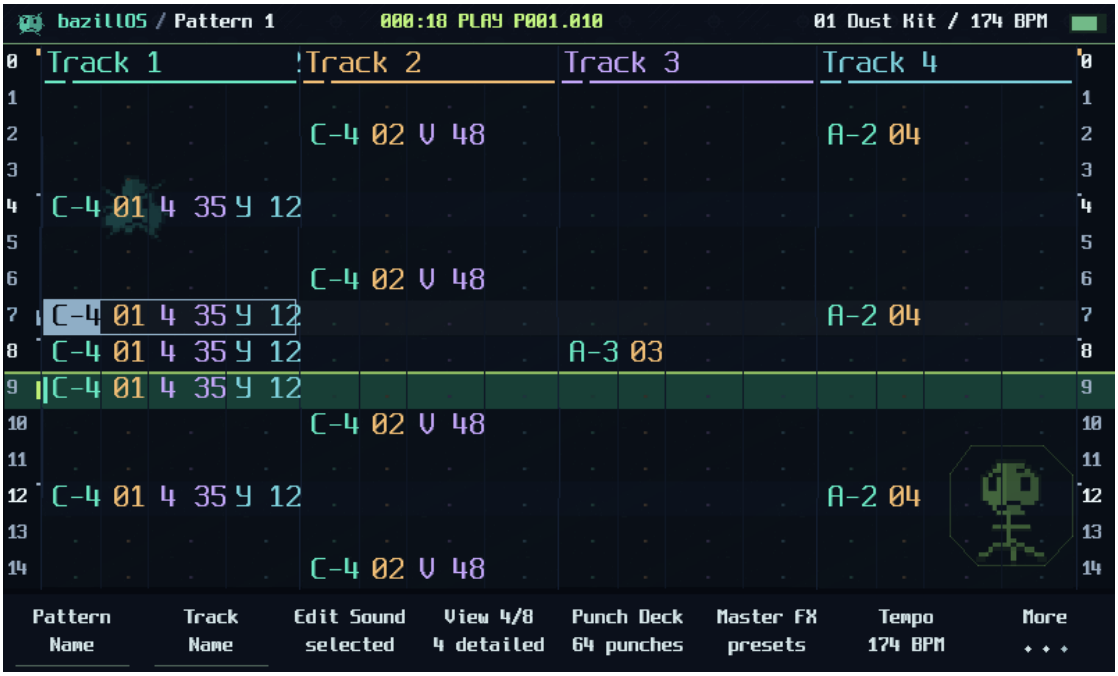
bazillOS

A different culture.

0.9.0 / bz090c | FIELD MANUAL

A sample-first firmware fork for the Polyend Tracker Mini. New musical tools sit alongside the familiar tracker workflow.

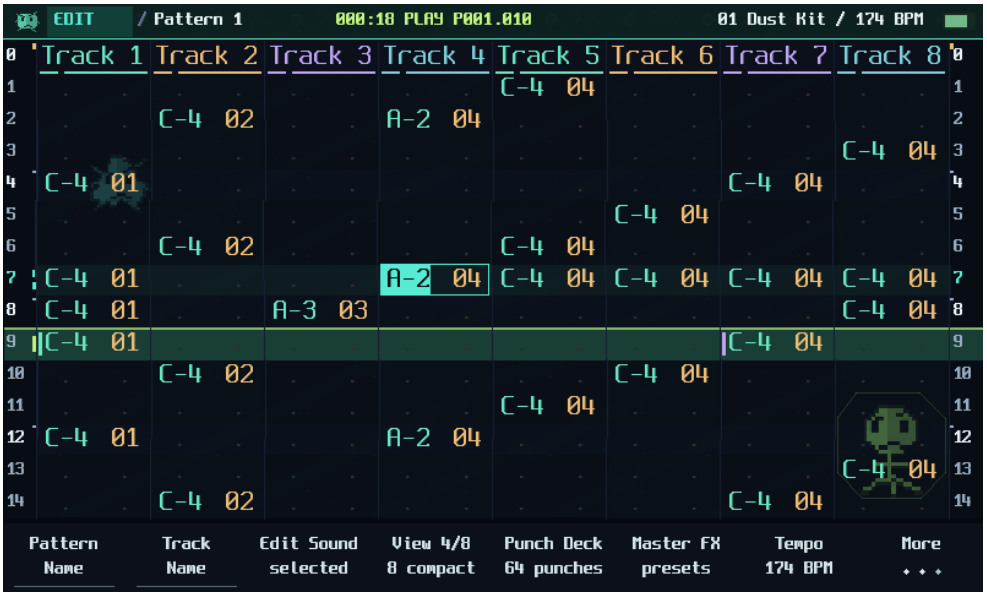


Native firmware drawing code / demonstration state / software preview

Start here

1. Keep a full card backup and use Save As for experiments.
2. Confirm Config > Firmware: 0.9.0 bazillOS / bz090c.
3. Open Menu and choose Drum Lab, Synth Lab, Chop Studio or Arcade Synth.
4. Preview first. Tools that show a confirmation need WRITE/APPLY again to commit.

This is the quickstart; the Complete English Handbook covers the full workflow and references. This is independent documentation. Keep the installation/rollback PDF with your backup.



Native firmware drawing code / demonstration state / software preview

One Pattern, two views

Shift+More toggles four detailed tracks and eight compact tracks from every toolbar page. More page 3 also has View 4/8. FX1/FX2 restores detail so the effect fields can be edited. Pattern data and the selected track are preserved.

Shortcuts and navigation

Pattern > More > More exposes Edit Sound, Punch Deck, Master FX and Tempo/Swing. Edit Sound follows the selected instrument. Tempo/Swing edits the project timing without taking an FX column. Menu stays open until a destination is confirmed or Menu closes it.

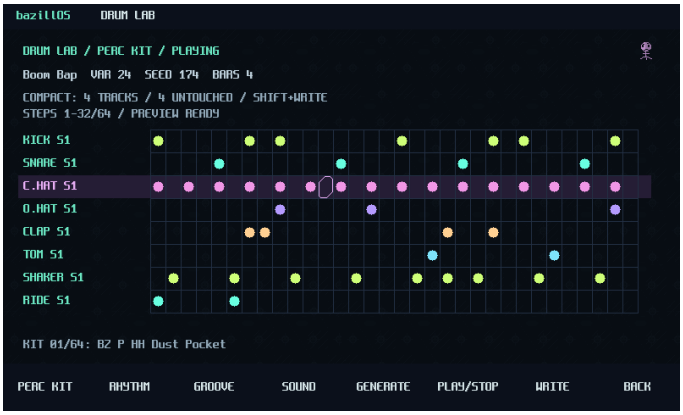
Use arrows to choose a menu tile; +/- changes the dots under a multi-page tile. Shift+Menu opens contextual help. Long-held function keys use their contextual help where supported; releasing after help must not also trigger the short action. Punch holds remain performance gestures.

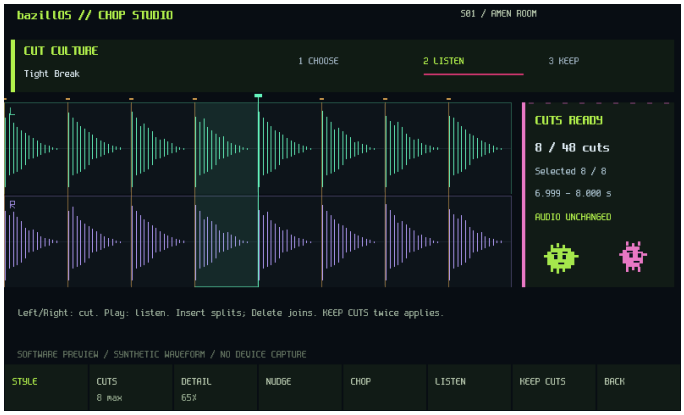
> Browse is cool blue; EDIT has a split cyan marker; ARMED is amber; recording is coral with REC and a square. PLAY/SONG/STOP labels and a lime running rail describe transport independently of editing.

bazillOS

Drums that start ready. Chops with intent.

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Source-rendered UI previews; the soundtrack and hardware are evaluated separately.

Drum Lab

A new project starts with ready PERC drum voices. Choose RHYTHM, then adjust GROOVE and generate again. PERC KIT selects kit recipes. In an existing project, the kit confirmation replaces S1/S2 with a kit and shaker; read it before confirming. S3 and sample replacements stay.

SOUND chooses a drum role with Up/Down; +/- assigns a loaded one-shot or returns the role to PERC. Middle auditions it. COMPACT WRITE nT packs non-overlapping hits into the necessary columns. Only the shown destination tracks are replaced. WRITE twice commits; one native Pattern Undo restores the pattern. Shift+WRITE uses separate role lanes.

Chop Studio and Slice Lab

The Chop tile selects Chop Studio recipes, direct Slice Lab modes/profiles, or Chop Patterns. Keep staged cuts with KEEP CUTS twice before leaving. Then Chop Patterns adds rhythmic variation, locks, A/B and groove capture, with a separate confirmed pattern write. Sample Edit remains the audio editor.

> Save As before changing sounds or slices. Pattern Undo restores pattern writes; it is not a project-wide undo for kit replacement, sample edits, sound loading or every setting change.

Synth Lab: choose a part before loading

Select ENGINE and S1/S2/S3. PRESETS browses that engine; LOAD twice replaces only the selected part. EDIT opens its sound parameters. Audition contrasting patches before writing a line. Three parts share eight native synth voices; a preset count is not extra polyphony.

QUAD FM

Four operators, 16 algorithms and 128 original sound recipes. Up to four voices per part, within the shared budget.

DREAMS

19 selected synthesis algorithms; 640 named recipes including the Arcade bank. A selected adaptation, not a complete module firmware.

TIDAL / CROSSBREED

32 recipes each. TIDAL shapes a monophonic stereo voice. CROSSBREED combines two internal sources through six cross-modulation modes; no vocoder.

PERC and existing engines

64 PERC kit recipes plus shaker; 32 added BZ recipes each for ACD/FAT/VAP/WTFM/DIRT/CHIP. Original engine editing remains available.

Composer and Generative Fill

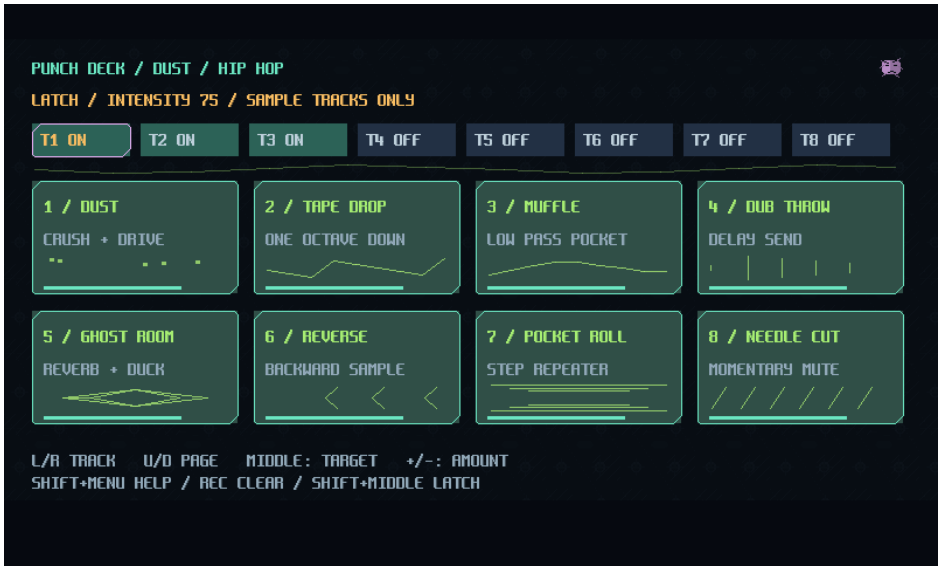
Pattern page 1 > Shift+Fill opens Composer. Set roles, existing sounds, key, scale, length and style. Play auditions. Shift+Middle locks a lane. GENERATE rerolls unlocked lanes; Shift+GENERATE mutates pitch/accents while retaining rhythm and gates. WRITE shows the summary; WRITE again commits one Undo revision.

Classic Fill remains. Spore Dice adds memory-based variation and Tidal Wave adds shaped control curves to selected values. Composer changes audio-track lengths together; read its confirmation.

bazillOS

Punch Deck. Hold it. Bend it.

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Native firmware drawing code / demonstration state / software preview

Perform without losing the way home

Left/Right chooses a track target; Middle toggles it. Up/Down changes bank. +/- sets intensity. Hold one or more function buttons for momentary effects. Shift+Middle switches latch; tap the same latched effect again to release it. REC clears. Bank change or opening Menu clears active effects too.

Start at 75% and compare clean passages with the effect. Punch Deck processes selected SAMPLE tracks. Echo/reverb tails may continue naturally after release. The 64 recipes use the existing audio parameter paths; the extra drawing does not analyse the waveform.

Eight banks

DUST / HIP HOP | BREAKS / DNB | CLUB / DUB | MUTATION
DUB LAB | BASS DAMAGE | ROLL SCIENCE | CUT / GLITCH

> Config > General > Animations: Full animates eligible active effects. Reduced keeps static accents. Off removes the extra Punch graphics. Names, targets and amount remain visible. Missed frames are dropped instead of queued.

Select FX1 or FX2 in the Pattern Editor and choose the effect type. Right FX2 wins where both fields control the same parameter. Unrelated parameters can coexist. Off in the SAME column releases it; zero is not a universal bypass.

Q	CRUSH	0-100: drive increases; bit depth falls from 16 to 4.
Y	SPACE	0-100: delay + reverb sends. Sample or internal synth.
W	WOBBLE	Native LFO rate: filter + finetune. Set LFO depth/shape.
O	ORBIT	Native LFO rate: pan + position; position needs WT/Granular.
1	RADIO	0-100: band-pass cutoff 35-70 and bit depth 16-6.
2	ACID	0-100: low-pass cutoff + drive. Low settings can be quiet.
3	GHOST	Reverse sample; 0-100 sets the reverb send.
4	DUST	0-100: darker low-pass cutoff and lower bit depth.
5	HALO	Tune +12 semitones; 0-100 sets reverb. No added dry voice.
6	DIVE	0-100: tune 0 to -24 semitones plus closing low-pass.
7	RUST	Reverse sample; 0-100 sets drive.
8	SPORE	Repeatable sample-start/pan pair, not transient slicing.

Useful starting pairs

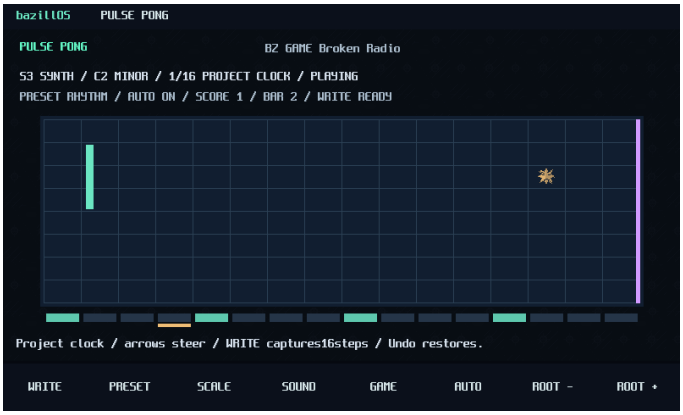
DUST 35 + SPACE 12: dark pocket. RADIO 55 + GHOST 30: narrow reverse snare. SPORE 17/43/67/89 + SPACE 20: repeatable fragments. Set master sends first. These are starting suggestions; audition them in your own project.

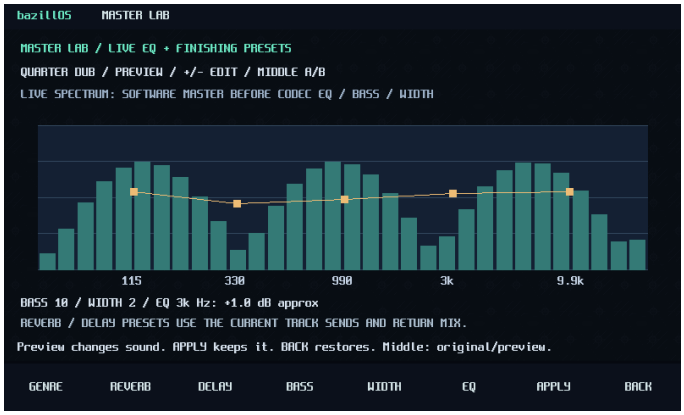
> Except SPACE, the compound Step FX target sample tracks. SPORE uses native Position: Slice/Beat Slice skips position, so it changes pan only. Use Chop Studio for detected slices.

bazillOS

Play a phrase. Finish a mix.

0.9.0 / bz090c | FIELD MANUAL





Source-rendered UI previews; the soundtrack and hardware are evaluated separately.

Arcade Synth

Arcade tile > Pulse Pong / Virus Breaker contains Pulse Pong and Virus Breaker. Select a valid sound, choose scale/root and preset, then Play. AUTO can keep the game moving; arrows steer. Project-clock motion produces notes. After a complete 16-step phrase, WRITE twice captures it. Pattern Undo restores the previous pattern.

Master Lab and Live Spectrum

The fourth Master menu dot opens Master Lab. Choose a genre, reverb or delay preset; compare the original before APPLY. Bass, width and EQ provide further control. A preview is not a saved edit until applied. The spectrum precedes codec EQ/bass/width; do not read it as a post-EQ measurement.

Start with an arrangement

Projects > bazillOS Demos has 50 genre starters and an empty template. Projects > bazillOS Feature Demos has Night Serum (174 BPM DnB), Velvet Colony (87 BPM hip-hop) and Petri Floor (130.5 BPM house/techno). Use Save As before changing a demo. Host listening previews differ from native voice stealing, FX and drum choke.

> Project and pattern writes, sound replacement and sample editing have different lifecycles. Save test copies. After an important save, reopen and play several patterns before relying on the new session.

Install and return

Use the separate Installation & Rollback PDF. Back up the complete card, keep a known original Mini image and matching original card data, then install Firmware/TrackerMini_bz090c.ptf through Config > Firmware. Confirm the actual version/build after startup.

Returning to stock firmware does not restore old data. CE version-6 patterns and custom engines do not automatically convert backwards for original 2.2.1. Keep pre-bazillOS sessions intact; work in copies. Emergency recovery uses the Mini reset procedure from the official model manual.

0.9 boundaries

Tracker Mini only; OG and Tracker+ are not qualified. 48 independent sample slots, two Step FX columns, three synth parts and eight shared synth voices remain. Drum racks do not add independent sample slots. TIDAL/CROSSBREED/Spore Dice are bounded adaptations. External MIDI/clock/USB setups need their own physical review.

Authorship and licences

Independent fork by Kid Bunka. Polyend Tracker CE retains the root PolyForm Noncommercial licence with Polyend additional permissions. Music-making, performance and monetised content are explicitly permitted; the software distribution terms remain separate. Polyend binary libraries are unmodified and restricted to authentic supported hardware.

Original selected Mutable Instruments DSP by Emilie Gillet is MIT-licensed and credited in source. QUAD FM imports the MIT track3r-os FM core; Spore fonts derive from BSD-licensed Spleen. All complete notices, exact pinned origins and per-file provenance are in the source archive. No endorsement by Polyend or the original authors is implied.

Official Tracker Mini downloads and manual

Polyend Tracker Community Edition source

Report the exact build, project/pattern, steps, mode and observed result. Hardware qualification is recorded separately from software checks. See the current release notes for reported device coverage and the focused bz090c follow-up.