

# **Tau Quick Reference.**

For Setup: Factory Tau 1

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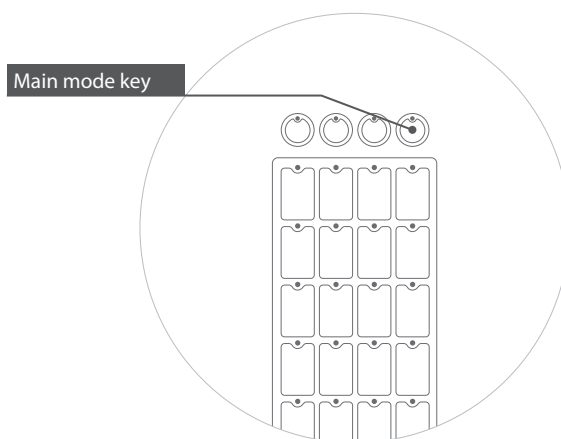
# Eigenharp Terminology

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This is a quick introduction to some of the terminology used in this reference guide. Such terms as *mode key*, *split* and *keygroup* are used throughout so it's handy to become familiar with their meanings.

## What is a mode key?

The mode keys allow you to navigate your way around the Eigenharp, and access its various features quickly and easily. For example mode keys are used to choose sounds, access controls for drum loops and recorders, or choose different keyboard layouts.

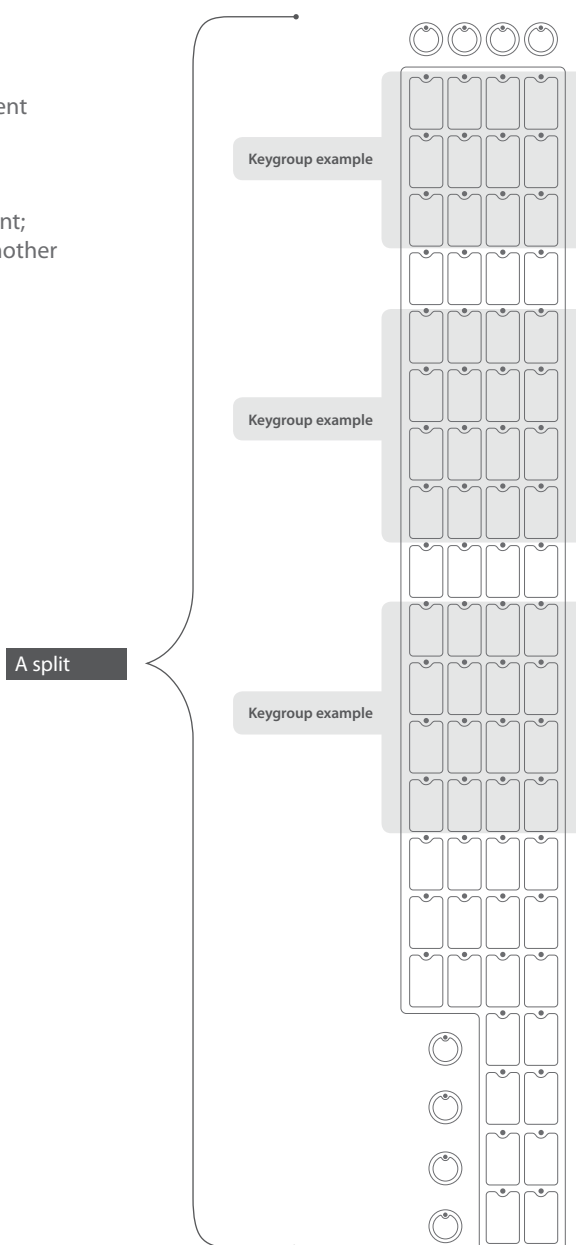


## What are keygroups and splits?

It is possible to divide the Eigenharp's keyboard into independent groups of keys which we call keygroups.

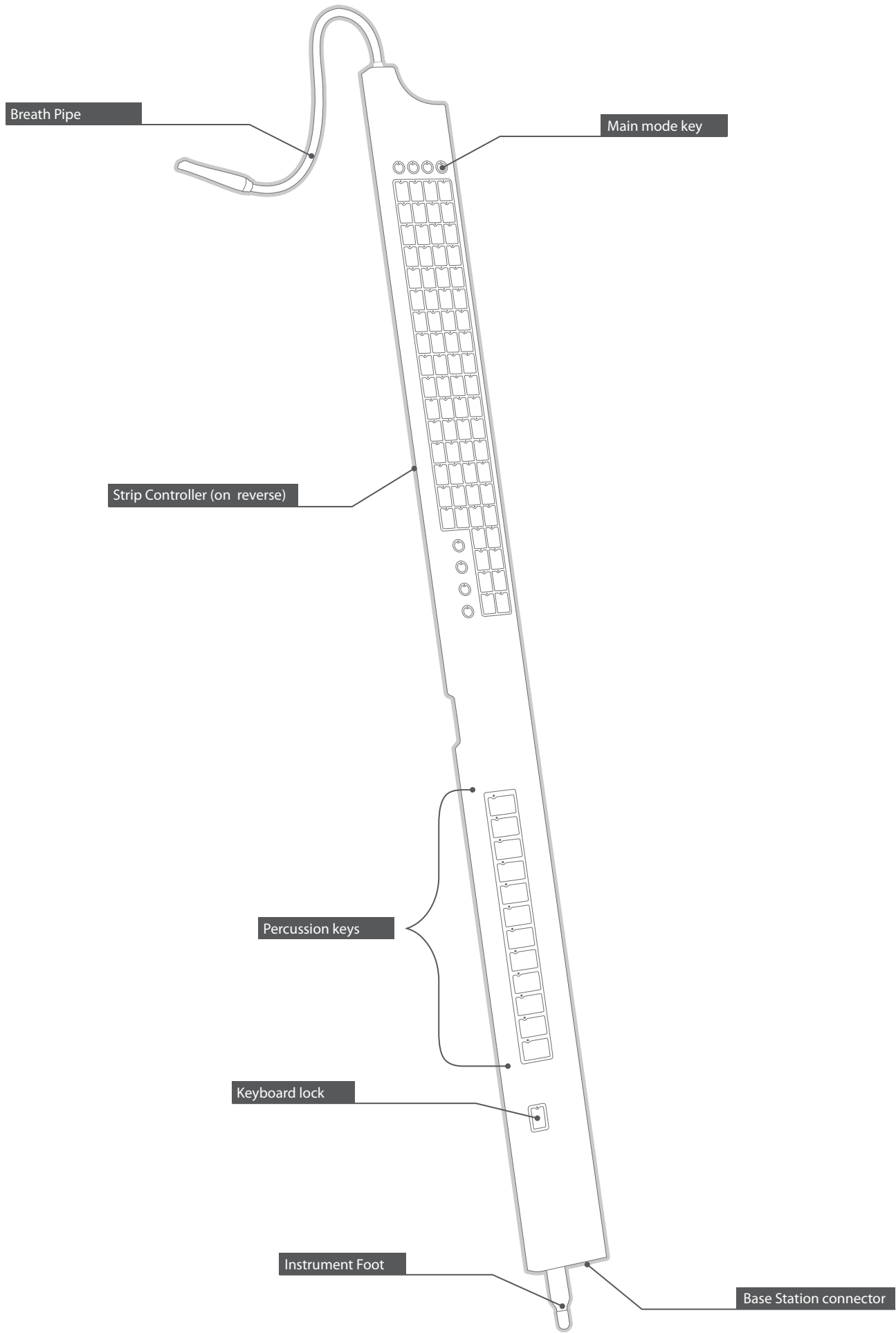
You can access any of the Eigenharp's features from any of the keygroups, and each keygroup can be doing something different; for example you could use one keygroup to play bass, whilst another keygroup controls drum loops.

A split is the name we give to an arrangement of keygroups. For example the diagram on the right shows a split with the keyboard divided into three keygroups.



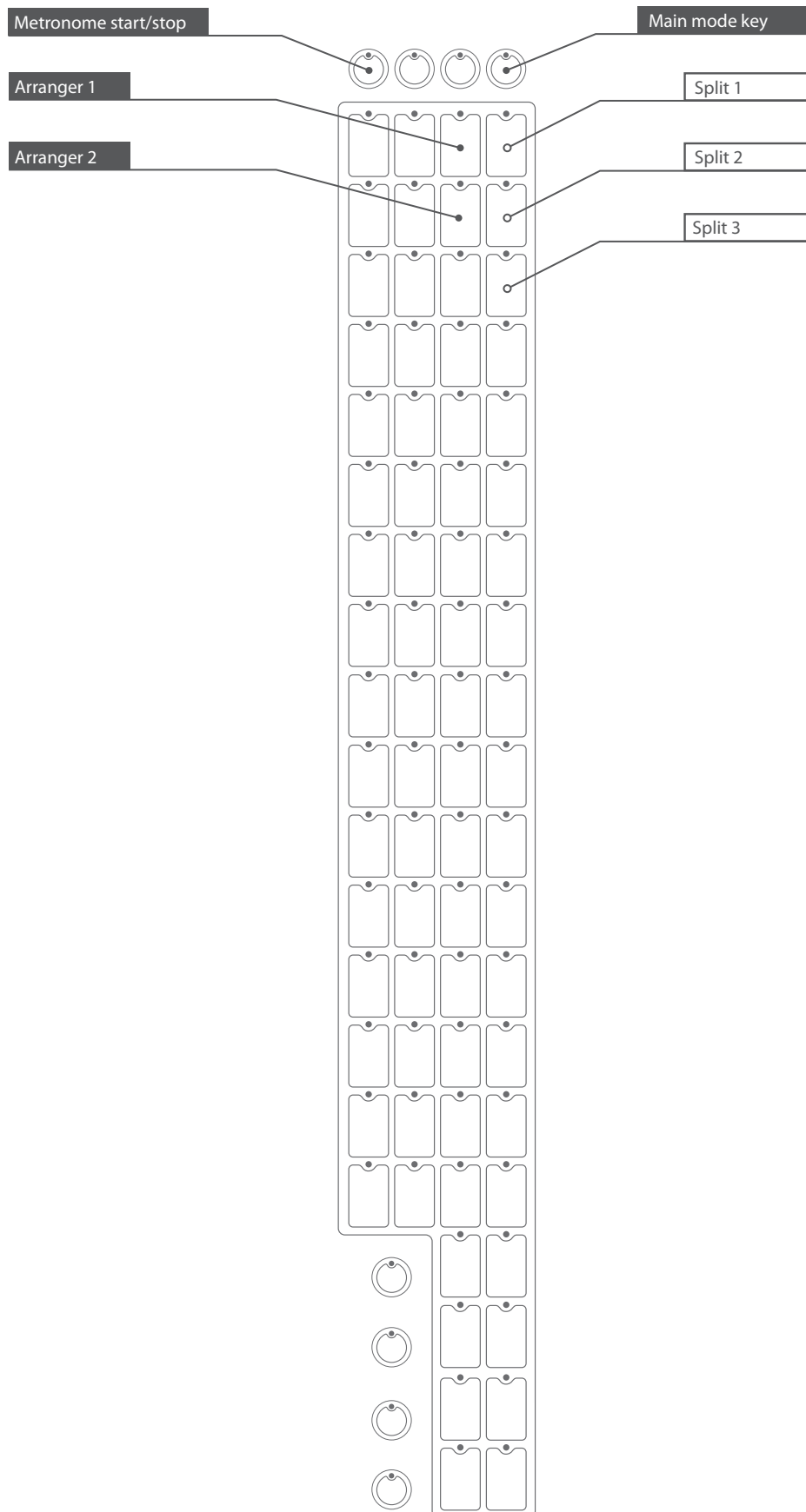
# Layout overview

These are the main elements of the Eigenharp Tau.



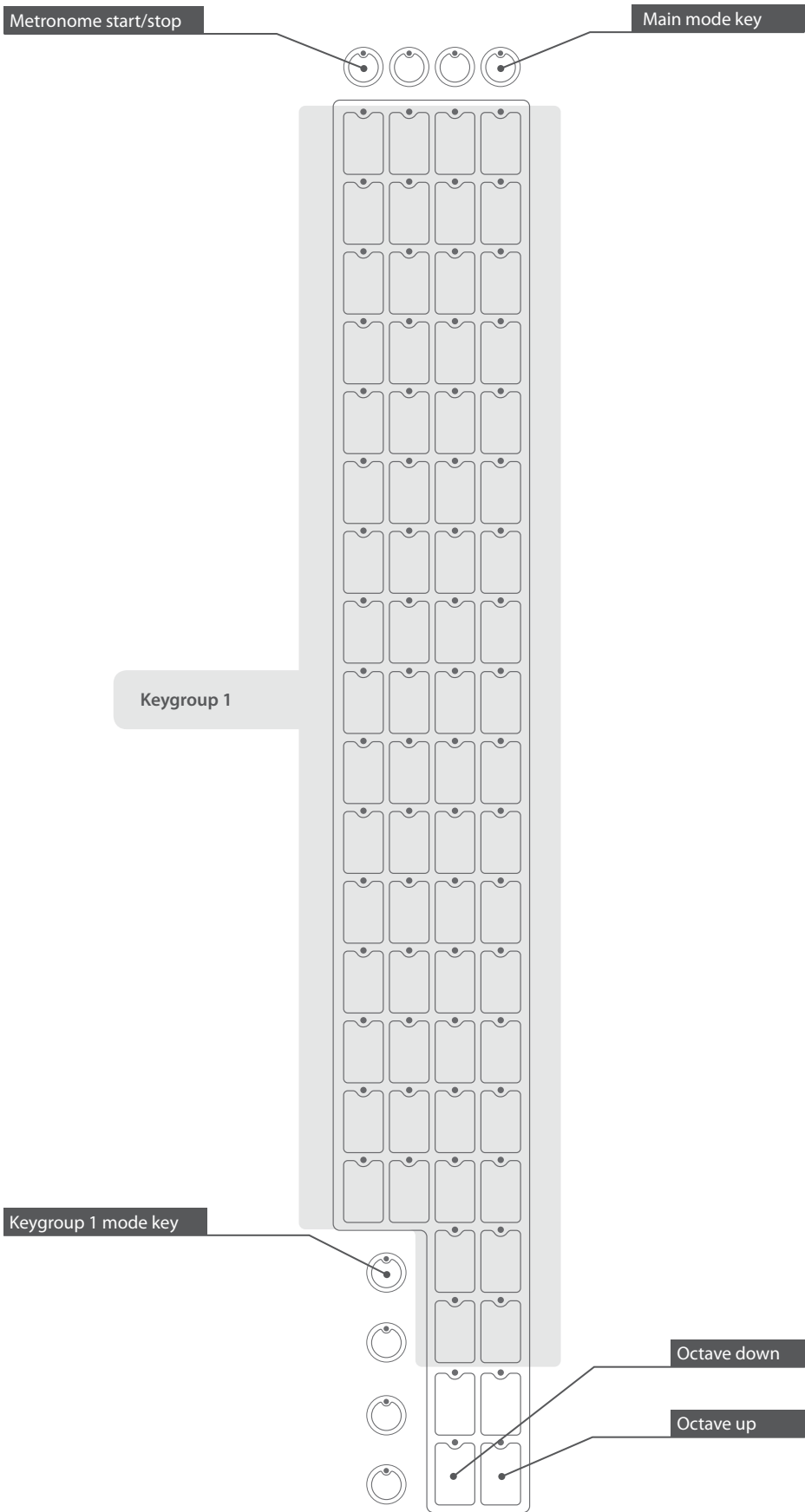
## Choosing Splits

Pushing and holding the main mode key gives you access to three splits and both of the arrangers. The currently selected split is lit green. To select the desired split, press its corresponding key and it will turn from red to green, then release the mode key.



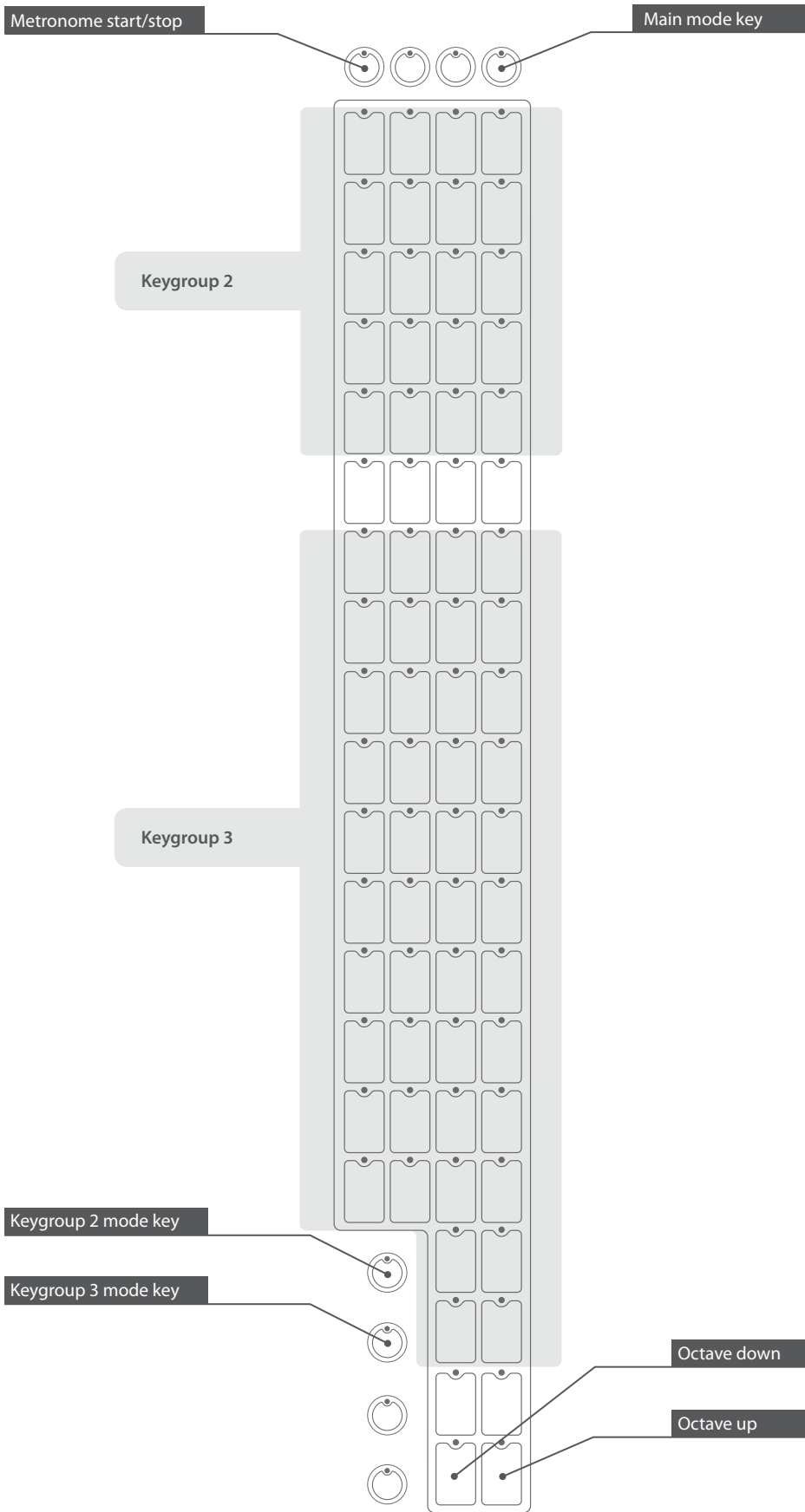
# Split 1

This contains keygroup 1.



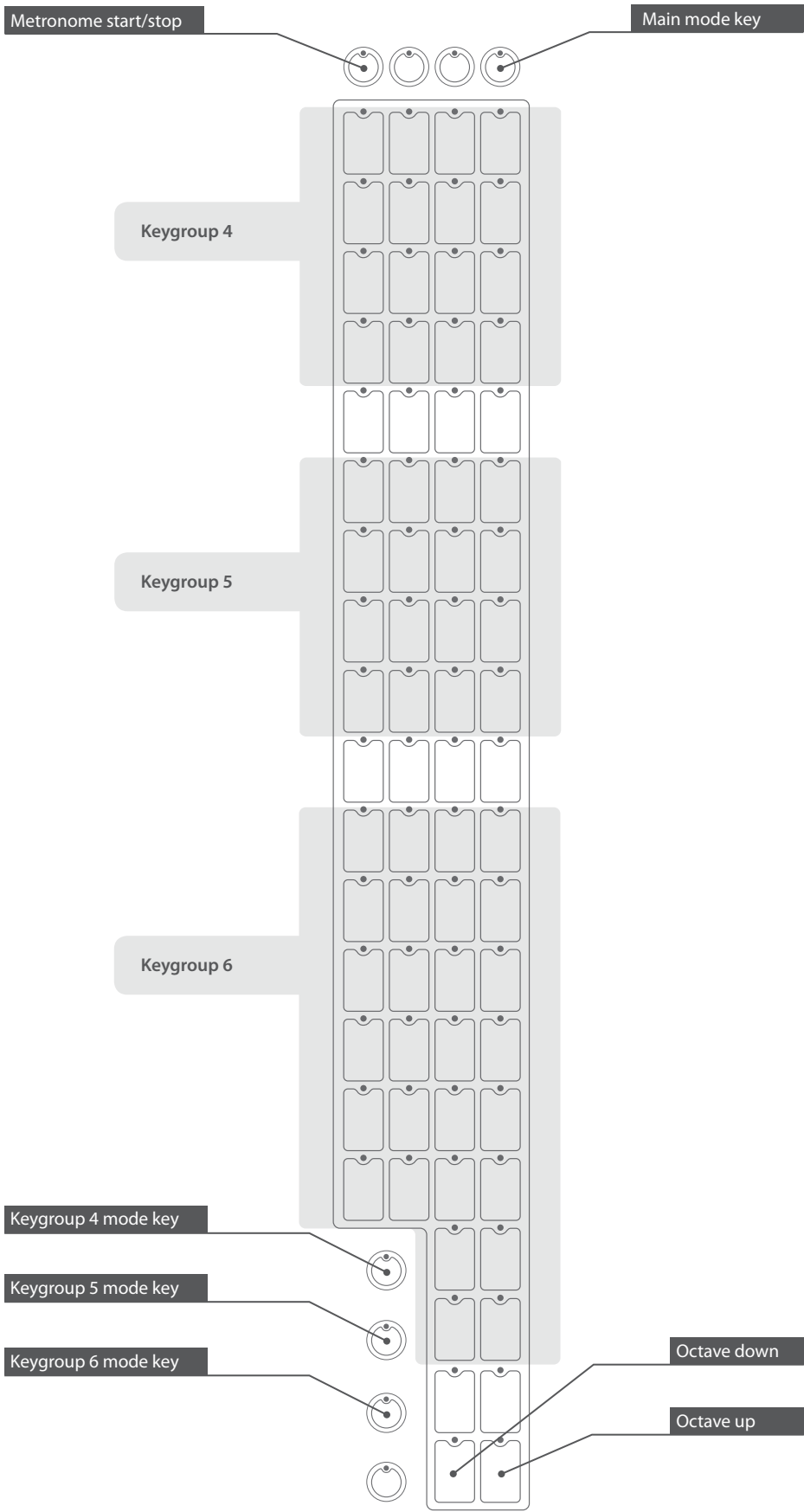
# Split 2

This contains keygroup 2 and keygroup 3.



# Split 3

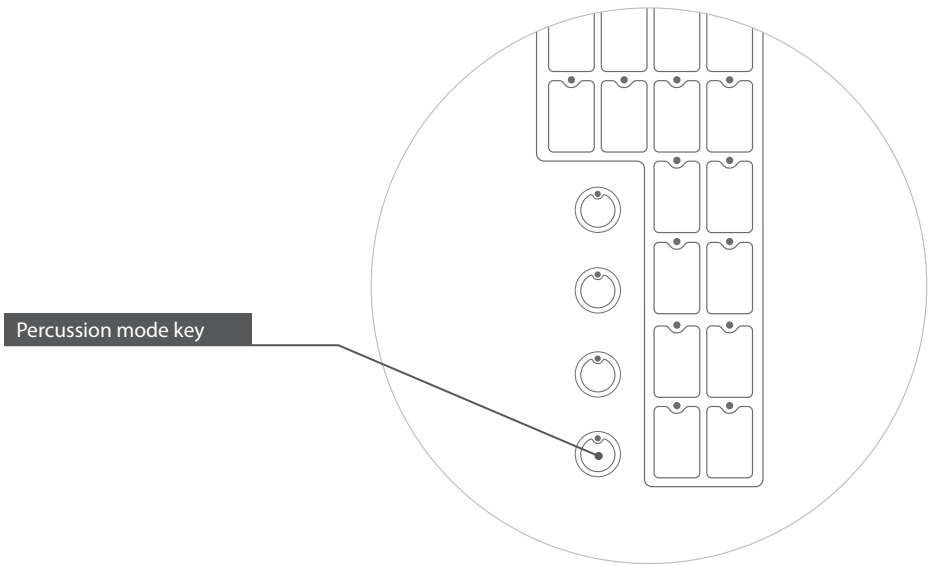
This contains keygroups 4, 5 and 6.



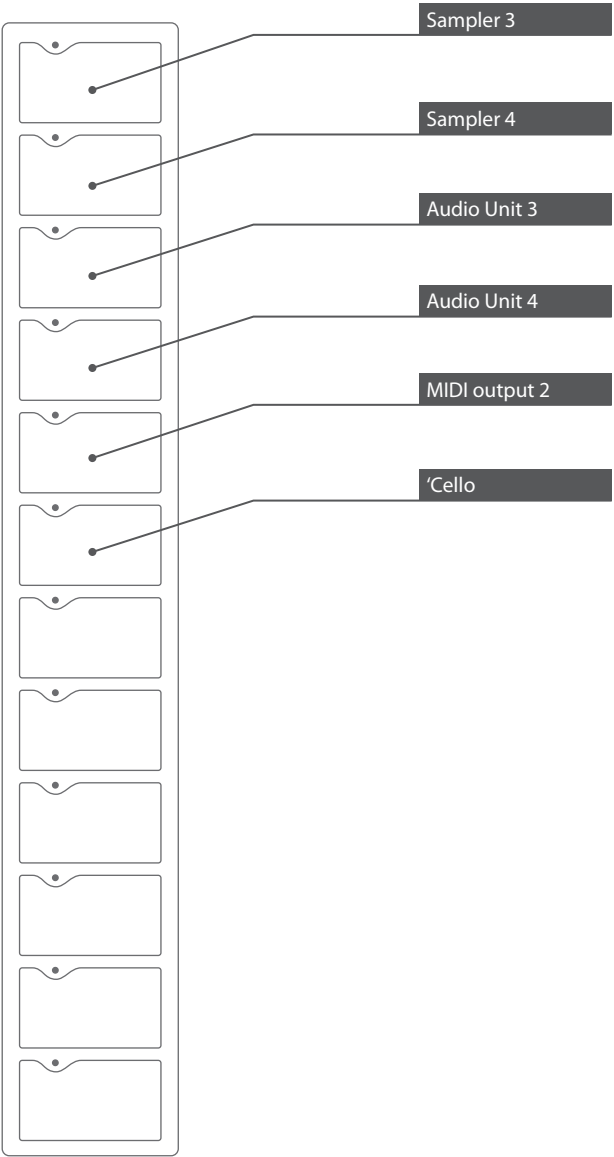


# Percussion Keys

Choose between this keygroup's different functions by pressing the percussion mode key.



Percussion mode key



Sampler 3

Sampler 4

Audio Unit 3

Audio Unit 4

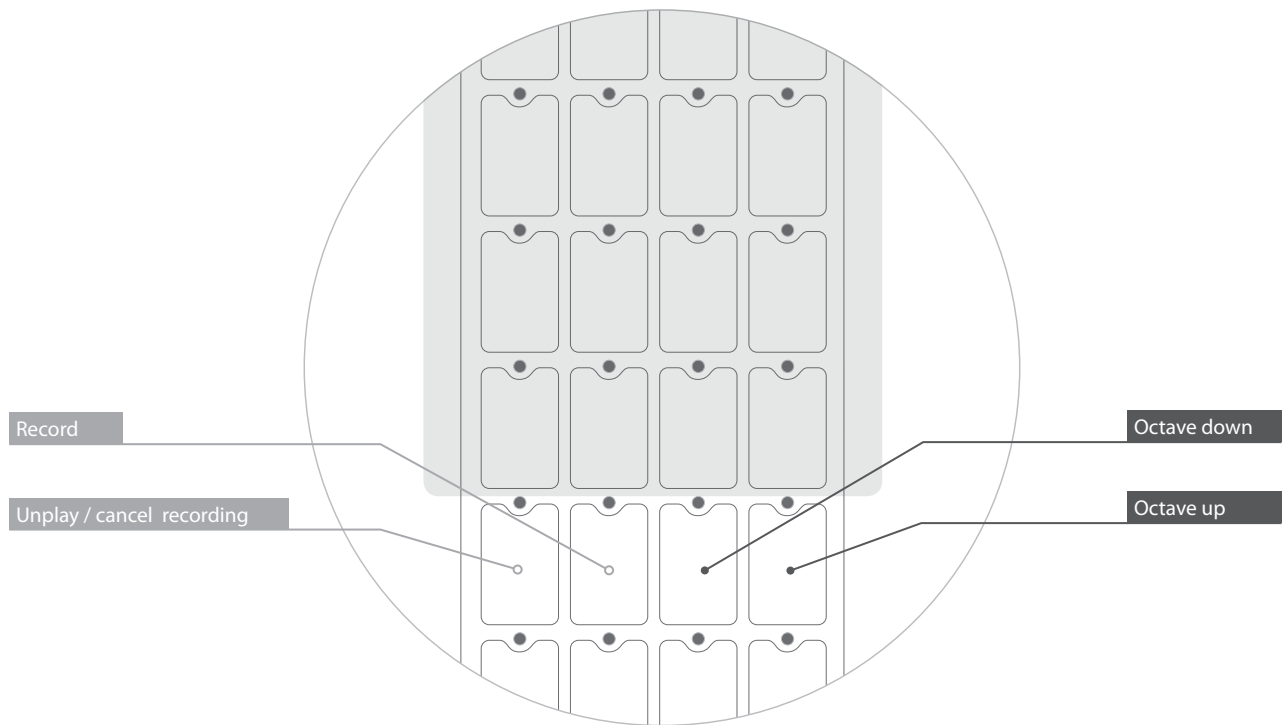
MIDI output 2

'Cello

# Keygroups

The shaded area represents a generic keygroup. Below it are its main function keys. These keys remain the same for all keygroups.

The Record and Unplay keys are only available when an instrument is selected.



## Keygroup Mode Key layout

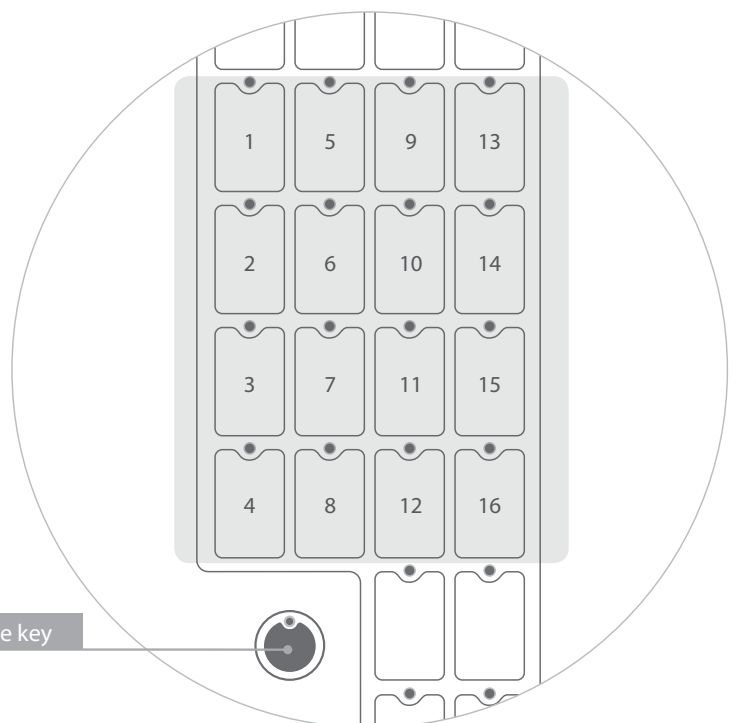
When you press a keygroup's mode key the following options will show. This is the same for all keygroups wherever they are on the keyboard. Below is a summary of what each function is:

Please see the appropriate diagram for detailed information on Drummer Controls, Recorder Controls, Scales and Tonics.

### Key

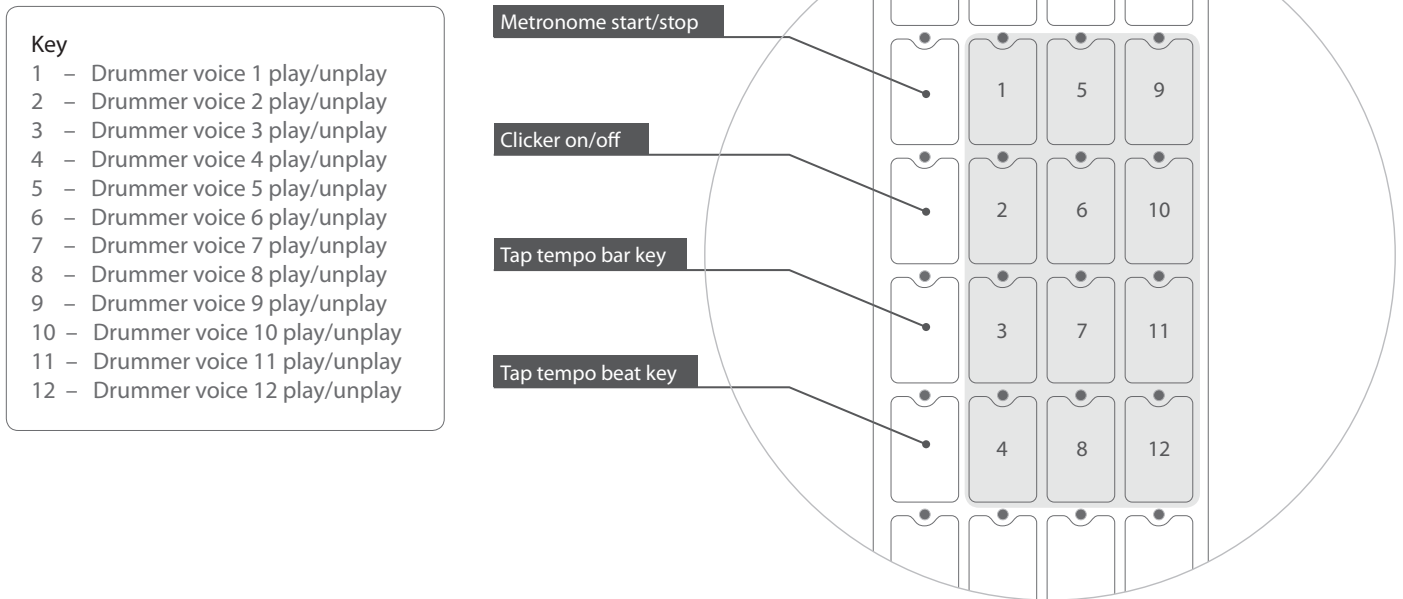
- 1 – Drummer Controls (See diagram A, Page 9)
- 2 – Scheduler Controls
- 3 – Recorder Controls (See diagram B, Page 9)
- 4 – Scales (See Diagram C, Page 10)
- 5 – 'Cello
- 6 – Clarinet
- 7 – Synth
- 8 – Tonics (see Diagram D, Page 10)
- 9 – Audio unit 1
- 10 – Audio unit 2
- 11 – Audio unit 3
- 12 – MIDI out 1
- 13 – Sampler 1
- 14 – Sampler 2
- 15 – Sampler 3
- 16 – MIDI out 2

Keygroup mode key  
(Pressed)



## Diagram A - Drummer controls

Each of the keys labelled 1-12 represents a drum loop – pressing any of these will turn the loop on or off. To play drum loops the metronome must be running.



## Diagram B - Recorder controls

The recorder controls allow you to set how many bars you will record for, unplay recordings and cancel recordings.

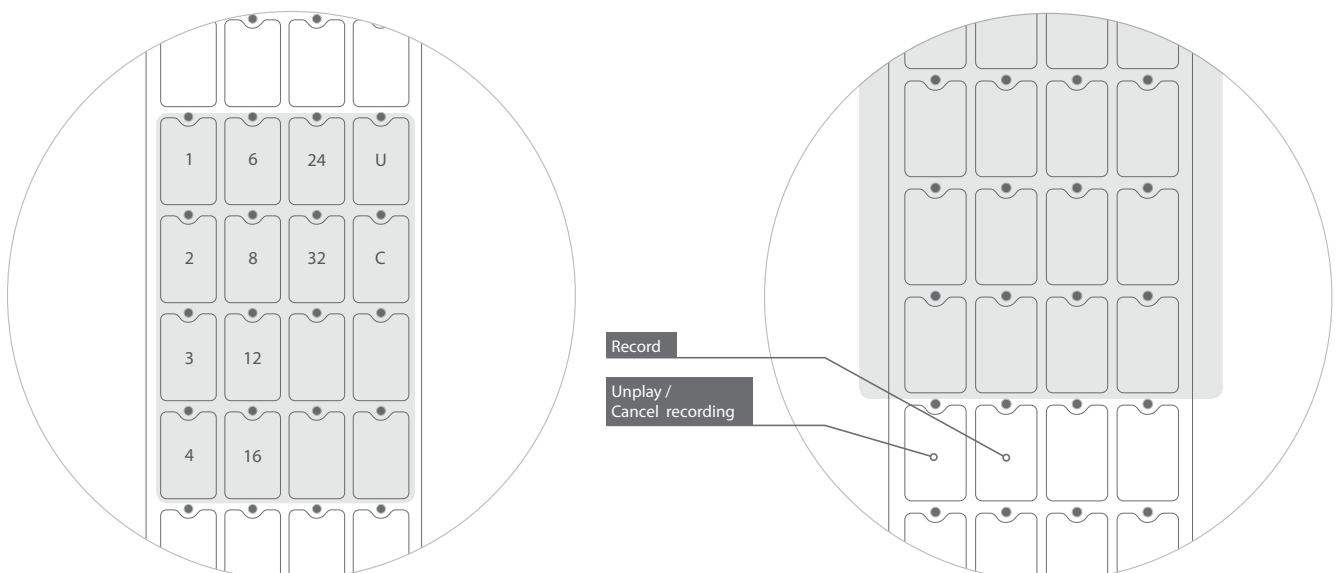
To record you must first start the metronome, please see the drummer controls for more detail. Each numbered key in the diagram represents the number of bars you will record for, e.g. key 1 = 1 bar, key 2 = 2 bar etc.

The key marked 'U' will unplay all recorded loops that are currently playing. The key marked 'C' will cancel all armed recordings.

Please be aware that once you unplay a recording it will be deleted. To stop recordings without deleting, use the Scheduler.

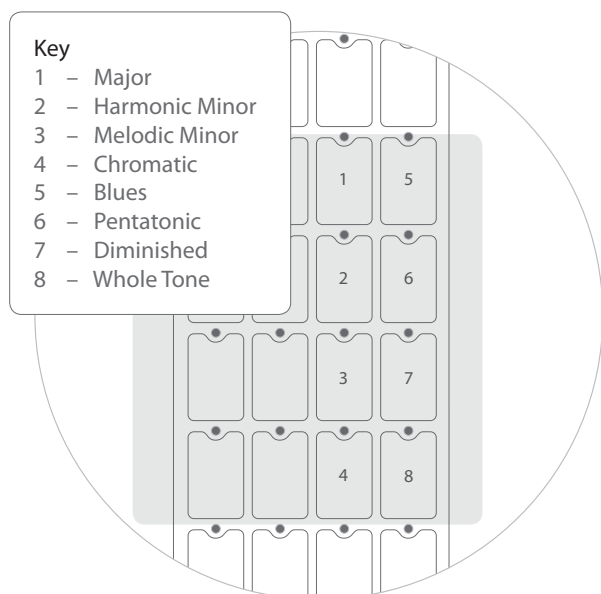
Once you have selected how many bars to record for, you must arm the recorder. The record arm key is located at the bottom of your playing keygroup, this key will arm the recorder for your currently selected instrument.

Next to the record arm key you have an unplay/cancel key. Please note that these keys will only appear once you have selected an instrument – please refer to the keygroup diagram below.



## Diagram C - Scale controls

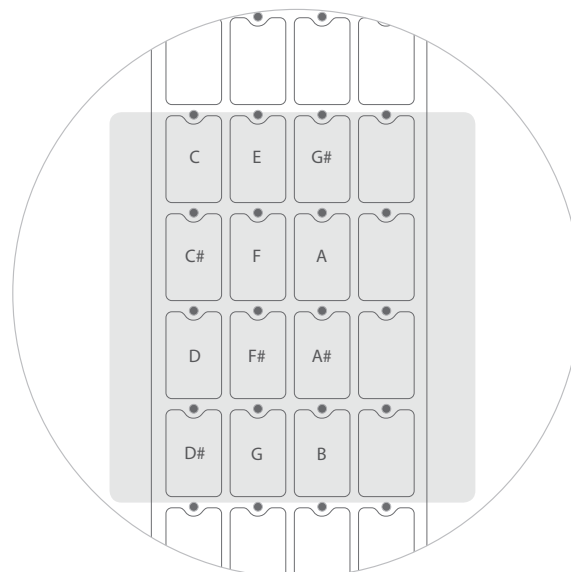
This page will allow you to change scales for each keygroup. The scale keys can be customised, however the default scales are arranged as follows:



## Diagram D – Tonic controls

10

This page will allow you to change tonics for each keygroup, arranged as follows:



## A note about Scale and Tonic controls

Each keygroup can have its own scale and tonic.

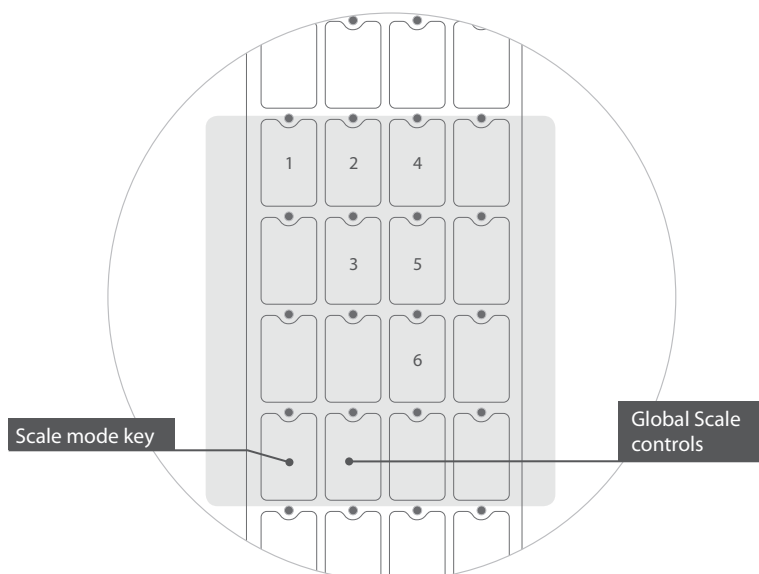
As you can see in the diagram, we have a second mode key (scale/tonic mode key), this allows you to select which keygroup you are choosing the scale and tonic for.

Press and hold this key and you will see a group of lit keys which represent the available keygroups – the green key

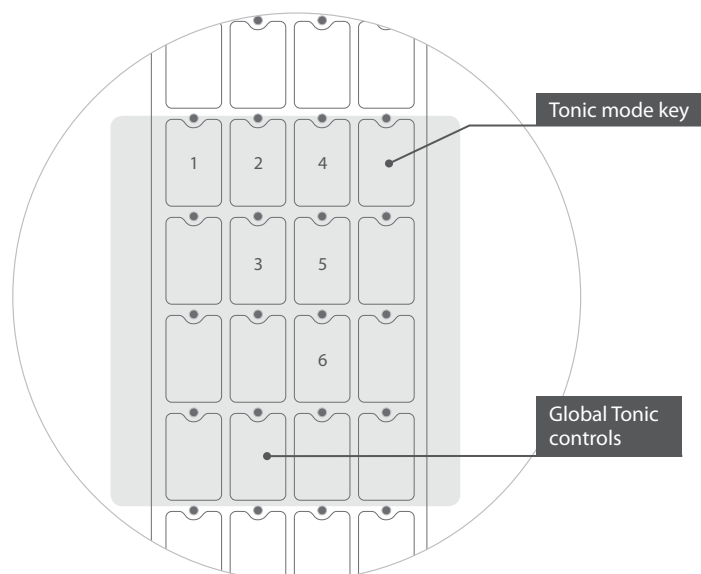
is your selected keygroup. This view is generic for both the Scale and Tonic controls. Choose key 1 in the diagram to access the scale/tonic controls for keygroup 1, key 2 for keygroup 2 etc., through to keygroup 6.

Choose the key marked 'Global Scale/Tonic' controls to set the scale/tonic of all keygroups simultaneously.

## Scale controls



## Tonic controls

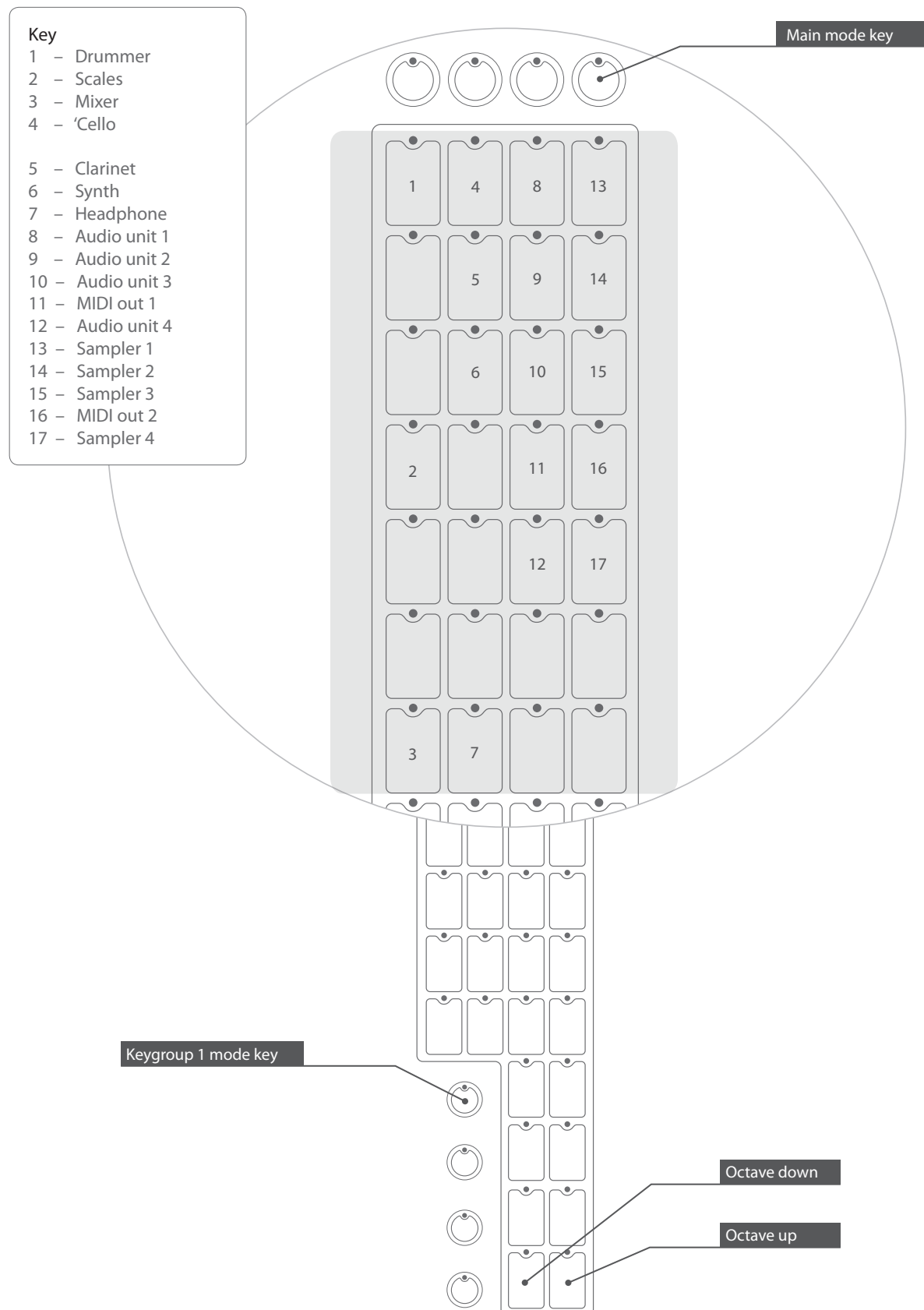


## Advanced controls (On split 1)

The advanced controls are accessed on Split 1 by pressing keygroup 1's mode key.

The layout of the advanced control keys corresponds with the layout of the instruments and standard controls that become available when you hold down a keygroup's mode key.

There are no advanced controls for the recorder and scheduler hence the gap between the key labelled 1 (advanced drummer controls) and the key labelled 2 (advanced scale controls).



# Advanced Drummer controls

This control page will allow you to edit drummer volumes and browse different drum loops for each drummer voice. The main controls allow you to edit the master volume, pan and FX sends for all drummer loops.

## Key

- 1 – Metronome browse
- 2 – Tempo nudger
- 3 – Tempo up (1 bpm)
- 4 – Tempo down (1 bpm)

- 80 – Tempo to 80 bpm
- 100 – Tempo to 100 bpm
- 120 – Tempo to 120 bpm
- 140 – Tempo to 140 bpm

The Drummer Voice Volume Key numbers refer to their respective Drummer Voice. For example; Key 1 = Drummer Voice 1, Key 2 = Drummer Voice 2, etc.

The Drummer Loop Browse Key numbers refer to their respective Drummer Voice. For example; Key 1 = Drummer Voice 1, Key 2 = Drummer Voice 2, etc.

Keygroup 1 mode key

Main mode key

Drummer Voice Volume Keys

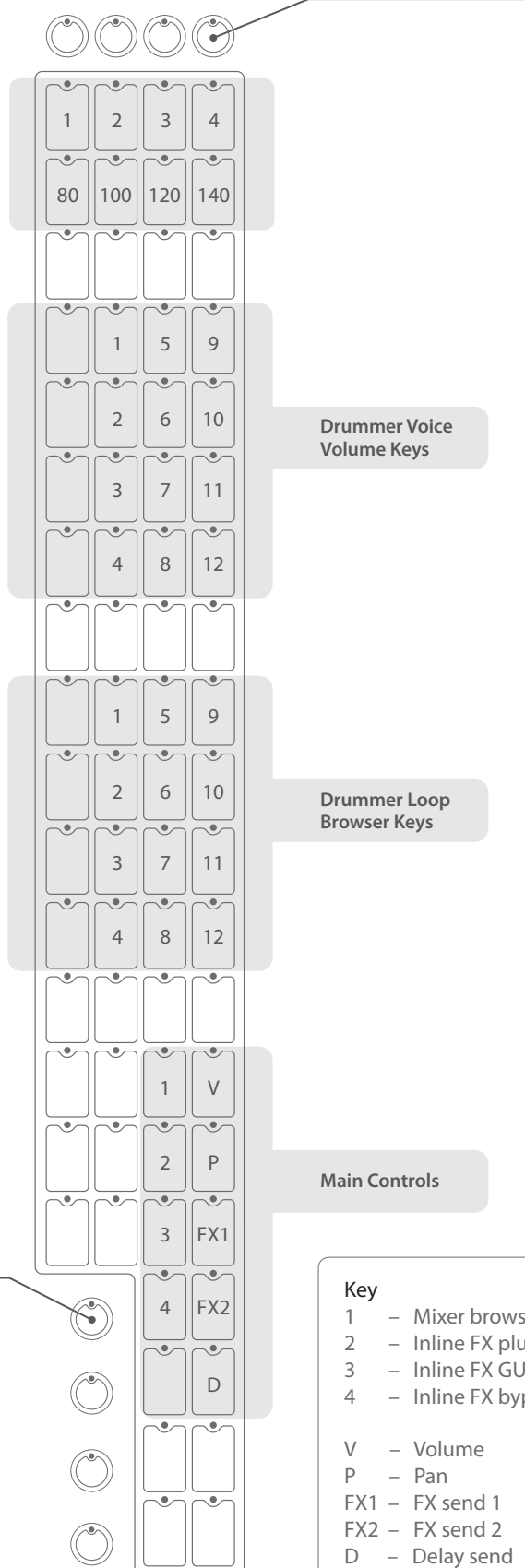
Drummer Loop Browser Keys

Main Controls

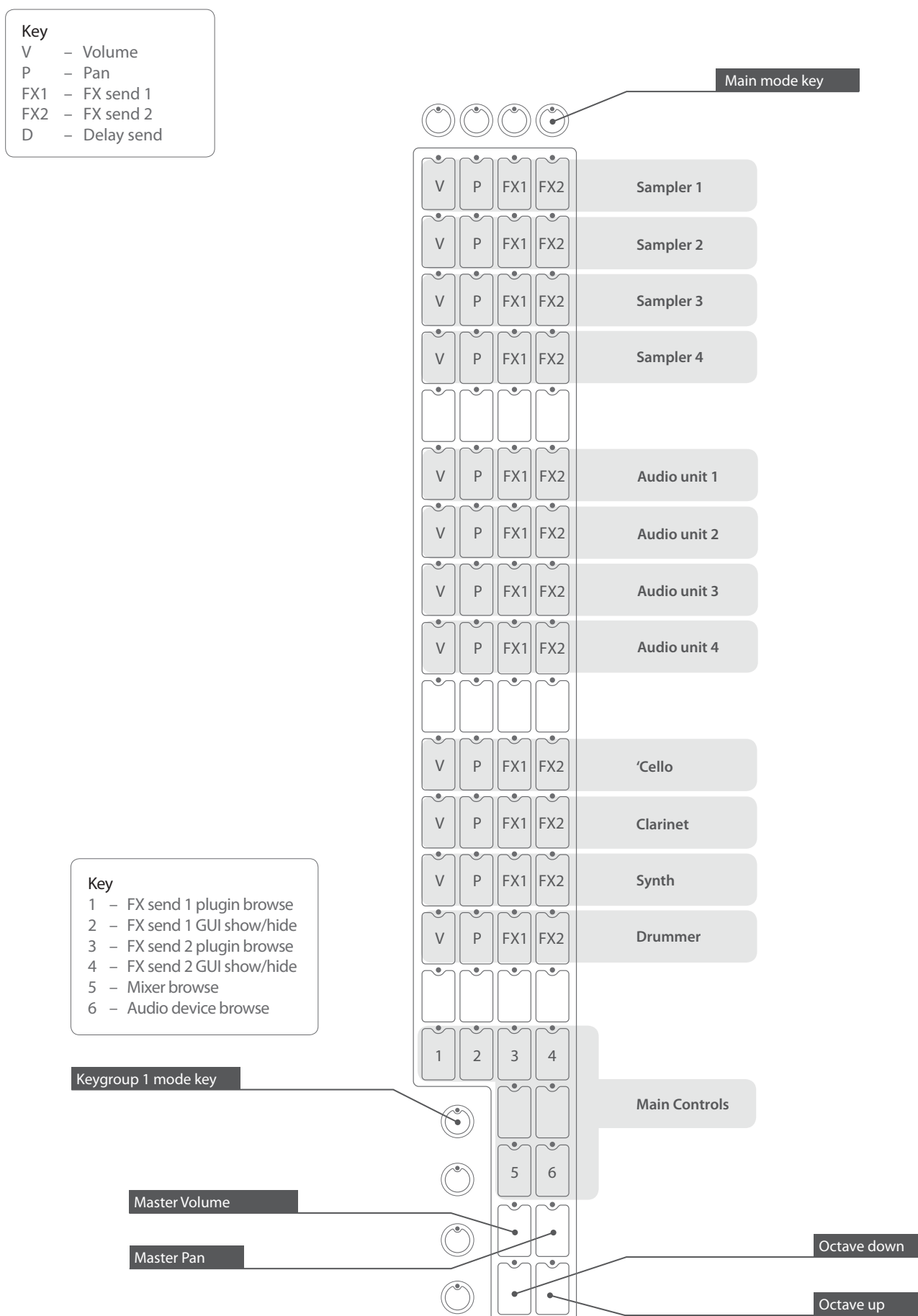
## Key

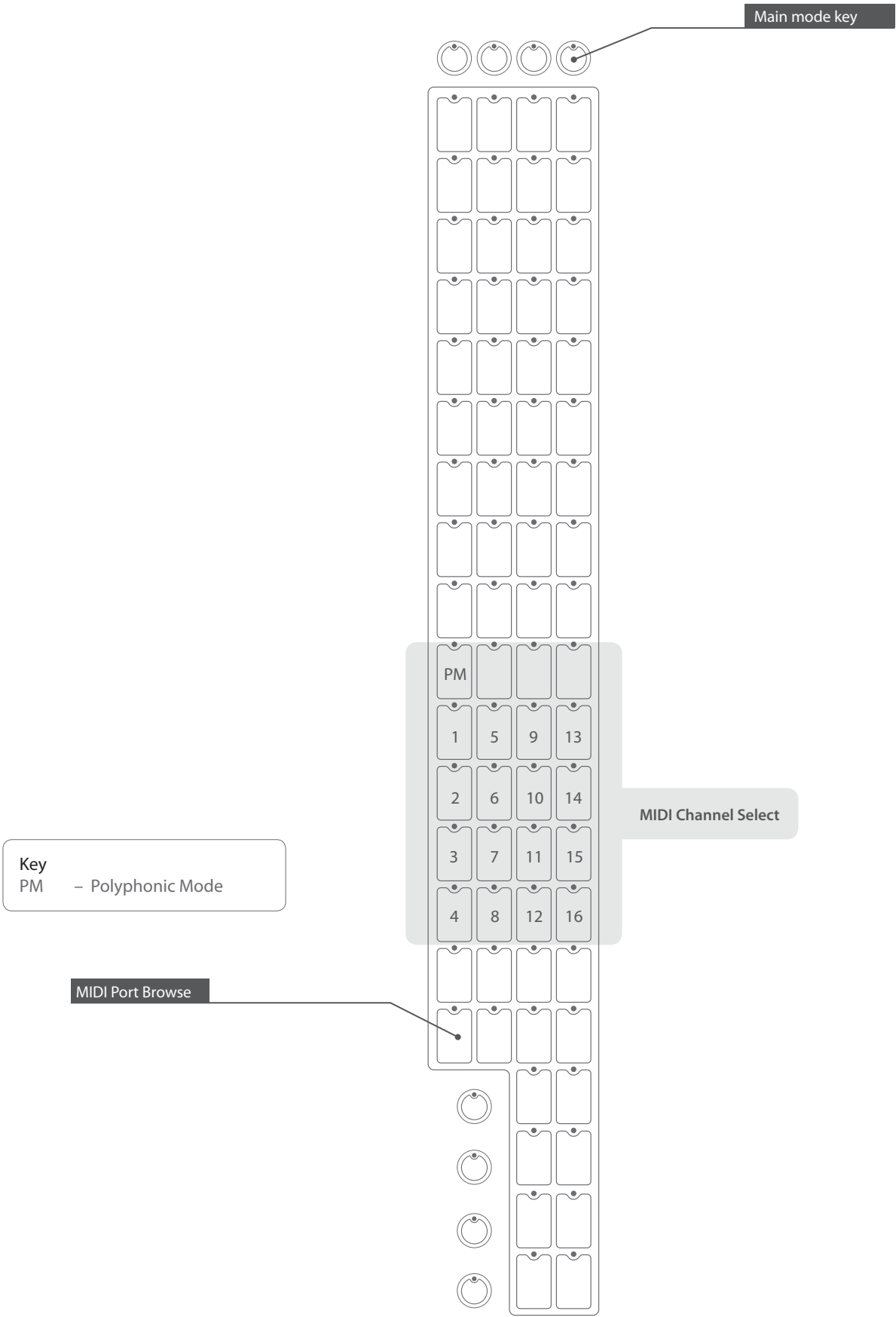
- 1 – Mixer browse
- 2 – Inline FX plugin browse
- 3 – Inline FX GUI show/hide
- 4 – Inline FX bypass on/off

- V – Volume
- P – Pan
- FX1 – FX send 1
- FX2 – FX send 2
- D – Delay send

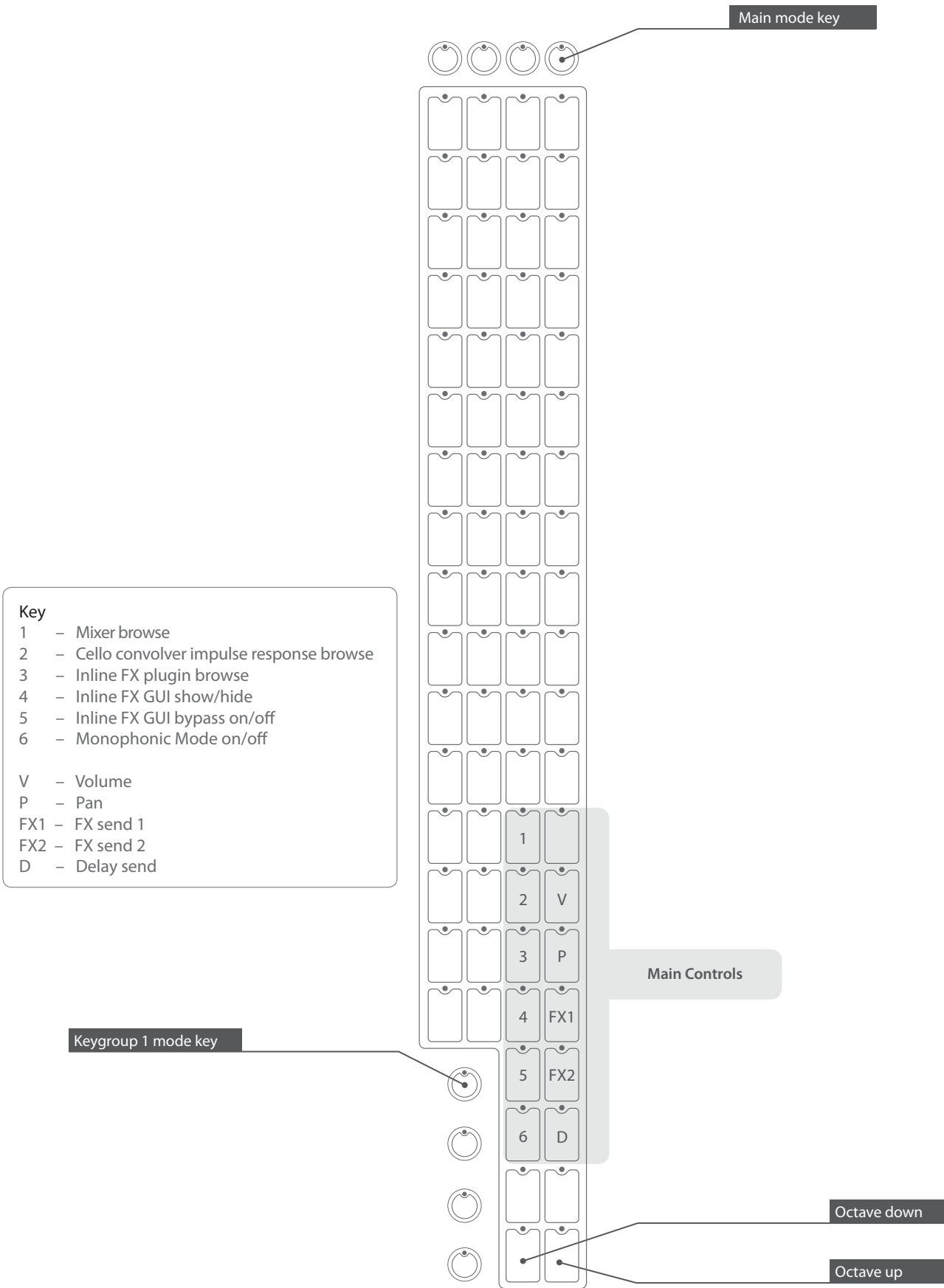


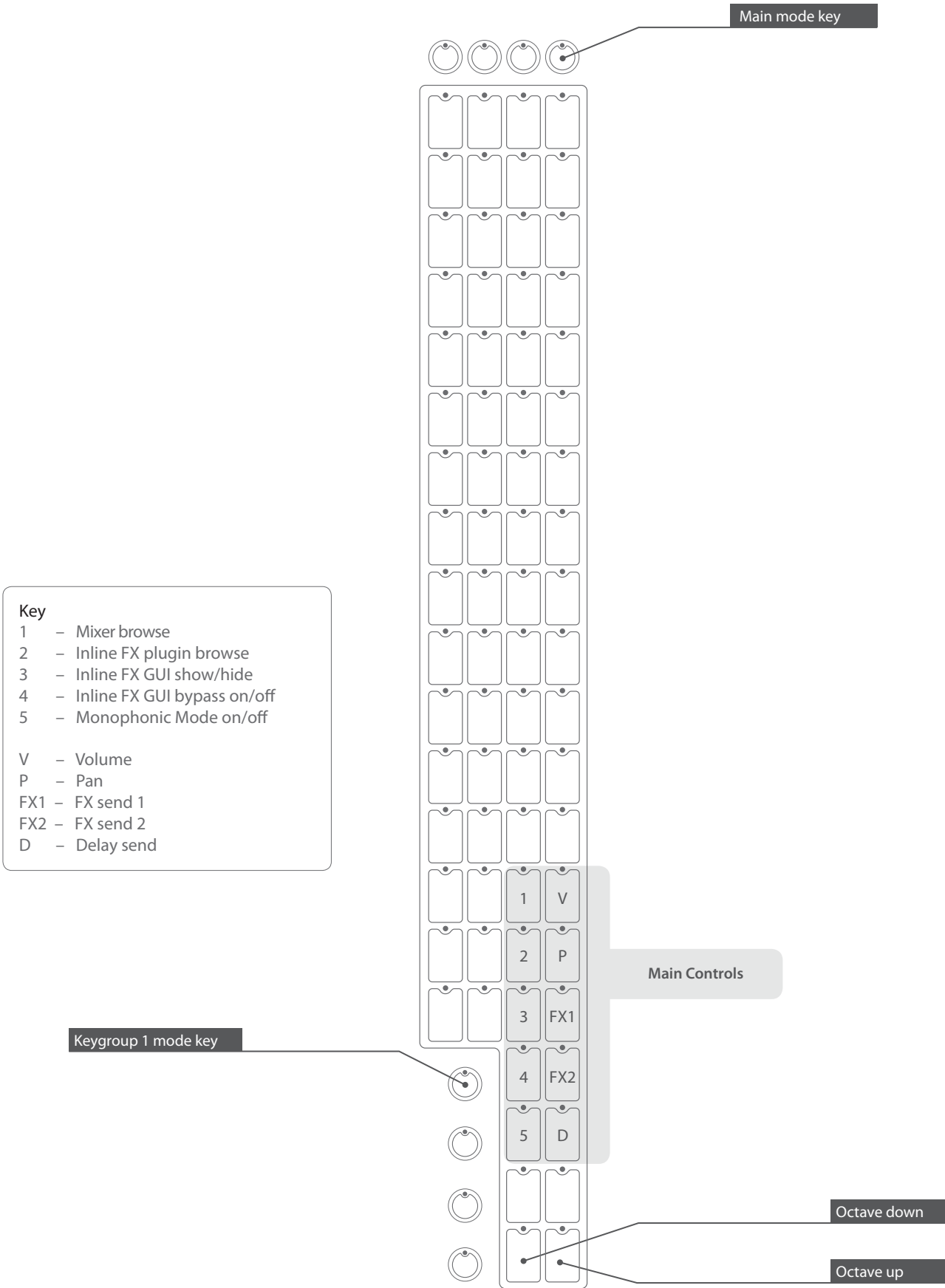
This control mode will allow you to change the volume, pan and FX sends for each instrument. You can also choose your audio device or alter the master volume and pan.

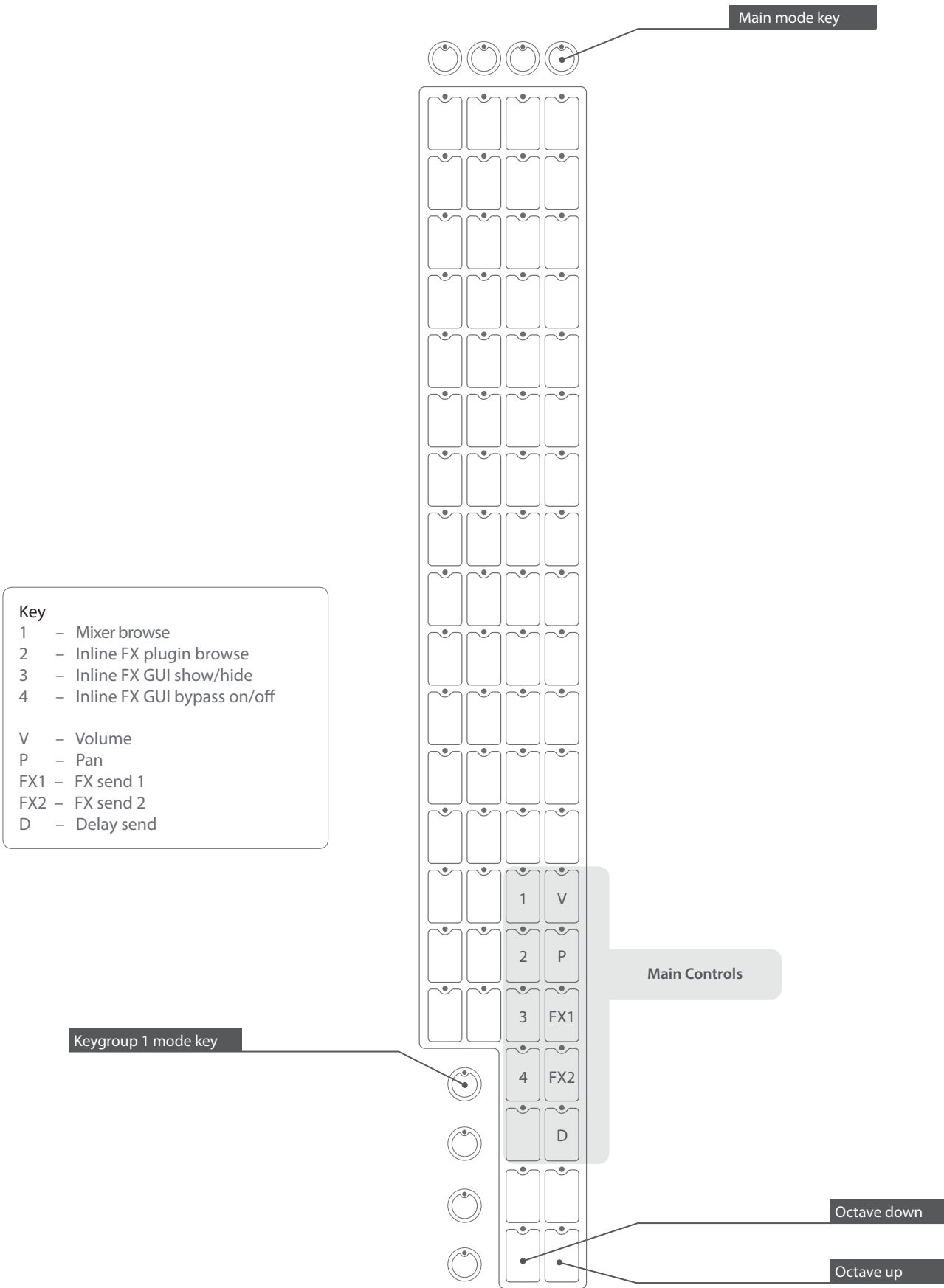




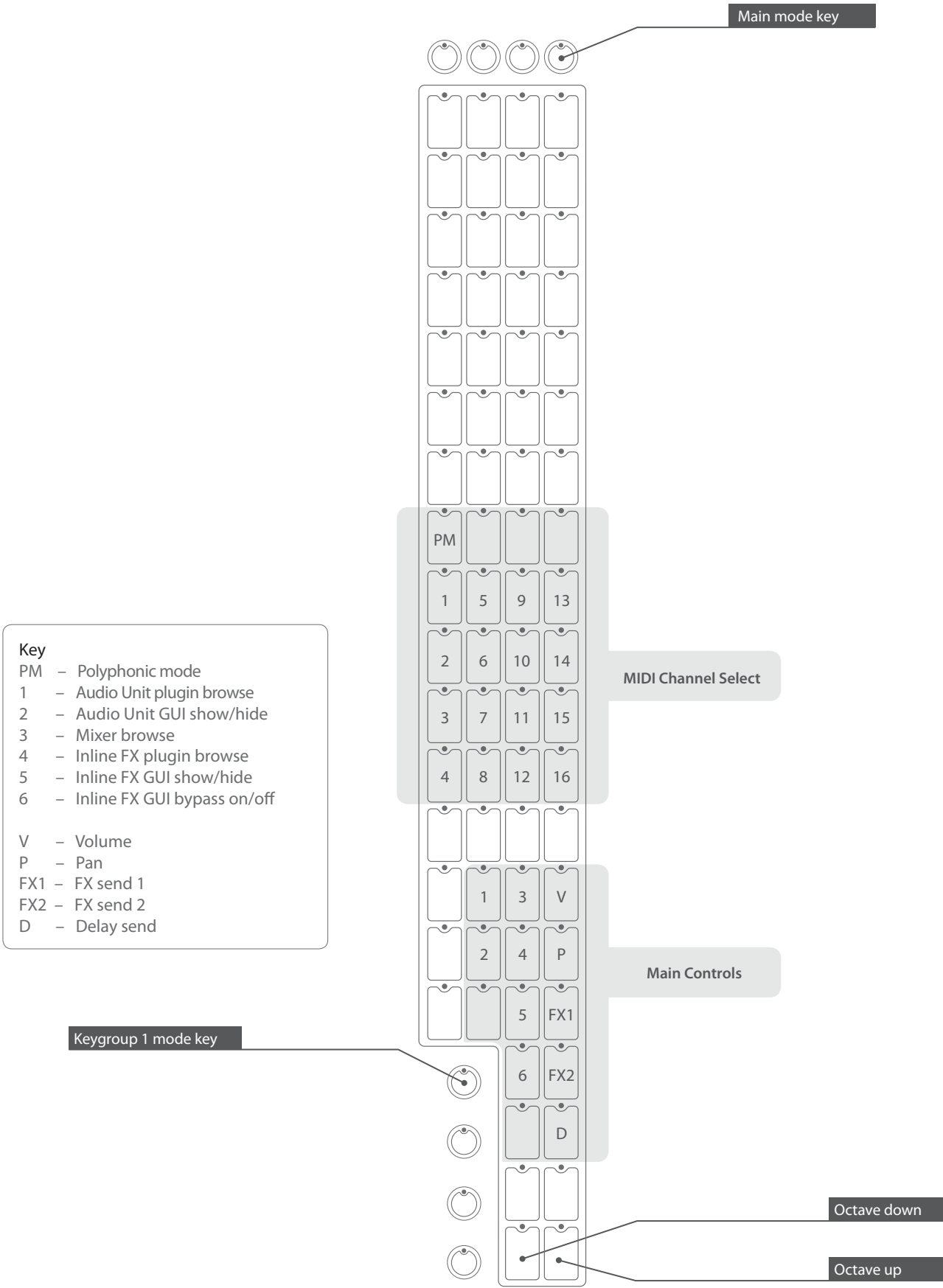


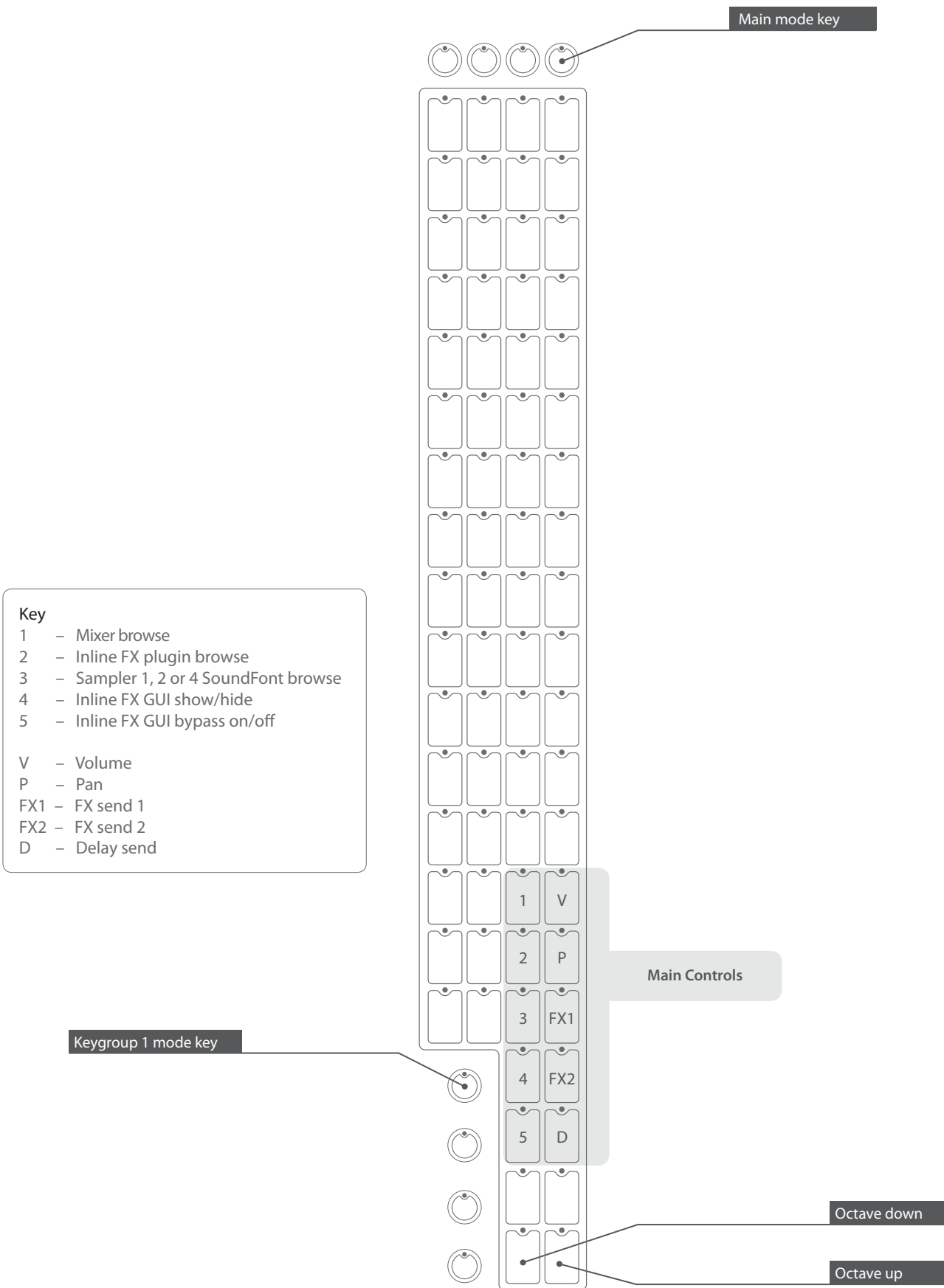


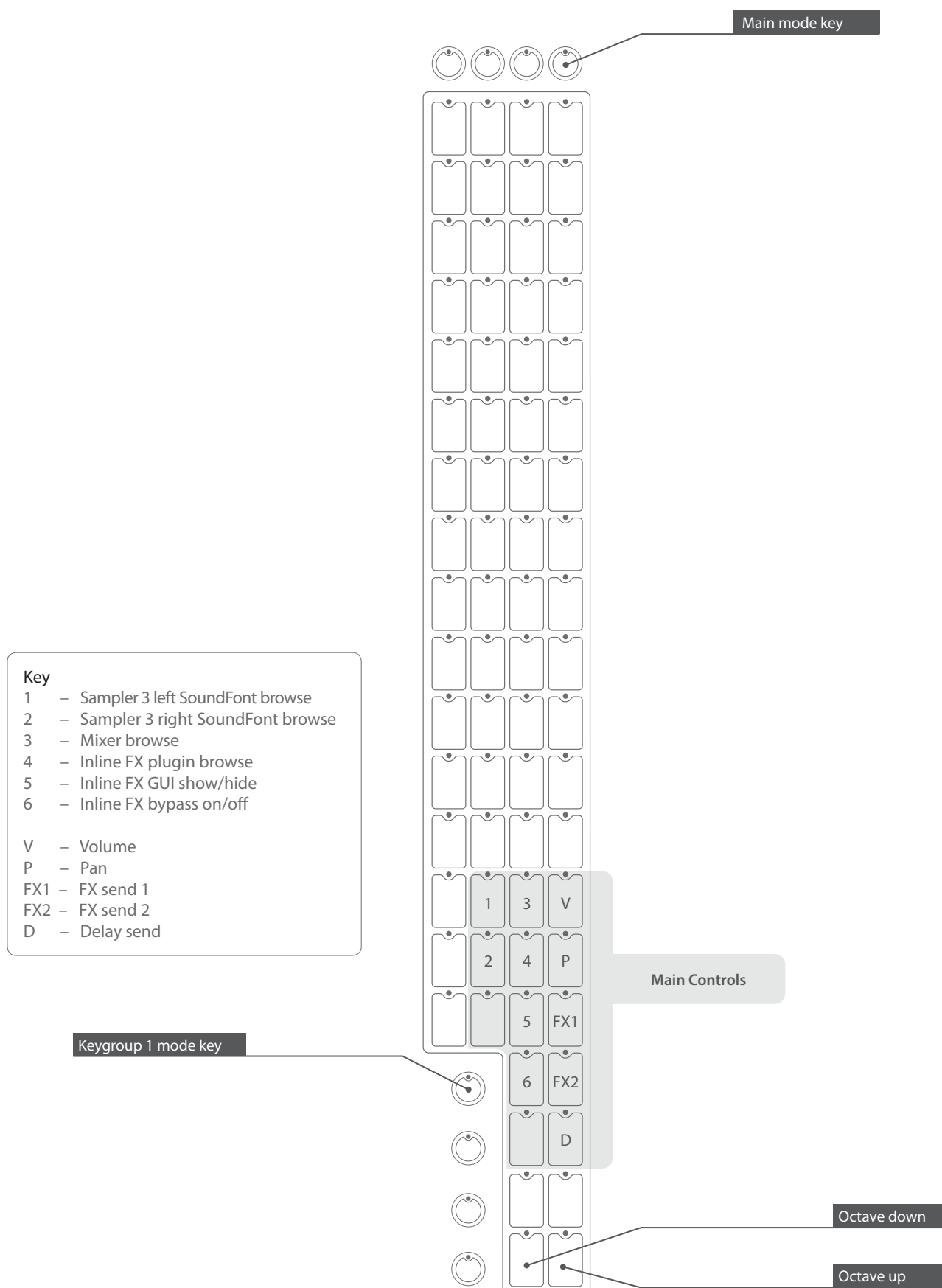




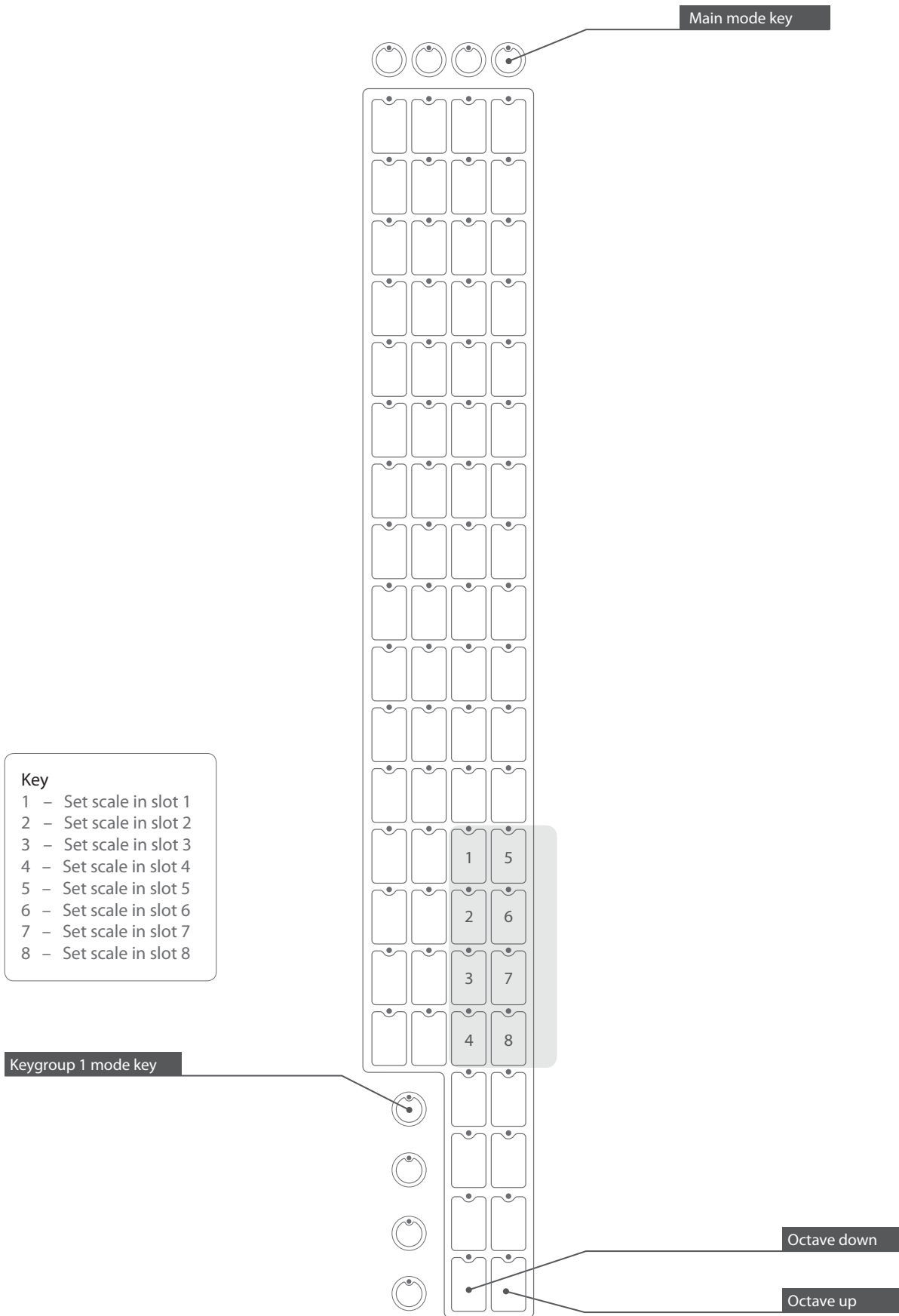
This page will allow you to select a MIDI channel, e.g. key 1 – MIDI channel 1, key 2 = MIDI channel 2, etc.  
You may also choose polyphonic mode by pressing the key marked 'PM' on the diagram. In polyphonic mode each note is sent out on its own MIDI channel.



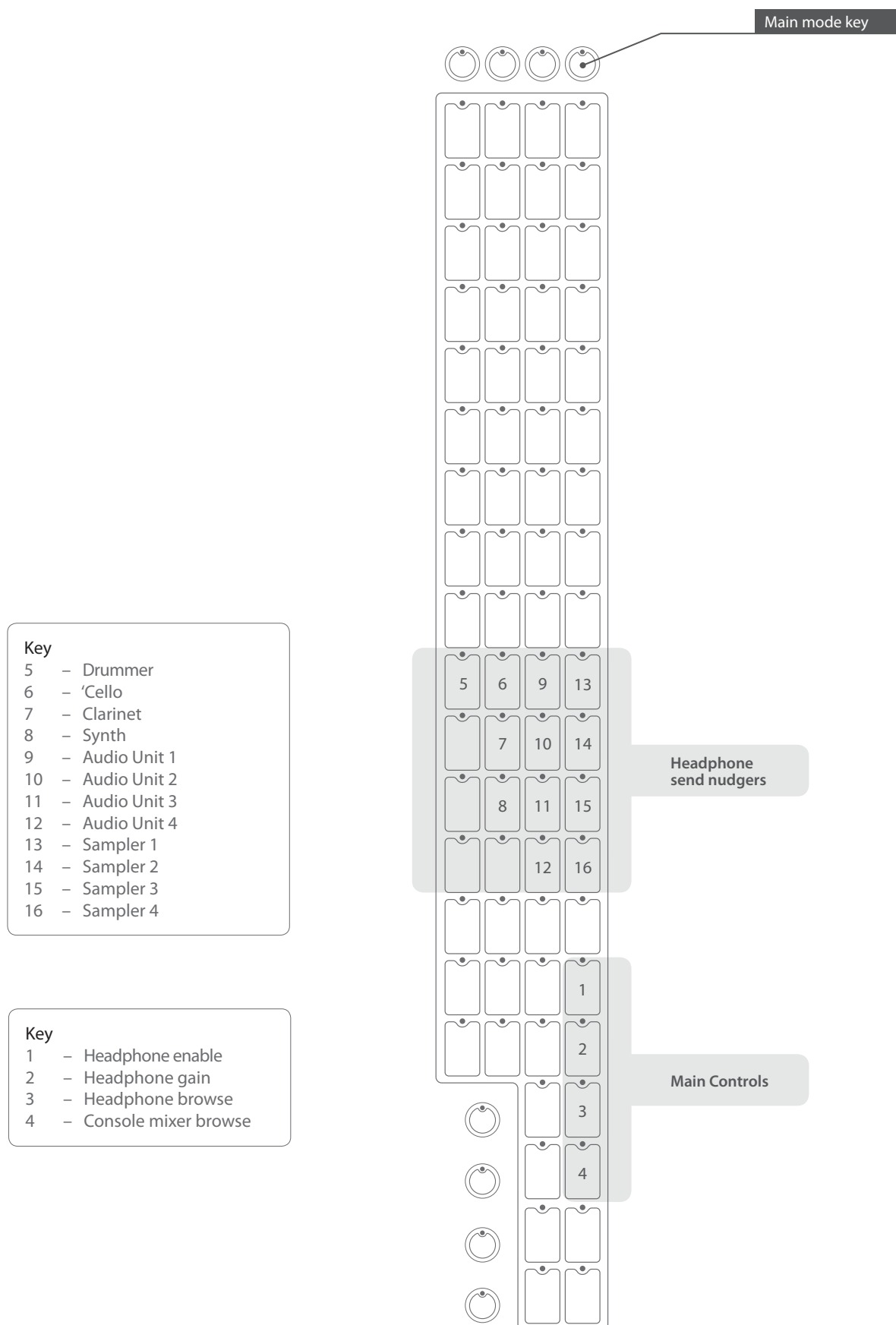




These controls allow you to browse and change the scales that are set by the Scale controls. The scale that you pick in the Browser sets the scale within all the scale slots across not only the Keygroup specific Scale controls but also the Global Scale controls.



The Advanced Headphone controls are used to configure the use of the Eigenharp Tau's built-in headphone output. The functions available in this mode allow you to enable, disable and adjust the gain of the headphones as well as adjusting the send level from each instrument to the headphone output using the Headphone send nudgers below.





# Arranger 1 and 2

The Arranger is the Eigenharp's built in setup sequencer. There are two arrangers in Factory Tau 1 which you can use simultaneously. Arranger 1 is used to play sounds on Audio Unit 4 and Arranger 2 is used to play sounds on Sampler 4.

