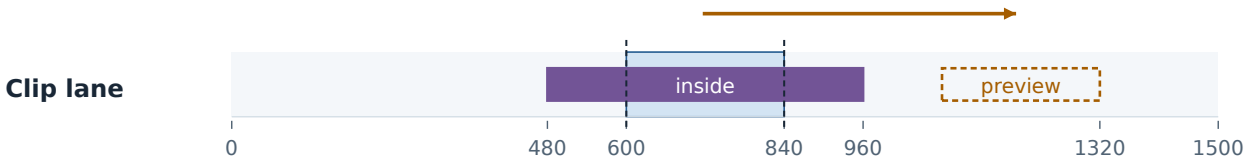
Original Clip crosses both range edges



2. Click Preview Later

In Edit > Move and rotate, preview Split & Move. Check the cuts at 600 and 840.

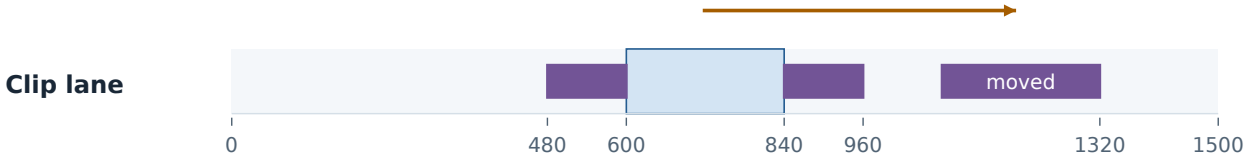
Preview: cuts at 600 and 840; offset +480



3. Click Apply Preview

The middle piece moves to 1080-1320. The two outside pieces stay put.

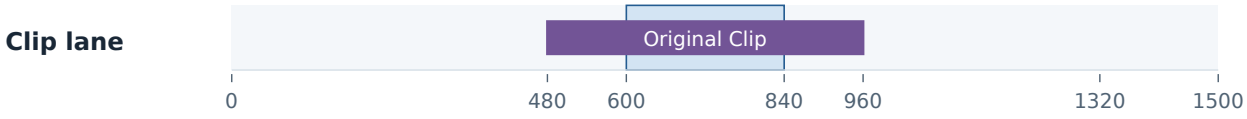
Outside pieces fixed; inside at 1080-1320



4. Undo

Use DP Undo until the original 480-960 Clip is restored. Read the result for separate split/move steps.

DP Undo: check the single original Clip



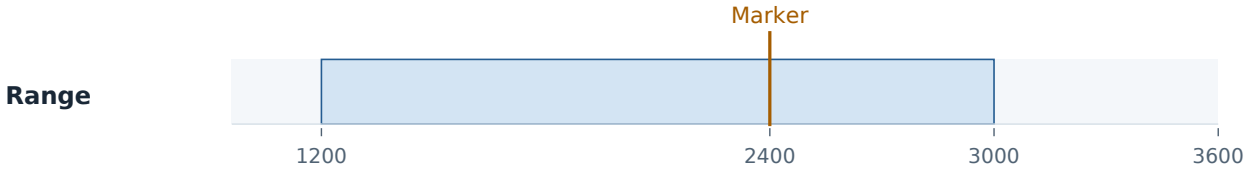
D. Hold a marker while dragging

Use a marker at 2400 and start the range at 1200.

1. Click Markers

The capture radius is 480 ticks.

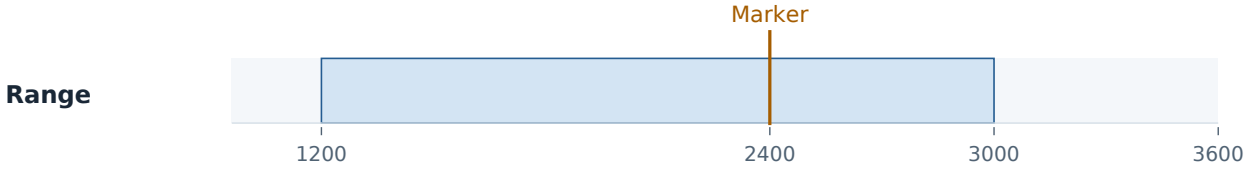
Primary profile: Markers; radius 480



2. Choose Guide On and Hold Target

Choose Tall or Row for the guide height.

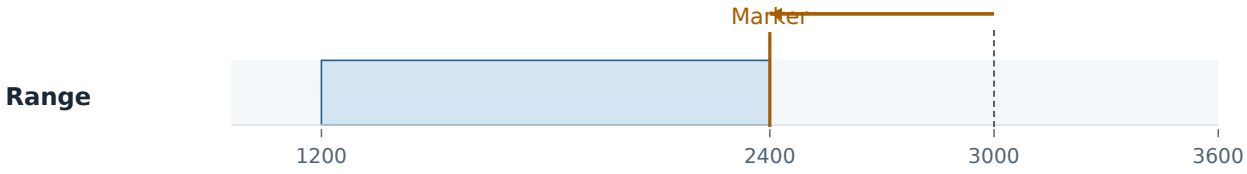
Guide On + Hold Target



3. Drag the end through 2400 to 3000

Pause near the marker to capture it, then continue. The end stays at 2400 inside the hold zone.

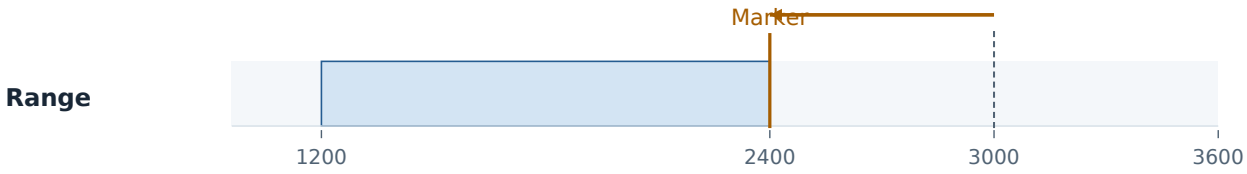
Pointer 3000; snapped edge still at 2400



4. Click Last Drag

Check the target at 2400 and its held state. Try Release to compare, then turn Snap Off.

Last Drag: inspect edge delta and held target

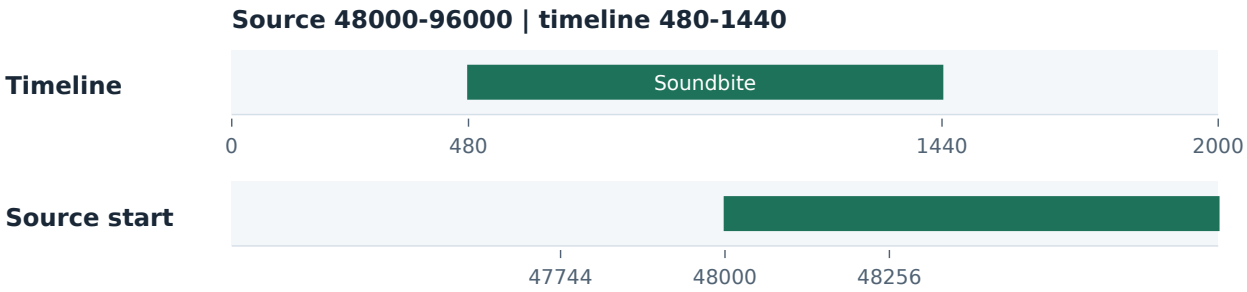


E. Slip a soundbite by 256 samples

Select an ordinary soundbite using source frames 48000-96000, with enough audio before it.

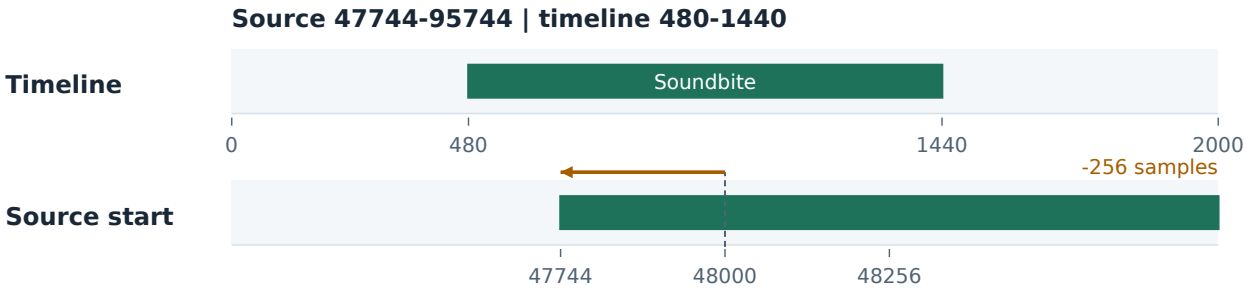
1. Read the source bounds

Hover the soundbite in the timeline. Check 48000-96000. The lower diagram enlarges its source start.



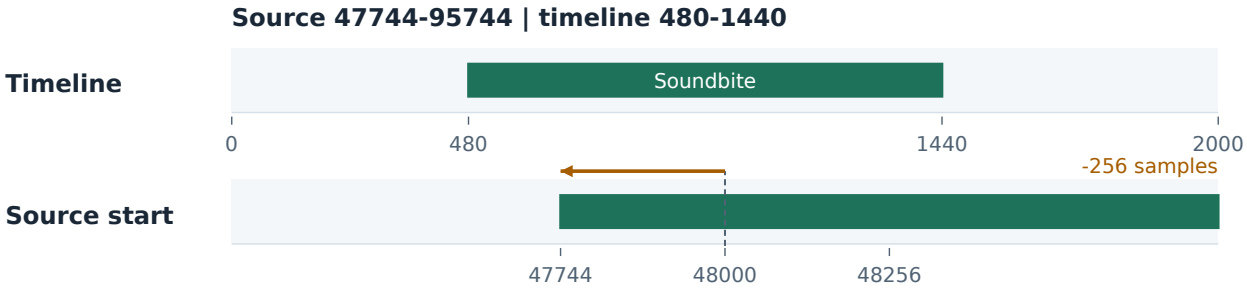
2. Click Slip 256 samples, earlier

In Audio > Soundbite source, click the earlier arrow on that row.



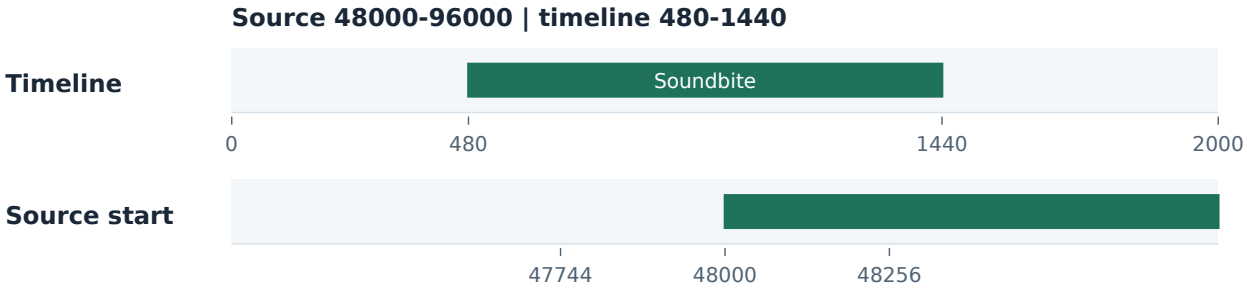
3. Read the result

The source bounds are 47744-95744. The timeline start and duration are unchanged.



4. Undo

DP Undo restores source bounds 48000-96000.

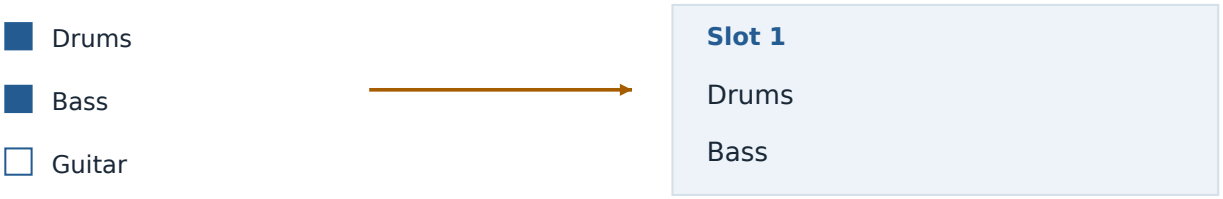


F. Recall tracks, time, and layout

1. Save the tracks

Select Drums and Bass. In Recall > Track recall, choose Slot 1 and Save Tracks.

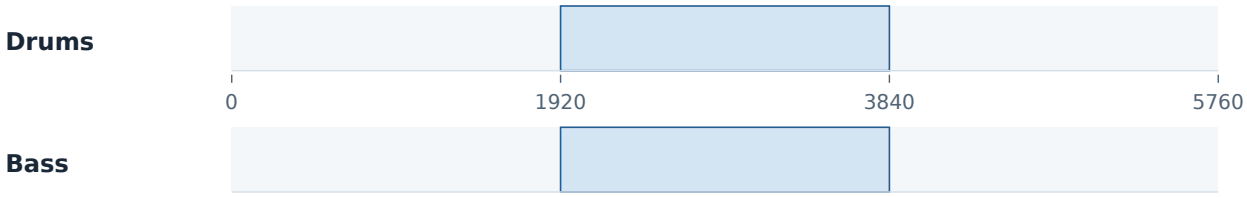
Save Tracks



2. Save Verse 2

Make a range of 1920-3840. Enter Verse 2 in Named interval and click Save.

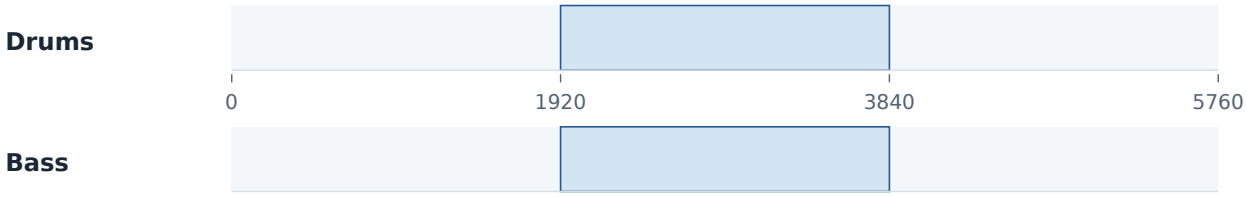
Verse 2



3. Return to Verse 2

Recall Tracks restores Drums and Bass. Mark the same range on both, choose Verse 2, then Fit Range.

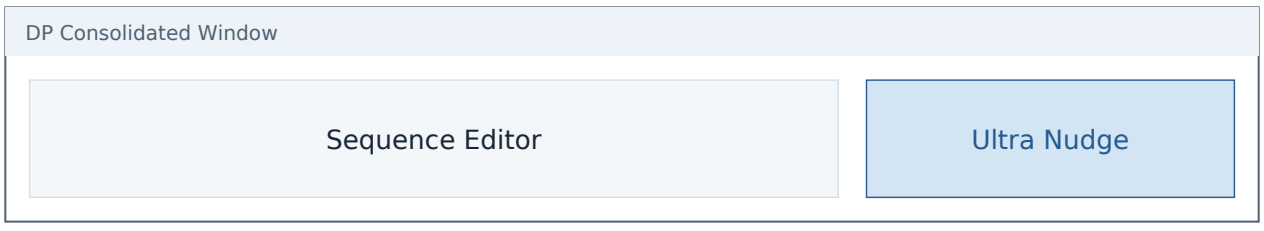
Recall Tracks + Fit Range



4. Save the layout

Arrange the cell and save a DP Window Set. Recall that set to restore the cell position.

Window Set



12. Control reference

Shared step bar

Menu	Values and use
Fine	0.5 / 1 / 5 / 10 ticks. Compact arrows and Fine rows.
Coarse	60 / 120 / 240 / 480 ticks. Coarse rows, Split & Move, rotation, Safe nudge, and saved groups.
Jump	120 / 240 / 480 / 960 / 1920 ticks. Jump rows.

The nudge target menu chooses Auto, Time Range Only, or Events Only. Its Range target submenu chooses Whole Range, Start Edge, End Edge, or Both Edges.

Rows follow the tab order. Hover a control in the app for its full instructions.

Range

Range nudge

Controls	Purpose
Target Whole Range; Start Edge; End Edge; Both Edges	Choose Whole Range, Start Edge, End Edge, or Both Edges.
Fine Earlier arrow / Later arrow	Move the selected range target by Fine. Set the amount in the shared step bar.
Coarse Earlier arrow / Later arrow	Move the selected range target by Coarse. Split & Move and saved-group arrows share this amount.
Jump Earlier arrow / Later arrow	Move the selected range target by Jump. Set the amount in the shared step bar.

Range nudge in real time

Controls	Purpose
10 milliseconds Earlier arrow / Later arrow	Move the chosen range target by 10 milliseconds in either direction.
256 samples Earlier arrow / Later arrow	Move the chosen range target by 256 project samples in either direction.
1 frame Earlier arrow / Later arrow	Move the chosen range target by one frame at the rate selected in this section.
Frame rate 23.976 fps; 24 fps; 25 fps; 29.97 fps; 30 fps; 50 fps; 59.94 fps; 60 fps	Set the frame rate used by this Range row.

Range shape and position

Controls	Purpose
Length Shrink / Grow	Shrink or grow both edges by Fine, keeping a valid positive span.
Scale ½ Length / 2× Length	Halve or double each span about its center.
Roll range ← Earlier / Later →	Roll by the span from the earliest start to the latest end.
Counter Center Range	Align the range group's center to the stopped counter.
Center at marker ← Previous / Next →	Align the range group's center to the previous or next marker.
Cycle Fit Range / Clip Range	Fit the range group into the cycle window, or intersect its spans with that window.
Punch Fit Range / Clip Range	Fit the range group into the punch window, or intersect its spans with that window.
Between markers Fit Range	Fit into the interval between adjacent markers.

DP nudge controls

Controls	Purpose
Nudge events Earlier arrow / Later arrow	Nudge events using DP's current amount and unit.
Range start Earlier arrow / Later arrow	Nudge the range start using DP's settings.
Range end Earlier arrow / Later arrow	Nudge the range end using DP's settings.

Edit

Move and rotate

Controls	Purpose
Split & Move Preview Earlier / Preview Later / ← Move / Move →	Cut at range edges and move the inside pieces by Coarse. Preview shows the cuts.
Protected audio ← Earlier / Later →	Move supported audio by Coarse with destination collision protection.
Replace audio Preview Earlier / Preview Later / ← Replace / Replace →	Preview or apply audio replacement at the Coarse offset; destination audio can be cut.
Rotate contents ← Earlier / Later →	Wrap range contents across the boundary by Coarse.
Rotate preview Preview Later	Report the rotation piece and cut counts. Use the rotation arrow to edit.

Split and copy

Controls	Purpose
Split and select Inside / Outside / Left / Right	Split at range edges, then select inside, outside, left, or right pieces.
Duplicate Preview	Preview or duplicate each track’s range contents after its own span.
Crop Keep Inside	Keep the supported contents inside the active ranges.
DP Clips Pack Range	Pack the selected range contents into native DP Clips.

Audition live seams

Controls	Purpose
Range edge Start / End	Audition near the range edge through DP, then restore the selection and locators.
Readback Status	Read the last seam-audition result.

Ripple edits

Controls	Purpose
Scope Selected tracks; All ordinary tracks; Include conductor	Choose selected tracks, all ordinary tracks, or tracks plus conductor using a shared range.
Insert Preview / Insert Silence	Preview or insert silence and shift following material later.
Remove Preview / Remove Time	Preview or remove time and shift following material earlier.
DP commands DP Insert Measures… / DP Snip Selection	Open DP's Insert Measures dialog or run Snip Selection.

Edit recipes

Controls	Purpose
Operation Split & Move; Duplicate; Ripple Insert; Ripple Remove	Choose one of the four supported operation templates.
Recipe name	Enter or complete a saved recipe name; up to 64 UTF-8 bytes.
Step in ticks Signed ticks	Enter the Split & Move offset in whole ticks: positive later, negative earlier.
Save / Preview	Save the operation and scope, or preview the saved recipe on the current range.

Automation boundaries

Controls	Purpose
Preview Seams / Toggle Guard	Read automation around the range edges. Enable the guard to refuse edits that change it.

Snap

Snap targets

Controls	Purpose
Time grid ¼ Note / Off	Arm the quarter-note primary grid, or turn the primary Ultra snap profile off.
Nearby targets Markers / Event Edges / Automation / Landmarks + Grid	Arm markers, event boundaries, automation points, or nearby landmarks with a quarter-note fallback.
Alternate grid ⅛ Note / Toggle / Off	Choose an alternate eighth-note grid. Toggle switches it on/off; Off removes it.
Current range Apply Snap	Apply the armed Ultra snap rule to the existing range.

Waveform landmarks

Controls	Purpose
Analysis Scan Audio / Status	Scan the selected audio range. Status shows when analysis is complete.
Snap to Transients / Zero Crossings / Sync Points	Arm waveform transients, zero crossings, or internal sync points as snap targets.
Attack Next Attack	Move the range end to the next detected attack.
Zero crossing Split / Crop	Split or crop an analyzed audio range at nearby zero crossings.

Drag guides and drops

Controls	Purpose
Guide height Tall / Row	Choose a guide through the editor or near the active row.
Guide visibility On / Off	Show or hide the live drag guide.
Snap hysteresis Hold Target / Release	Hold a captured target until the pointer leaves its release zone, or disable holding.
Drag readback Last Drag	Read the last drag's target, changed edges, and held state.
MIDI aim guide Toggle / Status	Toggle and inspect the dedicated MIDI editor aim guide.
Object snap On / Off	Enable or disable snapping for supported object drops.
Drop crossfade On / Off	Enable or disable audio drop crossfade. Enabling it switches Object Snap off.

DP grid settings

Controls	Purpose
DP edit grid Smaller / Larger	Run DP's smaller/larger edit-grid commands.
Nudge step Smaller / Larger	Run DP's smaller/larger native nudge-amount commands.
Nudge unit Smaller / Larger	Run DP's previous/next native nudge-unit commands.
Toggle DP Grid / Read Range	Toggle DP’s grid or read the active time range.

Select

Select by rules

Controls	Purpose
Note Filter / Soundbite Filter	Open the note or soundbite rule builder.

Select from range

Controls	Purpose
Range match Onsets in Range / Overlapping Range / Contained in Range	Convert time ranges to supported object selections by onset, overlap, or containment; points use onset.

DP selection mode

Controls	Purpose
Time Ranges / Events & Phrases / All Selections	Choose DP’s native time-range, event/phrase, or all-selection gesture mode.

Selected events

Controls	Purpose
Fine step Earlier arrow / Later arrow	Move the selected event group by Fine.
Coarse step Earlier arrow / Later arrow	Move the selected event group by Coarse.
Jump step Earlier arrow / Later arrow	Move the selected event group by Jump.

Safe nudge

Controls	Purpose
Preview ← Earlier / Later →	Preview the available Coarse movement before a stationary event blocks it.
Safe movement Apply Nudge	Apply the verified safe-nudge plan.

DP Clips

Controls	Purpose
Fine step Earlier arrow / Later arrow	Move selected Clip containers by Fine.
Coarse step Earlier arrow / Later arrow	Move selected Clip containers by Coarse.
Jump step Earlier arrow / Later arrow	Move selected Clip containers by Jump.
First Onset to Counter / Pickup + Next	Align the first Clip onset to the stopped counter; optionally select the next Clip afterward.

MIDI notes

Controls	Purpose
Pitch Down / Up	Run DP's semitone nudge for selected notes.
Octave Down / Up	Run DP's octave nudge for selected notes.
Pitch range All pitches; Pitch 0-47; Pitch 48-59; Pitch 60-71; Pitch 72-83; Pitch 84-127	Choose the MIDI pitch interval to search.
Selection Replace; Add; Subtract; Intersect; Toggle	Choose how matches combine with the current note selection.
MIDI channel All channels; Ch 1 through Ch 16	Choose all channels or MIDI channel 1-16.
Track filter Apply / Custom Grid / Downbeats	Apply the pitch/channel rule, add a custom-grid condition, or restrict to downbeats.
Saved filter Filter name	Enter a saved pitch/channel filter name.
Save / Apply / Forget	Save, apply, or forget the named pitch/channel filter.
Filter reference Match Pitch / Reset Scope	Match the selected reference pitch, or clear the remembered filter scope.
Continuous data Select CC / CC in Range / Volume in Range / Pan in Range	Select CC points across the scope, or CC, volume, and pan points within active ranges.
Notes and CC Select in Range	Select overlapping ordinary MIDI notes and CC from the active ranges.
Group step Fine; Coarse; Jump	Choose Fine, Coarse, or Jump for the MIDI group arrows.
Nudge group Earlier arrow / Later arrow	Move the selected MIDI group by the chosen step.
To counter First Onset / Last End / Pickup + Next	Align the first onset or last end to the counter, or pick up and select the successor.
Note spacing Close Gaps / 120 t Gaps	Re-space ordinary MIDI notes with zero gap or a 120-tick gap.
Shuffle ← Earlier / Later →	Shuffle with the adjacent supported object in the chosen direction.

Audio

Soundbite movement

Controls	Purpose
Fine step Earlier arrow / Later arrow	Move the selected ordinary soundbite group by Fine.
Coarse step Earlier arrow / Later arrow	Move the selected ordinary soundbite group by Coarse.
Jump step Earlier arrow / Later arrow	Move the selected ordinary soundbite group by Jump.
10 ms objects Earlier arrow / Later arrow	Move the selected audio objects by 10 milliseconds.
256 samples Earlier arrow / Later arrow	Move the selected audio objects by 256 source/project-mapped samples.
1 project frame Earlier arrow / Later arrow	Move selected audio objects by one project frame.
To counter First Onset / Last End / Pickup + Next / Sync Point	Align the first onset, last end, or internal sync point to the counter, or use Pickup + Next.
← Shuffle / Shuffle →	Shuffle with an adjacent supported soundbite.

Shared microphone cut

Controls	Purpose
Scan Start / Scan End	Find a quiet sample boundary shared by the selected audio tracks.
Scan Result / Set Shared Edge	Read the scan or move the range edge to the shared quiet boundary.

Soundbite source

Controls	Purpose
Slip 1 sample Earlier arrow / Later arrow	Slip the source slice by one sample; keep the timeline onset fixed.
Slip 256 samples Earlier arrow / Later arrow	Slip the source slice by 256 samples.
Slip 2048 samples Earlier arrow / Later arrow	Slip the source slice by 2048 samples.
Unlink Soundbite	Give the selected soundbite its own definition; retain its time and source bounds.

Fades and spacing

Controls	Purpose
Range fades Preview / Apply	Preview or apply fades derived from the range edges.
Overlap Crossfade	Crossfade one selected ordinary soundbite with a partially overlapping neighbor.
DP dialogs Range Fades… / Soundbite Gaps…	Open DP’s Range Fades or Soundbite Gaps dialog.

Move

Track transfer

Controls	Purpose
Compatible track ↑ Above / Below ↓	Move selected objects to the nearest compatible track above or below.
Destination Find a track…	Choose a destination track. Autocomplete retains its ID when names are duplicated.
Transfer Preview / Copy / Move	Preview, copy, or move selected material to the named track at its original time.
Linked copy Copy Soundbite	Copy an ordinary soundbite to the destination as a linked instance.
Match by name Stage Tracks / Preview Match / Paste / Clear	Stage source tracks, then switch sequences. Preview exact-name matches before Paste. Clear discards the staged copy.
Ripple paste Preview / Paste	Preview or paste staged material while opening time on the matching destination tracks.

Take transfer

Controls	Purpose
Destination Take 1 through Take 32	Choose an existing ordinary destination take, numbered 1-32 in this menu.
Current track Preview / Copy Range	Preview or copy the current track’s range to that take at the original time.
Matched tracks Preview / Copy Ranges	Preview or copy matched ranges across the selected compatible track set.
Take timing Compare / Select Outliers	Compare take timing or select MIDI timing outliers.

Recall

Range history and memory

Controls	Purpose
Range history ← Previous / Next →	Return to an earlier or later time-range state.
Memory A Save / Recall	Store or recall the current per-track ranges in A.
Memory B Save / Recall	Store or recall the current per-track ranges in B.
Compare A / B Compare	Compare the saved A/B bounds and edge deltas.
Named interval Interval name	Enter or complete a name for a time interval in this saved sequence.
Save / Fit Range / Set Cycle / Forget	Save the interval, fit current ranges into it, set cycle locators from it, or forget it.

Track recall

Controls	Purpose
Memory slot Slot 1; Slot 2; Slot 3	Choose Slot 1, 2, or 3; grammar names these A, B, and C.
Save Tracks / Recall Tracks	Store the selected track IDs or recall those tracks.

Event groups

Controls	Purpose
Group name	Enter or complete a name for an ordinary MIDI/soundbite group.
Memory Save / Recall / Forget	Save supported members, recall them, or forget the record.
Move group ← Earlier / Later →	Move the named saved group by Coarse.
Protection Lock Position / Lock Bounds / Unlock	Set or clear group position/bounds protection for Ultra edits.

Range set and reference

Controls	Purpose
Add Range / Preview Set / Select Set Events / Clear Set	Collect virtual spans, preview them, select supported events in their union, or clear the collection.
Pin Start / Pin End / Pin Playhead / Clear Pin	Store a fixed range-start, range-end, or stopped-playhead reference; Clear Pin removes it.
Align Start to Pin / Align End to Pin	Align the current range start or end to that reference.
Previous Selection / Next Selection	Revisit supported time-range/note selections at the same Undo state.

13. Setup and recovery

Install or update

1. Quit DP and the standalone app. Move any old DP Grid Native.app out of Applications; saved settings are retained.
2. Copy **Ultra Nudge.app** to `~/Applications`. Copy **DP Grid Native.bundle** to `~/Library/Audio/Plug-Ins/MOTU Control Surface`.
3. Restart DP. Enable Ultra Nudge in Control Surface Setup.
4. Open the project's Sequence Editor and choose Window > Ultra Nudge.

The driver checks DP's build before enabling edits. Windows verification is deferred.

Arrange the window

Drag the cell header to either sidebar. Drop in a cell's upper or lower half to place it above or below. Resize with DP's divider. Choose **Window > Window Sets > Save Window Set**.

Undock opens the standalone app. Inject into DP returns it to the sidebar. The dock and overlay follow DP's active theme.

If Ultra Nudge is missing from the Window menu, enable **Ultra Nudge** in **Setup > Control Surface Setup**. OSC can remain off.

Read a refusal

Result	Next action
PAUSED	Stop DP, close dialogs, and click the Sequence Editor.
Wrong selection	Check the compact-arrow target. Select the requested range or objects.
Grammar key refused	Read the next choices. Escape clears the phrase.
Preview is stale	Run Preview again.
Destination collision	Choose a clear destination or use the intended replacement tool.
Ambiguous track name	Choose an autocomplete suggestion. Cross-sequence name matching requires unique names.
No waveform targets	Scan Audio in this sequence and read Status.
Source mapping unavailable	Play-enable the sequence and check the source bounds. Keep transport stopped.
Scan limit	Use fewer tracks or a shorter range.
Driver missing	Check its installation path and restart DP.

Uninstall: remove the Control Surface entry, quit DP, then move the app and bundle elsewhere.

14. Limits and terms

Remaining checks

Mac tests use disposable projects with OSC off. These checks remain open:

Area	Remaining check or limit
Live DP checks	0.41 on Mac with OSC off: keyboard range and note moves, compact nudge arrows, DP Undo, and selection feedback passed. Other command paths still need regression checks.
Dock layouts	The right sidebar restored on restart. Physical sidebar dragging, wide resizing, and a new Window Set save/recall remain unverified in 0.41; the Mac locked before those checks.
DP stock commands	Broader live regression of the stock nudge, selection, and grid wrappers.
Object drops	Off-grid drop correction and automatic drop crossfade.
Alternate snap	A held alternate profile during a physical drag.
Split & Move	A crossing Clip mixed with separate events; fade preservation through every compound split. Undo step counts vary.
Automation	The guard reports or refuses edits. Insert continuity points in DP.
Shared microphone cut	A multi-track microphone fixture. Set Shared Edge changes the range boundary.
Seam audition	Audible playback. Restoration of the range, counter, and locators has been checked.
Take timing	A live two-take fixture and a timing graph. Soundbite outlier selection is unfinished.
Groups	Position and bounds protection applies in Ultra commands that honor the group locks.
Saved rules	Legacy MIDI presets store pitch/channel predicates. Multi-rule query persistence is unfinished.
Timeline	Four or eight lanes in a bounded neighborhood. Read the exact DP grid subdivision in its Info Bar.
Range sets	Disjoint spans are held by Ultra; Select Set Events selects their union in DP.

Terms

Term	Meaning
Range	Marked time, with a start and end on each affected track.
Clip	A DP container holding events.
Soundbite	An audio event with source sample bounds and a soundbite definition.
Ordinary take	A take layout the native adapter can read and edit. Other take forms are refused.
Play-enabled sequence	The sequence mapped to DP's audio clock. Its transport can be stopped.
Source bounds	The source sample frames used by a soundbite.
Hysteresis	Holding a captured target until the pointer leaves a larger release zone.