

Patrick DSP's TT-303 Cheat Sheet

Cyclone Analogic TT-303 Bass Bot v1 · OS 2.0 · 30 Oct 2026

2.0 marks features new in OS 2.0 **303** marks facts from the TB-303 manual, not confirmed for the TT-303

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Start Here: The Big Picture	↑ Contents
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Read this first. It explains what the Bass Bot is, how

memory is laid out and how button combos are written.

What it is

Cyclone Analogic TT-303 Bass Bot: a TB-303 style bass synth with a built-in pattern sequencer. This sheet covers the original TT-303 (v1) running OS 2.0. The later v2 hardware is not covered

Sound: 1 analog VCO (saw or pulse), 4 pole cascading low-pass filter, 6 knobs: Tuning, Cutoff, Resonance, Env Mod, Decay, Accent

Sequencer: step based, 1 to 64 steps per pattern. Each step: pitch, plus Down, Up, Accent, Slide (DUAS)

InstaDJ OS: generates patterns for you in 7 styles. Mutate turns any pattern into a new one

Memory

Preset memory: 7 groups x 4 sections x 8 patterns = 224 patterns. Regenerated on demand, cannot be edited

User memory: same layout, 224 patterns, editable, safe when powered off. Used by Pattern Write, Pattern Play, Track Write and Arpeggiator

Sections: A and B (solid LED), AA and BB (blinking LED). Tap **A** again for AA, **B** again for BB. AA is the scratch section

Notation: Group # = 1 to 7 on the Track/Preset switch, (X) = section, {#} = pattern 1 to 8

Dark pattern LED: empty. The selected pattern blinks with the tempo

Button notation

A + **B**: hold the first key, then press the second

Select a range of patterns: press the first and last number together, e.g. **1** + **4** plays {1-4} in order

Typical workflow

1. Preset mode: generate and audition patterns on personalities 1 to 7
2. Copy a favourite to Pattern Write, into scratch section AA
3. Edit in Pitch Mode, then Mutate, Shift, Transpose or retune to taste
4. Move finished patterns to the master sections A or B
5. Track Write: chain patterns into a track, with per bar transpose
6. Track Play to perform. Use Pitch Mode live tricks and the arpeggiator
7. Back up user patterns, tracks and settings with Cyclone Studio

Quick start

Set the five tone knobs, Mode switch to Preset, Track/Preset switch to 1

Pick a pattern 1 to 8 and press **RUN/STOP** to hear it loop

The mode order follows song building:

rehearse in Preset, choose patterns, assemble tracks

Panel and Connections

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Read when you are connecting the unit or want to know what each jack and knob does.

Rear panel (left to right)

Mix In: audio from another source (second Bass Bot, TT-606) is mixed into Output and Headphone

Saw/Pulse switch: left is saw, right is pulse. Stuck in the middle gives no sound

MIDI: DIN-8 jack. Use the splitter cable for MIDI In and Out. A standard 5 pin cable works for In only

CV / Gate Out: 1 volt per octave

Headphone: stereo. Output: mono

DC 9V: 9 V DC, 200 mA, center negative. Over 12 V can trip the internal protection fuses

Master controls

Power / Volume: clockwise to turn on. Sets Headphone and Output level

Mode switch: 7 modes, see Operating Modes

Track/Preset switch: selects track, preset personality or pattern group, depending on the mode

Tempo: sets BPM. Disabled while an external MIDI clock is detected

Audio controls

Tuning: VCO pitch. Center it before auto tuning

Cutoff: low-pass cutoff frequency

Resonance: filter feedback. Higher is more squelch

Env Mod: how much the filter envelope opens the cutoff

Decay: how fast the filter envelope falls after each note

Accent: how much louder accented notes are, and how much more the envelope opens on them

Operating Modes

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Read when you want to know what each position of the Mode switch is for.

Mode switch

Preset: generate and audition patterns.

Track/Preset switch picks personality 1 to 7

Pattern Write: create and edit patterns. Switch picks pattern group 1 to 7

Pattern Play: play patterns with no editing or saving

Track Play: play tracks (sequences of patterns). Switch picks track 1 to 7

Track Write: create and edit tracks

MIDI: MIDI channels, auto tuning, system color, backup and external control

Arpeggiator: pattern based arpeggiator, user patterns only

Pitch Mode and Normal Mode

Normal Mode: pattern level commands such as Copy, Paste, Mutate, Shift

PITCH MODE: step editing when stopped. Live performance keys when running

FUNCTION: exits Pitch Mode and Time Mode. Hold it with other keys for commands

Pitch Mode LED blinks while it is active during playback

Pattern editing commands work in Pattern Write only. They are either Normal Mode or Pitch Mode commands

Preset Patterns

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Read when you want the Bot to generate patterns, pick a personality or reset all presets.

Audition

Preset mode, Track/Preset switch to 1 to 7, pick a section and pattern, press **RUN/STOP**

All presets in one group share a character

Each personality has its own color coding on the LEDs

Generate

Select a section, then patterns, then **FUNCTION** + **GEN**

Select all 8 with **1** + **8** to generate 8 compatible patterns at once, then **RUN/STOP** to hear them in order

Generating in Pattern Write works but fills user memory. Do it in Preset mode instead

Personalities

Presets 1 and 2: fluid lead styles, usually 4/4

Presets 3 and 4: glitched riffs, breaks and transitions, 4/4 or 2/4

Presets 5 and 6: chaotic, complex leads. Mostly quarter notes or triplets, 1 to 16 steps

Preset 7: triplet styles, usually 12 triplet notes

Every Bass Bot generates its own patterns. The seven personalities are the same on all units

Pachinko reset (all presets)

Power off. Power on while holding

PATTERN CLEAR. A frozen color spectrum shows

Press and hold **PATTERN CLEAR** until the

PITCH MODE LED goes off (about 5 seconds), then release

All 224 presets are regenerated. User memory is not touched

Copy a preset to user memory

In Preset mode: **FUNCTION** + **CPY**

Switch to Pattern Write, pick an empty slot (dark LED), usually in AA: **FUNCTION** + **PST**

Inspect it in Pitch Mode to see how the Bot built it

The original stays untouched in Preset memory
Scratch section AA is the place to experiment.
Move final edits to A or B, which builds tracks faster

Writing Patterns

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Read when you want to enter notes, ties, rests, slides and accents step by step.

Step editing

Pattern Write mode, stopped, select a pattern, press **PITCH MODE**. The first step sounds and shows

Note ON: press a keyboard key, then set DUAS
DOWN or **UP**: one octave down or up. **ACCENT**:
louder, brighter step. **SLIDE**: glide into the next
note

Tie (held note): **TIME** + **TIE**. **TIE** is the **UP**
key. Repeats the previous pitch for one more
step

Rest (note off): **TIME** + **REST**. **REST** is the
ACCENT key

Press a note key on a tie or rest step to turn it
back into a note

WRITE/NEXT: next step. **BACK**: previous step.

PITCH MODE: back to step 1. **FUNCTION**: finish

End of pattern marker: DUAS LEDs blink

DUAS LEDs show which modifiers the current step has. All four can be on at once

You can go back and forward and fix any step at any time

A tie step repeats the previous pitch, so its pitch cannot be changed. Press a note key to make it a note again

Example: a step with Up and Accent set plays one octave higher and louder. Add Slide to glide into the next note

New pattern from scratch

Pattern Write: **PATTERN CLEAR** + **#**. Clear a range with **PATTERN CLEAR** + **1** + **4**

PITCH MODE. Blinking DUAS means 0 steps. Press a note key to add step 1, set DUAS, **WRITE/NEXT** for the next step

Pattern length is the number of steps entered, 1 to 64

FUNCTION to finish, then **RUN/STOP** to audition

Pattern LEDs: dark means empty. If none are empty, pick one you can overwrite

Insert, delete and time

Insert a rest step before the current step: **TIME** + **INS D#**. Length grows by 1

Delete the current step: **TIME** + **DEL C#**

Time Mode: **TIME**, then **WRITE/NEXT** to reach the first note length. **NEXT** and **BACK** move, **FUNCTION** returns. No sound and no position display in this mode

Pattern timing and length

16th note timing by default. Triplet timing:

FUNCTION + **TRIPLET** (**0** key), stopped. Repeat to go back

Check timing: select the pattern and hold **FUNCTION**. The Triplet LED lights for triplet patterns

Editing Patterns

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Read when you want to copy, mutate, shift, transpose, unroll, retime by tapping or set the gate time.

Copy, paste and merge

Copy: **FUNCTION** + **CPY**. Paste: **FUNCTION** + **PST**. The clipboard stays until the next copy, so paste repeatedly

Merge: select a range such as **5** + **8**, **CPY**, pick one destination, **PST**. The 4 patterns become 1 pattern, 64 steps max

Clone to another Bass Bot over MIDI uses the same Copy and Paste

Merging helps fill sections for tracks and makes variations, e.g. change only the last bar of a merged pattern then Mutate

Copy a preset, an arpeggiator result or a pattern from another Bass Bot, all with the same keys

Pattern transforms (Pattern Write, stopped)

Transpose half a step: **FUNCTION** + **UP** or **FUNCTION** + **DOWN**. While playing it is momentary

Shift in time: **FUNCTION** + **WRITE/NEXT** shifts right, **FUNCTION** + **BACK** shifts left

Mutate: **FUNCTION** + **MUT**. Repeat until a pattern you like evolves

Undo one change: **BACK** + **TIME**. Not available in Pitch Mode or Time Mode

Undo covers: paste, generate, clear, Pitch and Time Mode commits, color, mutate, shift, transpose

Normal Mode transpose changes the stored notes by half steps. Pitch Mode keys while playing are temporary live transposes

Shifting can change a pattern dramatically. It is easiest to judge with an external drum clock such as the TT-606

Mutate: small edits in Pitch Mode change the pattern's "genetic structure", so mutate again after editing for new directions

Mutate repeatedly to evolve a new pattern from an old one

Pattern color

FUNCTION + **LED**, then press one of the 13 colors on the keyboard

PATTERN CLEAR while choosing removes the color and falls back to the system color

Unroll 2.0

Extends a short pattern to a standard length. Under 16 steps becomes 16, 16 to 31 becomes 32, over 31 becomes 64

In Pitch Mode, step to the end marker with **WRITE/NEXT**, then hold **WRITE/NEXT** (about 2 seconds) until the swipe animation shows Unroll again to go 16, then 32, then 64

Examples: a 4 step pattern becomes 16 steps for easier changes live. A 6 step pattern unrolled to 16 gets a new groove

Tap Input Mode 2.0

Retimes a pattern. Pitches and DUAS are kept, rhythm is replaced by your taps

Pattern Write, press **RUN/STOP**, then **PATTERN CLEAR**. A click track plays with an accented first beat

Press **TAP** at the new rhythm. Each tap plays the next note of the original. Rests and ties in the original are skipped

A long tap makes a tie. A slide on the previous tapped step still slides into the next one

It ends after one 16 step bar. Press

PATTERN CLEAR again to leave early. You can repeat it

Result is up to 16 steps. You can tap more steps than the original had, the notes loop

Unused original steps are remembered until you select another pattern

Example: taps at about steps 1, 3, 7, 10 and 13 give a 5 note rhythm. Taps 3 and 13 held long become ties

If the previous tapped step has a slide, the next tapped note slides in even with a rest between

Gate time 2.0

Hold **FUNCTION** + **TIME** in Pattern Write, Pattern Play or Arpeggiator mode. Keyboard LEDs show the options

F# is the classic 50%. Keys to the left are shorter, keys to the right are longer

FUNCTION accepts. **PATTERN CLEAR** cancels. It is a system setting for all patterns

Gate time changes the feel of every note.

Audition the options, 50% is the classic setting

Clear a whole group

Select the group, Pattern Write, Pitch Mode off

Hold **A** + **B** + **PATTERN CLEAR** for 5 seconds.

The pattern LEDs go dark

Playing and Performing

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Read when you want to play patterns live, transpose them or add live accents and slides.

Playing patterns

RUN/STOP loops the selected pattern. Select a range to play patterns in order, then loop
Pattern Play is the safe mode for live use. No editing or saving

Pattern LEDs blink in time with the tempo

Live performance (Preset, Pattern Write, Pattern Play, Track Play)

Press **PITCH MODE** while playing. The LED blinks
Keyboard keys transpose the whole pattern. Low C is neutral. G is up 7 half steps

DOWN, **UP**, **ACCENT**, **SLIDE** work as momentary live tricks

In Pattern Write, **FUNCTION** + **UP** or **DOWN** shifts octaves live on the beat

Tracks

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Read when you want to chain patterns into a song, up to 255 bars.

Basics

A track is a chain of patterns. 7 tracks, up to 255 bars each. A bar is one full pass of a pattern

Track N uses patterns from user pattern group N only

Write a track

Track/Preset switch to the track, Track Write mode. Pick a section and pattern for bar 1

RUN/STOP loops the selected pattern to audition it. It does not commit anything

Transpose a bar: hold **PITCH MODE**, press a note. Low C is neutral. **PITCH MODE** + **D** is up 2 half steps. Saved with the track, the pattern is untouched

WRITE/NEXT: next bar. **BACK**: previous bar.

PATTERN CLEAR: first bar. Blinking DUAS is the end of the track

Insert a bar before the current one: **FUNCTION** + **INS**. Delete the current bar: **FUNCTION** + **DEL**

Clear a track: select it, hold **A** + **B** + **PATTERN CLEAR** for 5 seconds. DUAS flash when done

Moving through bars works like moving through steps in Pattern Write

Example: a 4 bar track in slot 3 uses only group 3 patterns. Pick pattern, **WRITE/NEXT**, pick next pattern, repeat 4 times

Play a track

Track Play mode, **PATTERN CLEAR** to go to bar 1, **RUN/STOP**. It loops until stopped

Select another track while playing: it starts after the current track finishes

Live performance keys (Pitch Mode) also work in Track Play

Arpeggiator

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Read when you want to run your patterns through the pattern based arpeggiator.

How it works

Arpeggiator mode. Pick a user pattern. It sets rhythm, length, rests and DUAS. Preset memory is not available

Pitches come from the keyboard. Keys toggle on and off, no need to hold them

PITCH MODE before playing: all key LEDs are off. Press keys to activate pitches

While running, **PITCH MODE** toggles between pattern selection and active note selection. Stopped, it returns to pattern selection

You can also control the arpeggiator from an external MIDI controller

Quick try: pick a pattern, **PITCH MODE**, turn on one key, **RUN/STOP**. You hear one pitch in the pattern's rhythm. Toggle more keys to arpeggiate

Gate time also applies in Arpeggiator mode

Note order

WRITE/NEXT cycles the four orders. The Up and Down LEDs show the order

Up: Down LED off, Up LED on. Down: Down on, Up off. Up/Down: both on. Random: both blink

Save arpeggiator output 2.0

In the pattern selection menu: **FUNCTION** + **CPY**

copies the arpeggiated pattern to the clipboard

Pick the destination group, section and number

(in Arpeggiator or Pattern Write), then **FUNCTION**

+ **PST**

Pattern color works here too: **FUNCTION** + **LED**

MIDI and Sync

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Read when you want to sync to a DAW, trigger patterns by MIDI or set channels.

Connections and channels

MIDI mode. Channels 1 to 10 only, default 1 for In and Out. Keys **1** to **0** are channels 1 to 10

Set MIDI In channel: **FUNCTION** + **DOWN**, then a channel key. Set MIDI Out: **FUNCTION** + **UP**

PATTERN CLEAR while choosing sets no channel and ignores or stops note data. Clock and sync always work

Splitter cable: arrow inward is MIDI In, arrow outward is MIDI Out

Notes and Start, Stop, Clock are sent while the internal sequencer runs, on the Out channel

The selected channel LED is bright, the others dim

Driving external synths with the InstaDJ sequencer is a good way to layer sounds in a mix

Pattern playback by MIDI follows the clock tempo of your DAW, so send clock to the Bass Bot

Playing it from MIDI

Notes in the Bass Bot range play the synth. Velocity 112 to 127 is accent (the text says above 112, the chart says 112 to 127)

Overlapping notes are tied and sound like a slide
In MIDI mode you can also play the keyboard and DUAS keys

Sync: it follows an external MIDI clock automatically, plus Start, Stop and Continue. Tempo knob is disabled then

Pattern playback via MIDI 2.0

MIDI mode. Notes 12 to 43 play patterns from the group set on the Track/Preset switch (table below)

Note on starts the pattern, note off stops it. Send MIDI clock, or only the first note of each pattern plays

Layered notes on top of a long trigger note can play extra notes or temporarily override with other patterns

Live Performance Mode in MIDI mode 2.0

In MIDI mode press **PITCH MODE**. DUAS and the keyboard transpose received notes and patterns
Press **PITCH MODE** again to exit

Two Bass Bots

Cable Out 1 to In 2 and In 1 to Out 2. Copy on the source, Paste on the destination

System and Maintenance

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Read when you want to tune, back up, update the firmware or check your OS version.

Auto tuning

MIDI mode. Center the Tuning knob, power off and on, then **FUNCTION** + **C#**

FUNCTION and C# LEDs light for a few seconds.

When they go off, tuning is within 5 cents

Low C is C2 = 65.4 Hz. If still off, nudge the Tuning knob and repeat, or power cycle and retry

Retune after changing from headphones to an amp, after long storage, or after big temperature changes

Auto tuning cannot be started over MIDI

System color

MIDI mode: **FUNCTION** + **LED** (**FUNCTION** + **F#**), then press a color key. Factory default is red

Backup and restore (Cyclone Studio app)

Backs up user patterns, user tracks, color and MIDI channels. Presets are not included

Connect MIDI In and Out through the splitter cable. In the app choose Backup, then press **WRITE/NEXT** on the Bass Bot until 100%

Restore: choose Restore and a file, then press and hold **WRITE/NEXT** until 100%

Data moves as SysEx

Firmware update

Use the AC adapter, not batteries. Download Cyclone Studio and the .tt303fw file

Hold **TAP / NEXT** while powering on. The **TIME** LED lights solid blue. Keep holding, click Continue in the app

When the **DOWN** LED flashes, release. The app shows when it is finished

Boot only shows the blue **TIME** LED: check cables and retry, or try another cable, controller or computer

A standard 5 pin MIDI cable out of the computer works for updating. The splitter is not needed

Which OS do I have

OS 1.0 (2012): one spectrum sweep to the right.

OS 1.1 (Jan 2013): sweep right, then back left

OS 1.2 (Sept 2013): red LED fade in, then sweep right and left. OS 2.0 (Jan 2015): white LED fade in, then sweep

Care

Patterns and tracks stay in memory with the power off. Switch it off when not in use

Clean with a slightly damp cloth, no solvents.

Never open the unit

Remove batteries when not in use. Use only the supplied adapter

If power is dead after a wrong adapter, the protection mode may recover once the problem is fixed. Otherwise it needs service

Troubleshooting

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Read when something does not sound or respond as expected.

Common problems

No power: look for the red LED at the DC jack. Check batteries and the supplied adapter

Loud buzzing: use the original 9 V DC 200 mA adapter. Move away from lamps and high wattage devices

No sound: use the Output jack, not Headphone. Check the Saw/Pulse switch is not in the middle

Mono sound: only the Headphone jack is stereo. Output is mono

Out of tune: run auto tuning

Cannot edit or use **FUNCTION** commands: set the Mode switch to Pattern Write and use a Normal Mode or Pitch Mode command

MIDI In not working: check the arrow on the splitter points inward and the source is on the matching channel (1 to 10)

MIDI Out not working: the splitter is required. Arrow outward, to the device MIDI In. Channels 11 to 16 do not exist

Cannot update OS: it may already be OS 2.0. Try another cable or MIDI/USB device and a standard 5 pin cable

TB-303 Notes

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Read when you want original TB-303 facts: CV and gate, sync, specs and tuning.

From the Roland TB-303 manual

These facts come from the original Roland manual. The TT-303 is a clone, so they are not all confirmed for it

Tempo 40 to 300 BPM. Tuning range plus or minus 500 cents. 1 to 16 steps per pattern (1 to 15 in triplet)

64 patterns, 7 tracks of up to 64 measures (256 max). Sound range 3 octaves, 4 octaves in a track with shift **303**

CV out: 1 volt per octave, about 1 to 5 V. Gate: off 0 V, on about 12 V. Accent does not affect CV

303

Slide makes CV glide like portamento. Gate is slightly shorter than the written note length **303**

Set a synth VCO to 32 foot to match the TB-303 pitch from CV **303**

Sync from a TR-606 or TR-808: set the drum machine sync to output and press CLEAR/RESET on both before starting **303**

Stop and continue from a sequencer did not sync reliably on the original, do not restart mid-way **303**

Edit patterns with the sync cable disconnected **303**

Original tuning check: Pattern Play, hold **PITCH MODE** and press A, then **TAP** plays A (220 Hz) **303**

Headphones make bass pitch sound wrong, because the sound is so close to the ear **303**

Batteries back up memory. Changing them within 1 minute keeps the data **303**

Shortcuts and MIDI Reference

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Read when you need a key combination, the MIDI implementation chart or the MIDI note that triggers a pattern.

Command shortcuts

Mode	Action	Keys
Preset	Copy	[FUNCTION] + [CPY]
Preset	Generate	[FUNCTION] + [GEN]
Pattern Write	Copy, paste	[FUNCTION] + [CPY], [FUNCTION] + [PST]
Pattern Write	Mutate	[FUNCTION] + [MUT]
Pattern Write	Pattern color	[FUNCTION] + [LED]
Pattern Write	Transpose up, down	[FUNCTION] + [UP], [FUNCTION] + [DOWN]
Pattern Write	Shift left, right	[FUNCTION] + [BACK], [FUNCTION] + [WRITE/NEXT]
Pattern Write	Clear pattern	[PATTERN CLEAR] + [#]
Pattern Write	Undo	[BACK] + [TIME]
Pattern Write	Toggle 16th, triplet	[FUNCTION] + [TRIPLET]
Pattern Write	Clear group	[A] + [B] + [PATTERN CLEAR], hold 5 s
Pattern Write	Tap mode, metronome	[PATTERN CLEAR] while playing
Pattern Write	Unroll 2.0	Hold [WRITE/NEXT] at end of pattern
Pattern Write	Gate time 2.0	Hold [FUNCTION] + [TIME]
Pitch Mode	Next step, previous step	[WRITE/NEXT], [BACK]
Pitch Mode	Insert step, delete step	[TIME] + [INS D#], [TIME] + [DEL C#]
Pitch Mode	Tie, rest	[TIME] + [TIE], [TIME] + [REST]
Pitch Mode	Go to step 1	[PATTERN CLEAR]
Pattern Play	Copy	[FUNCTION] + [CPY]

Mode	Action	Keys
Track Write	Insert bar, delete bar	[FUNCTION] + [INS], [FUNCTION] + [DEL]
Track Write	Transpose bar	[PITCH MODE] then a note key
Track Write	Clear track	[A] + [B] + [PATTERN CLEAR], hold 5 s
MIDI	Auto tuning	[FUNCTION] + [C#]
MIDI	System color	[FUNCTION] + [F#]
MIDI	MIDI In channel, Out channel	[FUNCTION] + [DOWN], [FUNCTION] + [UP]
Arpeggiator	Copy, note order, color	[FUNCTION] + [CPY], [WRITE/NEXT], [FUNCTION] + [LED]

MIDI implementation chart (InstaDJ 2.0)

Function	Transmitted	Recognized
Basic channel	1 to 10	1 to 10
Mode	4, Omni off, mono	4, Omni off, mono
Note number: pattern trigger	No	12 to 43, MIDI mode only
Note number: true voice	48 to 96 (sequencer)	48 to 100
Velocity, note on	64 normal, 127 accent	0 off, 1 to 111 normal, 112 to 127 accent
Velocity, note off	0	Any
Aftertouch, pitch bend	No	No
CC 64	No	Yes, sustain
CC 65	No	Yes, portamento (slide)
Program change	No	No
System exclusive	Yes	Yes, pattern backup and firmware updates
Song position, song select, tune request	No	No
Clock	Yes	Yes

Function	Transmitted	Recognized
Start, Stop, Continue	Start and Stop	Start, Stop and Continue

Pattern trigger notes (MIDI mode, group set by the Track/Preset switch)

Note	Pitch	Pattern
12	C	A 1
13	C#	A 2
14	D	A 3
15	D#	A 4
16	E	A 5
17	F	A 6
18	F#	A 7
19	G	A 8

Note	Pitch	Pattern
20	G#	B 1
21	A	B 2
22	A#	B 3
23	B	B 4
24	C	B 5
25	C#	B 6
26	D	B 7
27	D#	B 8

Note	Pitch	Pattern
28	E	AA 1
29	F	AA 2
30	F#	AA 3
31	G	AA 4
32	G#	AA 5
33	A	AA 6
34	A#	AA 7
35	B	AA 8

Note	Pitch	Pattern
36	C	BB 1
37	C#	BB 2
38	D	BB 3
39	D#	BB 4
40	E	BB 5
41	F	BB 6
42	F#	BB 7
43	G	BB 8