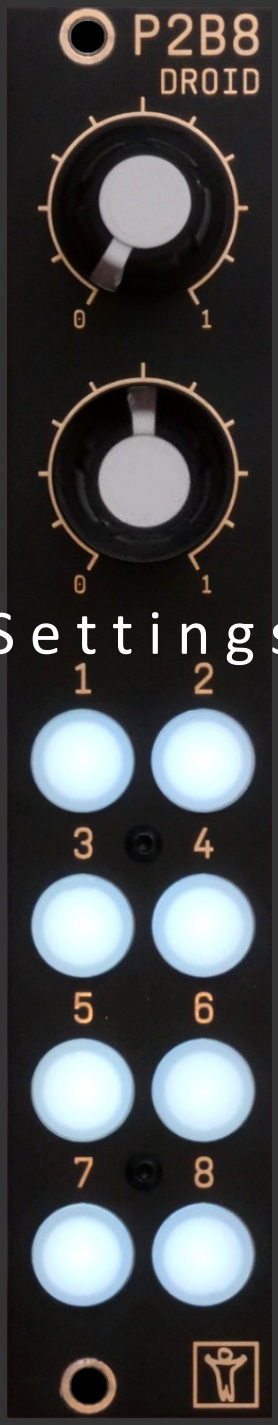
Acified


DROID
MASTER
Input
Clock Reset
IN
Output
Gate Pitch Acc. Slide
OUT


P2B8
DROID
Activity
Gate Length
0
1
Menus
1
2
Mute
3
4
Pattern L./
Transpose/
Rotate +/-
5
6
Fills/
Rotate C.
7
8
Global
Mute


P2B8
DROID
Fills
Prob.
Gate L./
Accents
0
1
Settings
1
2
Priority/
Pitch
3
4
Reroll/
P2.2/
Prio. Mode
5
6
Fillorder/
Branches
7
8
Presets


P10
DROID
Off-
beats
Distri-
bution
0
1
3
4
5
6
7
8
9
10
C. Activity
↺ Dejavu / Morph ↻

Specifications:

Patch name: Acified

Firmware: blue-2

System requirements: Droid master, 2x P2B8, 1x P10

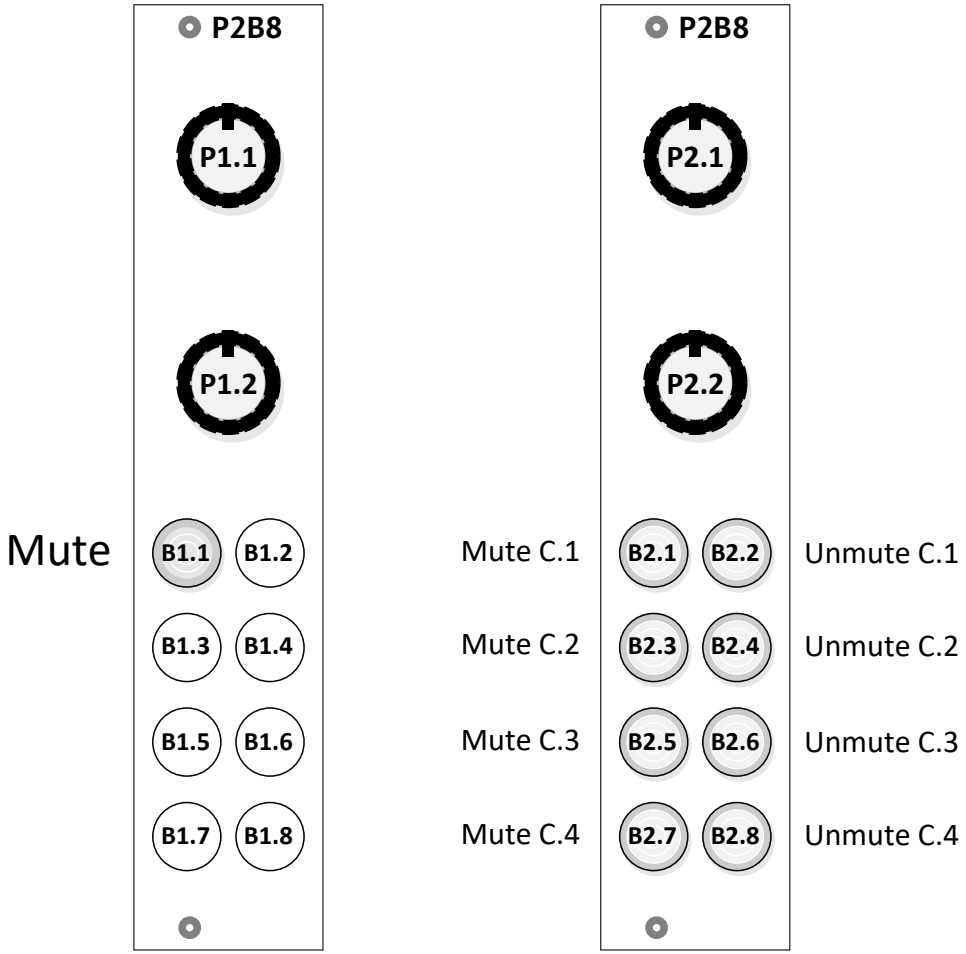
Inputs: Clock (I1). An internal clock could be used instead, of course.

Outputs: gate (O1), pitch (O2), accent (O3), slide (O4)

The concept of this patch is to generate (and modulte) baseline sequences from up to 4 selected notes. Each note is triggered by an individual algoquencer circuit, making 4 channels available for the baseline creation. Additionally, each channel is associated with a priority set by the user. The final base line sequence is created by a staggering of the 4 channels, where for every step in the sequence, the note that becomes audible is determined by an evaluation of the channel priorities. The resulting baselines can be saved in 16 presets. As external input, you just need to guide clock and reset signals in. The clock input could even be omitted if you use an internal clock. So there are at least 6 input jacks free on the Droid master which can be used for external modulation.

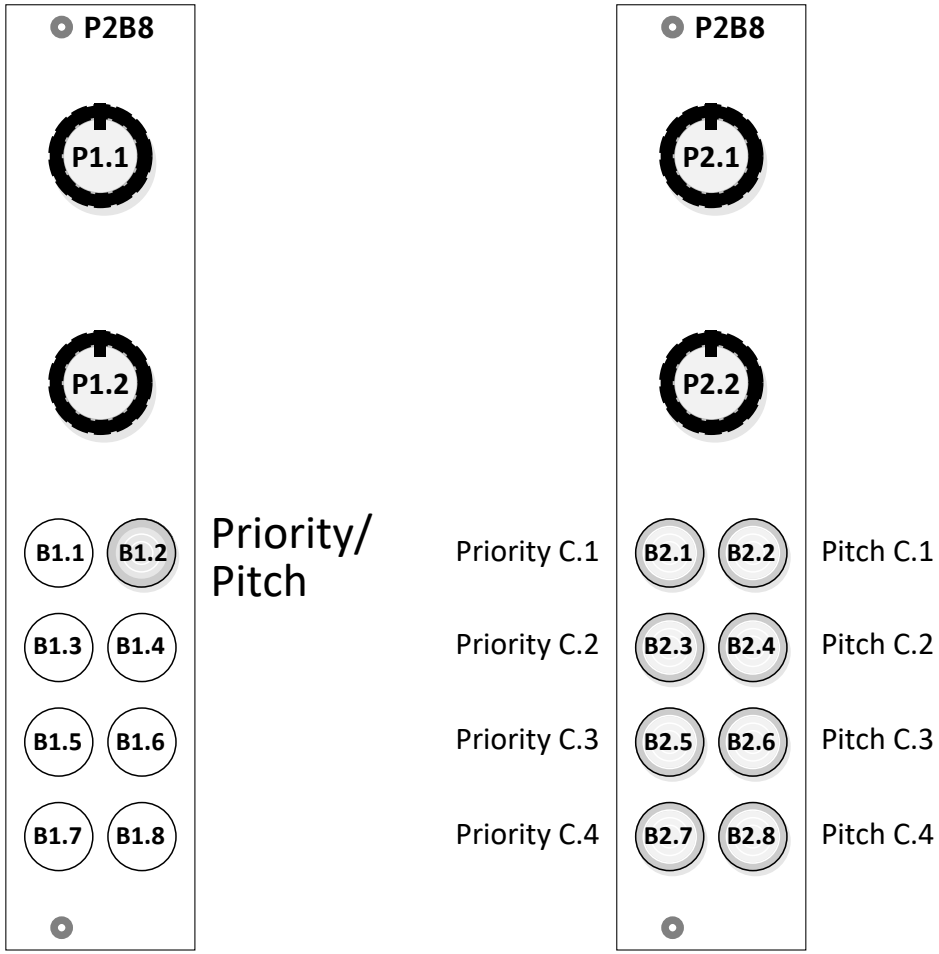
The large pots of the Droid panels control some global parameters, the small pots of the P10 control parameters for single channels. The buttons of the first P2B8 call different menus, parameters in the menus are set by the 2nd P2B8.

Pots:
P1.1 controls the activity parameter of the all active channels and therefore the overall trigger density of the output baseline.
P2.1 controls the depth of fills.
P3.1 controls the offbeats parameter.
P3.2 controls the distribution parameter.
P1.2 scales the gate length. Higher values result in longer gates.
P2.2 has 2 functions, switched by button B2.6 of menu 4 (see below). Function 1 controls the probability distribution of gate length variation, function 2 the probability distribution of accent variation.
P3.3-P3.10 (small P10 pots) control dejavu and morph parameters for each channel (see menu 2).



Menu 1: Mute (B1.1)

If the clock input at I1 is receiving signals and the mute menu is activated, the progression of 4 bars is shown by leds L1.2, L1.4, L1.6, L1.8. The left button column of the 2nd P2B8 allow you to instantaneously mute/unmute individual channels. The right button column unmutes muted channels at the beginning of the next bar. If a channel is muted though, this does not simply silence the corresponding notes in the output baseline, it rather means that the entire algoquencer of that channel is excluded from the pattern generation procedure. Thus, if the muted channel was given a high priority (menu 2), notes of lower priority that were suppressed before are now able to become audible. If no note has been set for a channel, a dimmed led is lit, indicating its inactive status. An inactive channel is of course not affected by the mute buttons. The dimmed leds therefore remind you that if you cannot hear any notes from a certain channel, this is not related to priority or activity settings but you just have not yet dialed in a note in menu 2.

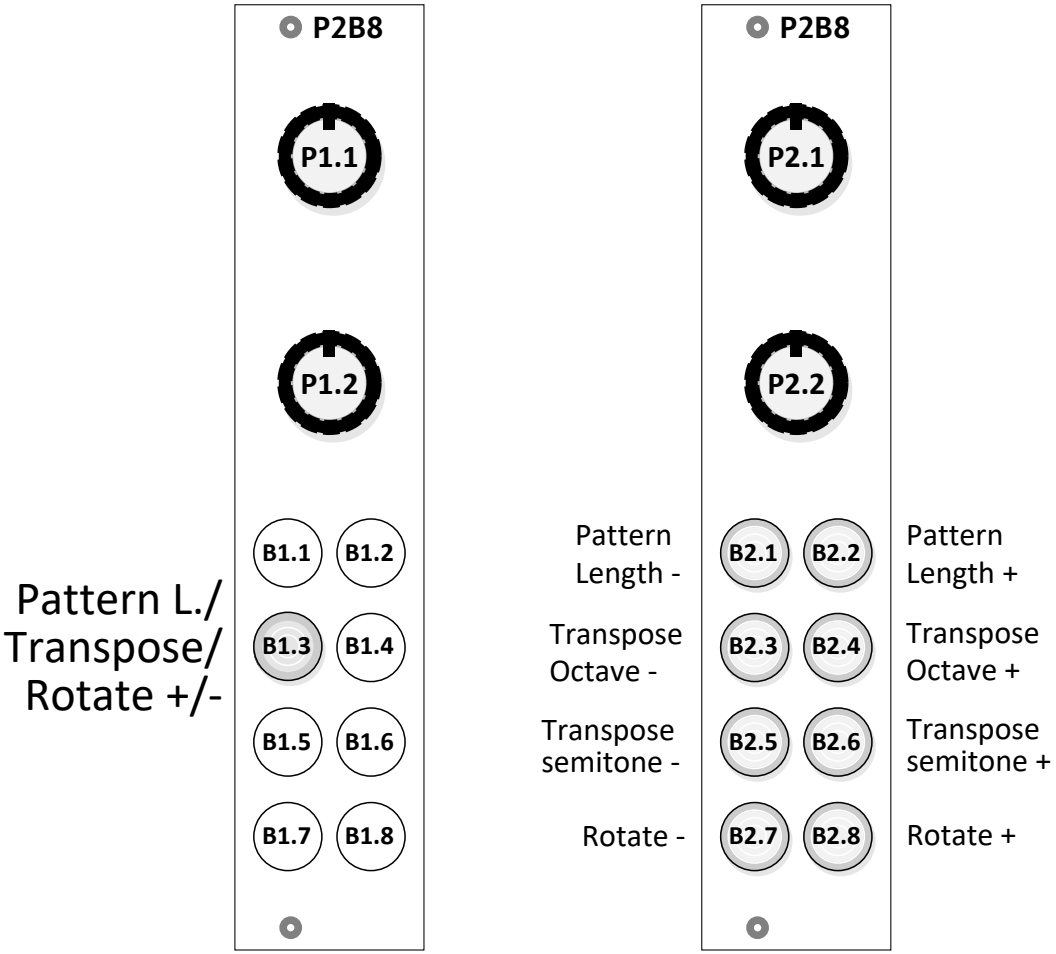


Menu 2: Note and priority selection (B1.2)

In this menu you can set the notes for the 4 channels and assign priorities. Pressing one of the 4 buttons of the right column of the 2nd P2B8 will activate a mini piano roll of dimmed leds, allowing you to choose a specific note. Here the left button column represents white keys from C to F, the right column represents black keys. B2.1=C, B2.4=C#, B2.3=D, B2.6=D#, B2.5=E, B2.7=F. By pressing B2.8 you flip to the 2nd part from G to C, where B2.2=F#, B2.1=G, B2.4=G#, B2.3=A, B2.6=A#, B2.5=H, B2.7=C. The octave can be set on the 1st part (press B2.8 again) by button B2.2. It is a 3 states button of 2V, 3V and 4V. Once a note is set here, the channel´s algoquencer triggering that note will be included in the baseline generation. To exclude the channel again, deselect its note. To return to the main page of menu 2, press B1.2 another time.

The activity of the 4 channel algoquencers can be adjusted by the left pot column of the P10. The right column are split pots, where the left half (pre 12 o´clock) controls the dejavu parameter and the right half (post 12 o´clock) controls the morph parameter.

The left button column of the 2nd P2B8 are 4 states buttons that set the priority of each channel. At every step of the output baseline, the priorities of all active channels are evaluated and the note with highest priority is made audible. Thus, a channel with high priority (bright led) will be audible at every pulse of its algoquencer, channels with lower priority (darker leds) can pass only at free places. If some channels share the same priority, these are prioritized by their channel number, i.e. channel 1 has highest priority, channel 4 has lowest priority.

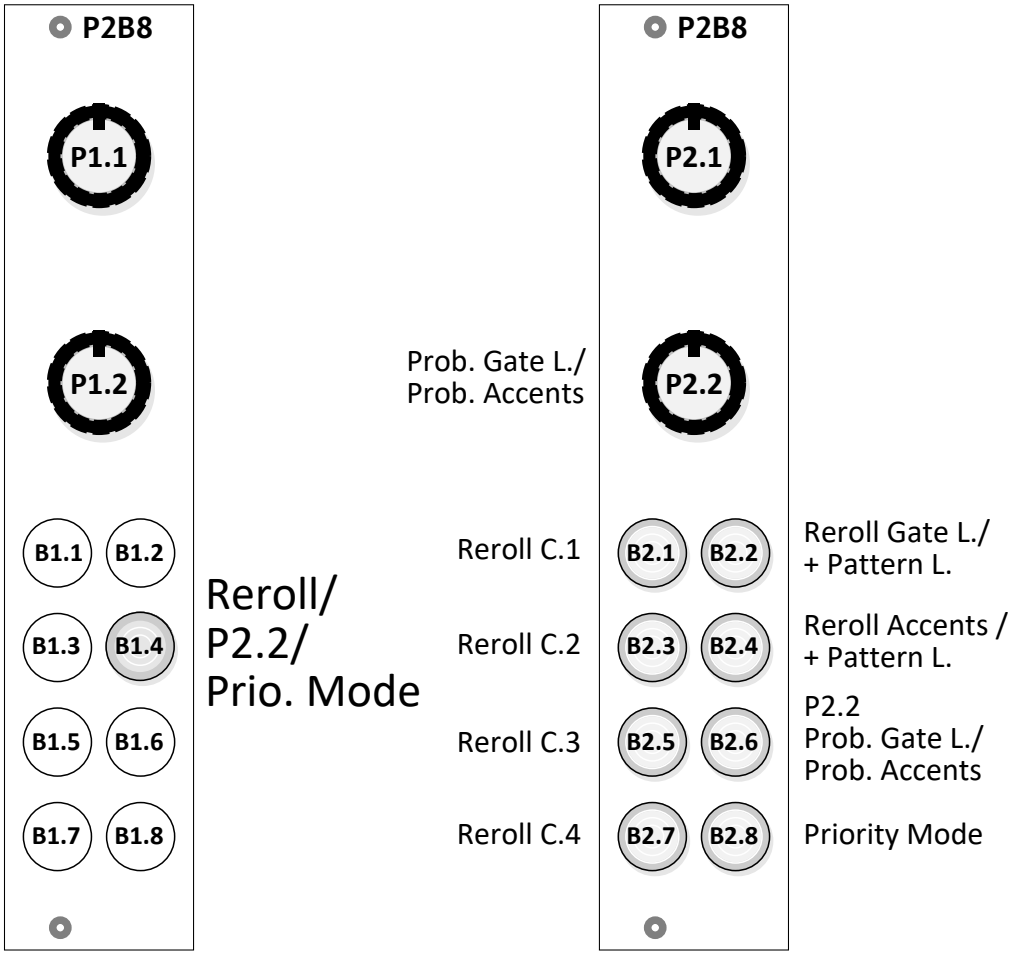


Menu 3: Pattern length, pattern rotation and pitch transposition (B1.3)

In menu 3, the top 2 buttons of the 2nd P2B8 (B2.1, B2.2) let you change the length of the output baseline. The main conductor of the baseline running in the background is a 16-step master sequence with a 4-bar timing. Relative to this, the baseline can be shortened to any length between 16 and 1 step. Pressing B2.1/B2.2 reduces or increases the pattern length by 1, respectively. If B2.2 is lit, it indicates a pattern length of 16 steps, and it indicates that you are able to change the length in the range of 16-9 steps. If the length is not 16, the led of B2.2 is flashing. A long press on the button will return the length to 16 steps. A long press on B2.1 will change the length to 8 steps, indicated by a lit button. Now you are able to change the pattern length in the range of 8-1 steps. If the length is other than 8, the led of B2.1 is flashing.

Buttons B2.3 and B2.4 will transpose the output baseline by max 2 octaves down or up, respecitvely. Buttons B2.5 and B2.6 will transpose by semitones. Pressing B2.5 or B2.6 opens a subpage where the 8 buttons of the 2nd P2B8 will transpose by max 8 semitones down (B2.5 subpage) or up (B2.6 subpage). To return to the main menu 3 page, press B1.3 again. Here, buttons B2.5 or B2.6 will blink if a semitone transposition is applied.

Buttons B2.7 and B2.8 are rotating the patterns by 1 step up or down at each button press. Starting at rotation=0, you have to begin with presses of B2.8 to delay step 1 of the pattern relative to the 16-step master sequence. This feature is applicable to each channel individually or to multiple channels at once. In menu 5 (B1.5), you have to choose which channels are being rotated by means of the right button column of the 2nd P2B8 (see below). Each channel is keeping its current rotation state if other channels are rotated further. Because this way you easily loose track of the rotation states, you can visualize the rotation state of each channel by the X1 register (see menu5). For a quick check whether any of the channels is currently rotated or not, button B2.7 in menu 3 is lit by a dimmed led if all rotation values are 0 (i.e. all algoquencers run in sync with the 16-step master sequence).



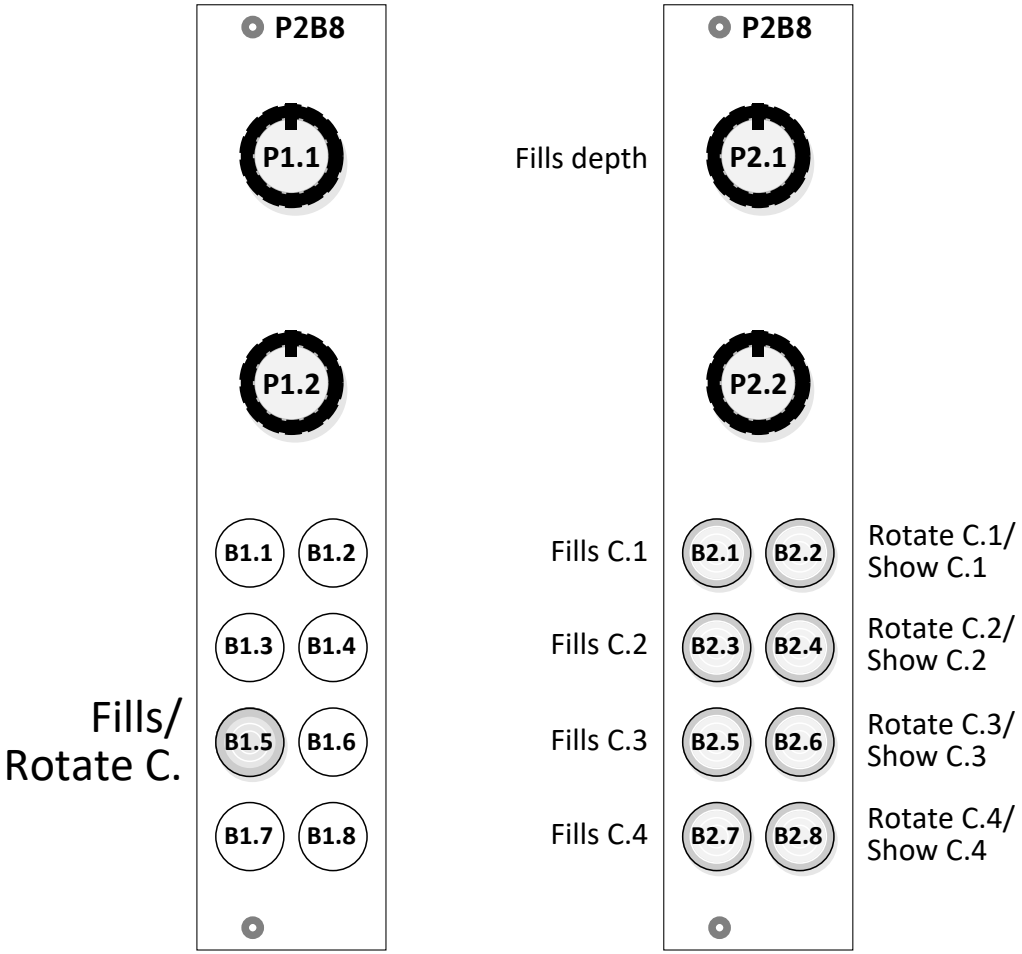
Menu 4: Reroll random seeds, select function of global pot P2.2 and select random priority mode (B1.4)

The left button column of the 2nd P2B8 will reroll the seeds of the algoquencer random sequences for each channel. The triggers of each channel that are considered in the baseline generation are indicated by led flashes. This provides more control about your performance as you get visual feedback about the trigger density and positions of each channel and how they contribute to the output baseline according to their priorities.

Buttons B2.2 and B2.4 send rerolls to the algoquencers driving the variations in gate lengths/slides and accents. With long presses you can set whether these algoquencers are also affected by the overall length of the output baseline, set in menu 3. If the buttons are lit by a dimmed led, the length parameter is also applied to the gate and accent algoquencers. Try to deactivate this feature and set the pattern length for example to 8. This results in a repeating 8-step sequence of pulses and pitches, wile gate lengths and accents are still being modulated by a 16-step sequence.

Button B2.6 changes the function of pot P2.2. Function 1 (led dark) controls the probability distribution of gate length variation. The gate lengths for the steps of the output baseline are modulated by a dedicated algoquencer. The pot here controls the distribution of shorter and longer gates in the output sequence. A low pot value results in more short gates, a high value means more long gates. Depending on the synthesizer voice that are running, long gates can result in ties. This algoquencer is also used to send on/off signals for slides/slew. The pot therefore also controls the distribution of slides. Function 2 (led lit) controls the probability distribution of accent variation. Similarly, accents are set by a dedicated algoquencer. Low pot values will favor non-accent pulses, high values will favor accent pulses.

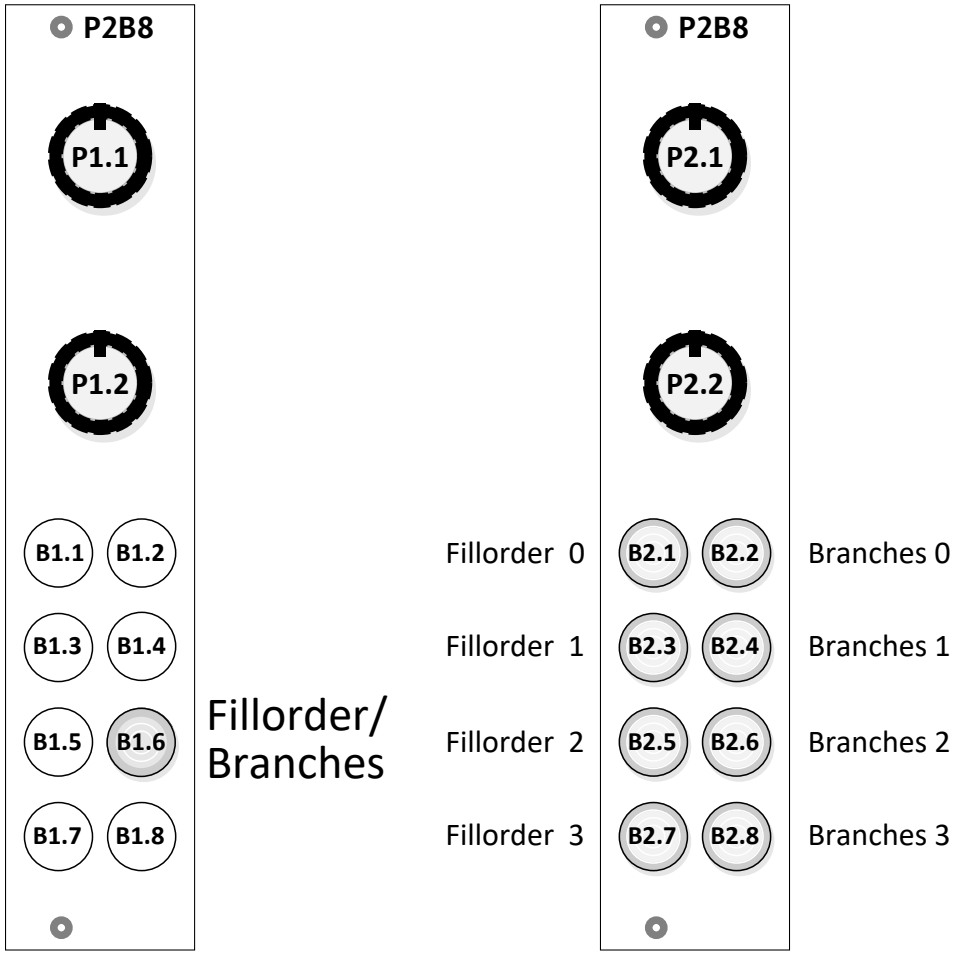
Button B2.8 toggles between 3 modes of priority settings. Led dark is manual mode, where the priorities are evaluated as set in menu 2. Led dimmed is random bar mode, where the priorities are shuffled randomly at every bar. Led lit is random beat mode, where the priorities are shuffled randomly at every 2nd beat (1/8th note). You can watch the changing priorities in menu 2. The different modes become active at the beginning of the next bar.



Menu 5: Fills and channel rotation (B1.5)

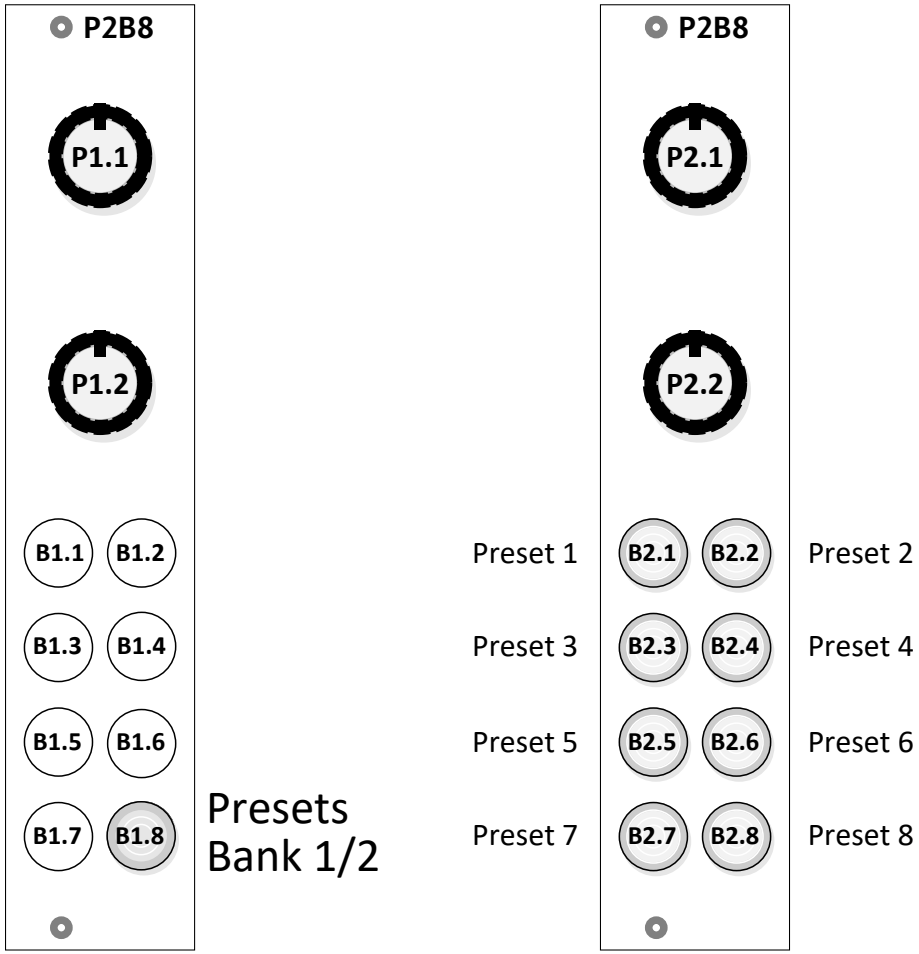
With the left button column of the 2nd P2B8, you activate fills for each channel. The depth of the fills parameter is globally controlled by pot P2.1. The fillorder can be set in menu 6.

With short presses on the right button column of the 2nd P2B8, you decide which channels are affected by the +/- rotation buttons in menu 3. With long presses the X1 register is switched on/ off, enabling a visual represention of the rotation state by the leds of the Droid master. Sum up the numbers shown by the white leds to get the number of steps the respective channel has been rotated (0-15). A flashing button led indicates the channel that is currently shown. Note that if no rotation has been applied, the rotation value is 0 and thus nothing is shown by X1.



Menu 6: Fillorder and branches (B1.6)

Here you can set the fillorder 0-3 for the 4 channel algoquencers by the left button column of the 2nd P2B8, and the branches parameter 0-3 by the right button column. These parameters affect rhythmic variations of the algoquencers. For more details, please check the description of the algoquencer circuit in the Droid manual. The depth of the fills parameter is globally controlled by pot P2.1.



There is no **menu 7**, as button B1.7 is reserved for the global mute function, accessible from all menu pages.

Menu 8: Fillorder and branches (B1.8)

Here you can safe and load your settings, and hence your output baselines, to 16 presets. Button B1.6 features two preset banks, indicated by a lit and a dimmed led. In each bank, the buttons of the 2nd P2B8 represent 8 preset locations. A long press here will safe the current settings, and a short press will load them at the beginning of the next bar. A dimmed led is lit during queueing time.

Settings being safed include: Positions of all pots, pitches and gates of all channels, rotation states of all channels, the length of the output pattern, the transposition of octaves and semitones, and the parameters fillorder and branches.