hman-stomper

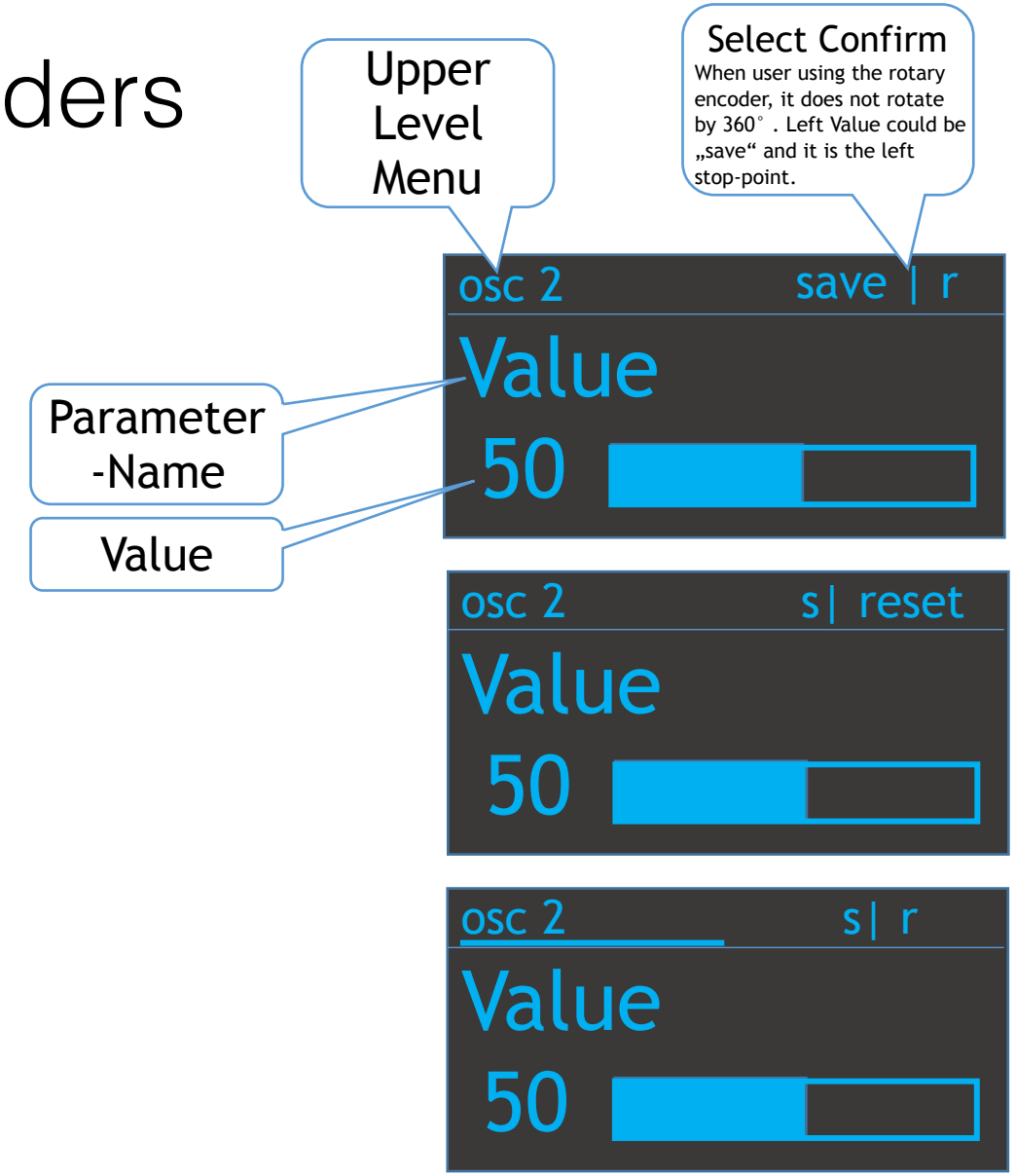
ESP32-Sampleplayer on stage

UI-Concept, Menustructure
Roadmap

Changing a value with 2 encoders

- The left Rotary Encoder 1 is used to set a value
- The right Rotary Encoder 2 is used to navigate from „save“, „reset“ and back to the upper menu.

- If only one Rotary Encoder is used, then the button is used to jump from upper menu to value to save / reset



Changing a value with 2 encoders

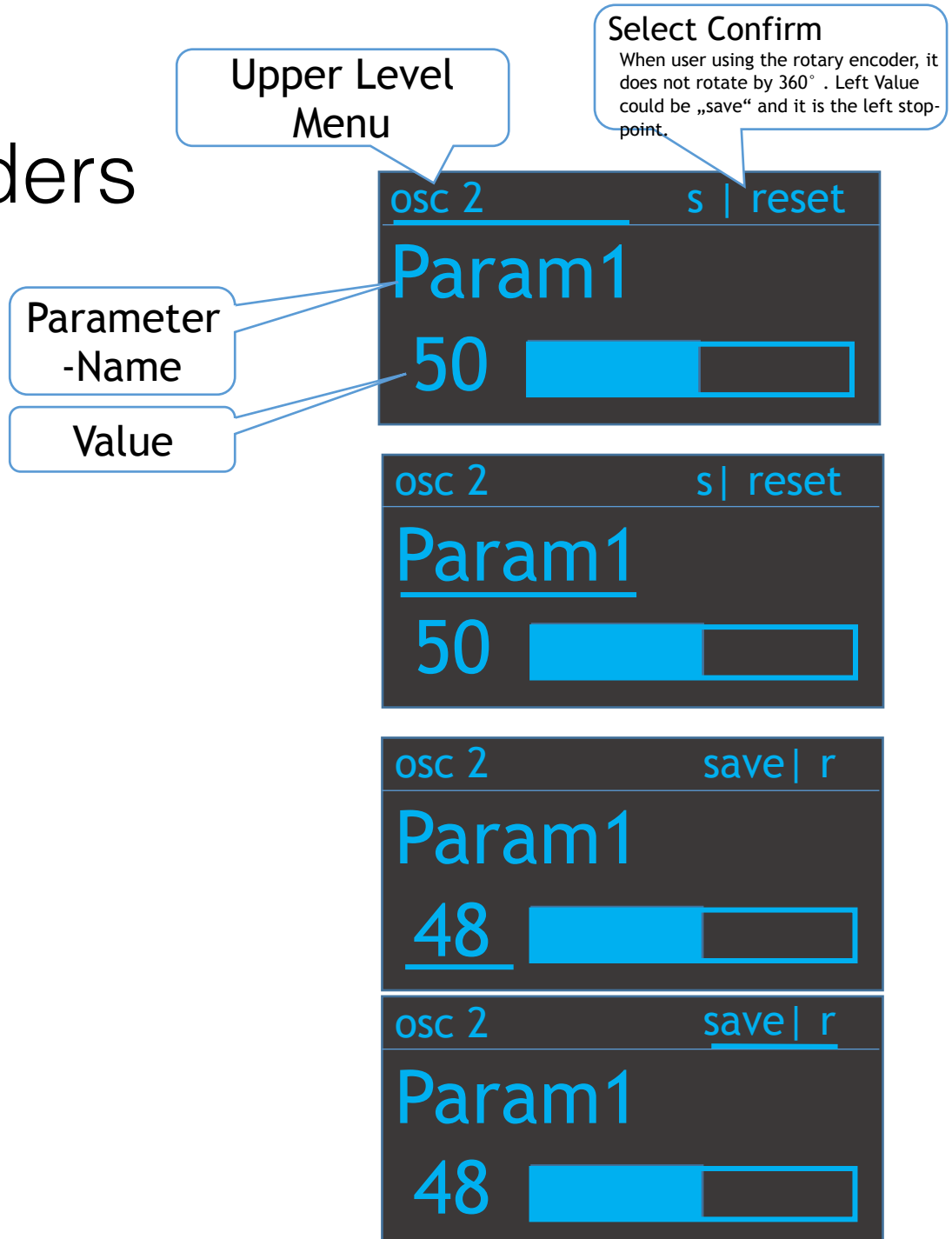
- If 2 Rotary Encoders are used, then the button of the left Rotary-Button is used to jump from upper menu to value etc. and the right rotary is used to save / reset the value. Each Value-Change must be saved.

Jump-Priority of the left Rotary-Button

1. Upper Menu (change Menu via Rotary)
2. Parameter-Name (change Param via Rotary)
3. Value (change Menu via Rotary)

Function of the right Rotary

1. Select save / reset / back (select with rotary)

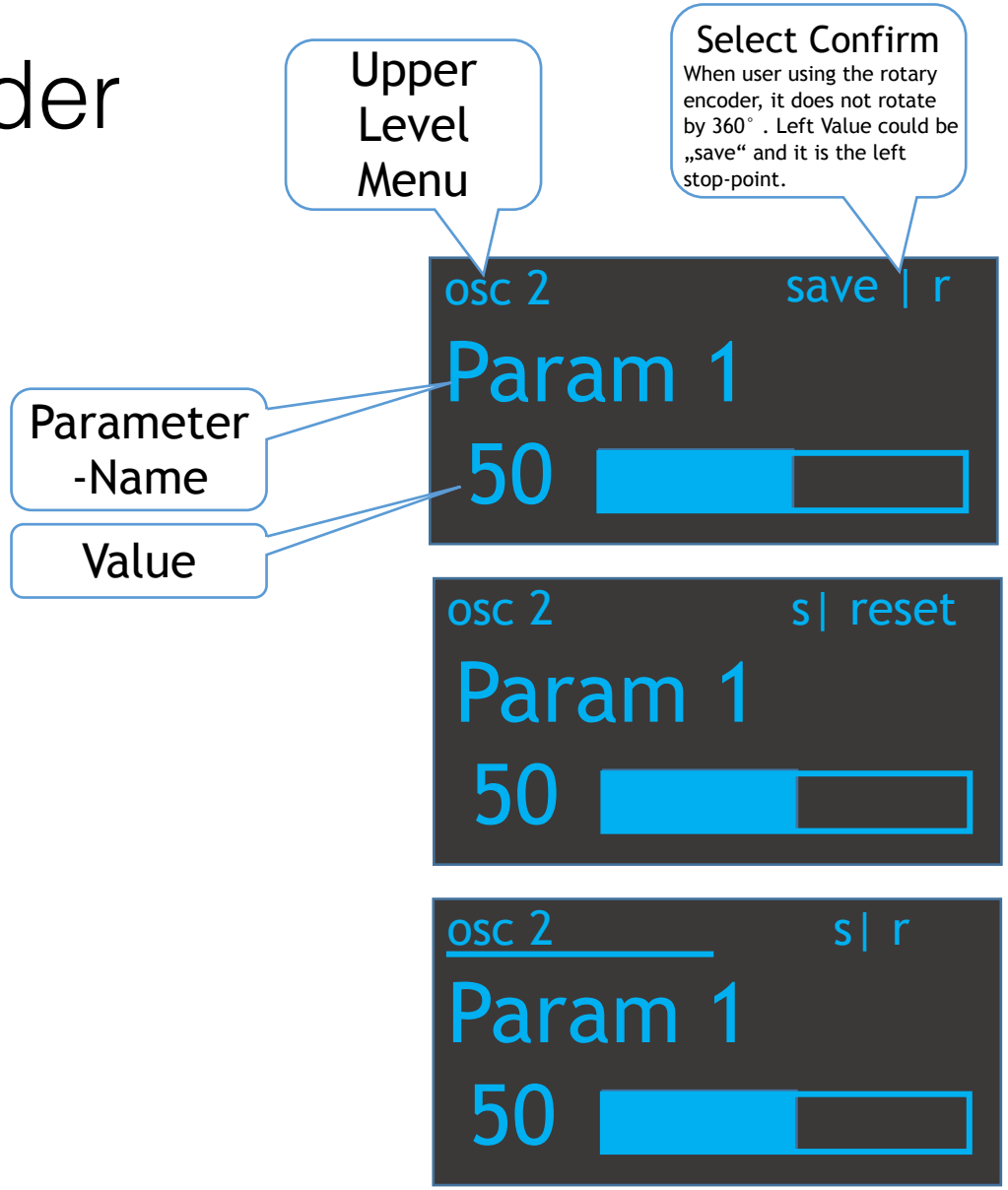


Changing a value with 1 encoder

- If only one Rotary Encoder is used, then the button is used to jump from upper menu to value to save / reset

Jump-Priority

1. Upper Menu (change Menu via Rotary)
2. Parameter-Name (change Param via Rotary)
3. Value (change Menu via Rotary)
4. save / reset (select with rotary)



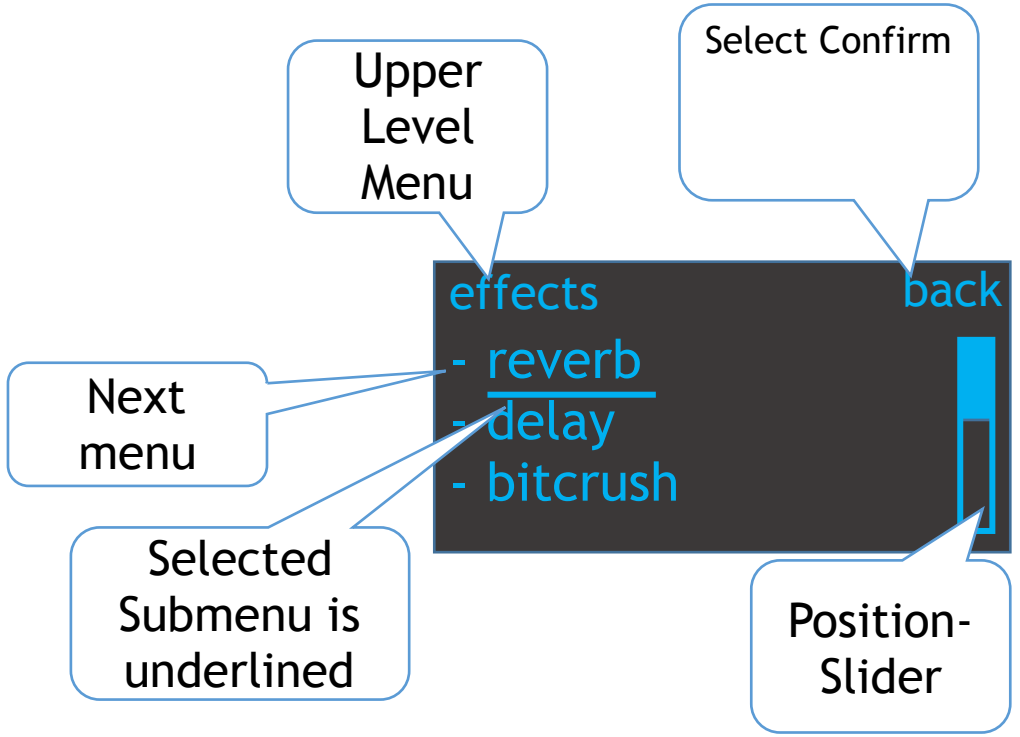
Changing Menu

Jump-Priority by using 2 Rotary-Encoders

1. Left Rotary: Submenu
2. Right Rotary: Back

Jump Priority by using 1 Rotary Encoder

1. Rotary, forward backward across top-menu, submenu and back.

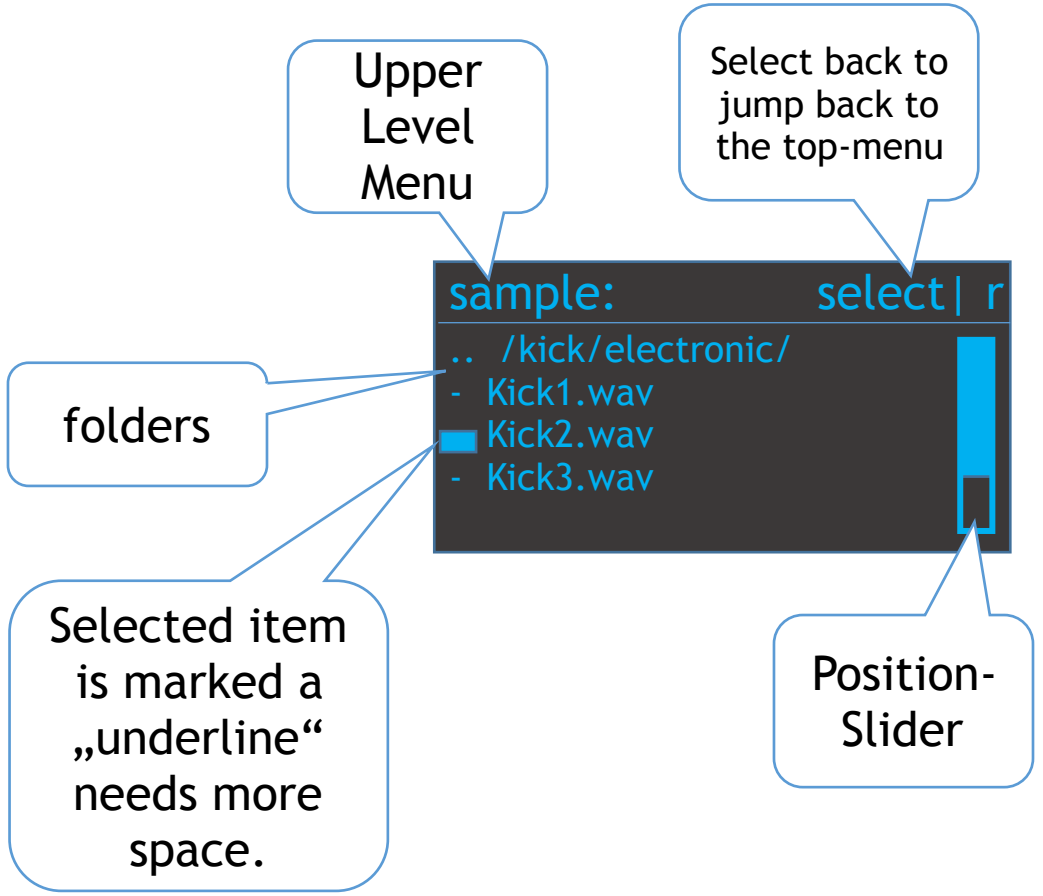


File-Selection

- If 2 Rotary Encoders are used, by pressing the left the selected sound will be played once as a simple sound.
- Selection of the file is done by the rotary encoder.

Jump-Priority

1. Upper Menu (change Menu via Rotary)
2. Parameter-Name (change Param via Rotary)
3. Value (change Menu via Rotary)
4. save / reset (select with rotary)



Roadmap Menu Part 1

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Prefix:
M -> Menü
      P -> Parameter
            V -> Value of LOV
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- M global sensor
  - P min Sense (0-127) // threshold to trigger a sample
  - P max Sense (0-127) // maximum Value to get 127 or maximum Velocity
  - P retrigger-mask (0-127) // milliseconds to block a new sample-trigger
  - P precision (1-10)
    // 1= fast, only 1 sample from piezo, 10 = 10 samples averaged from piezo but slower!
- M presetname
  - P Name (alphabet)
- M Sound
  - P Type
    - V oneshot simple (default BD-Sample)
    - V oneshot layered (default, BD-Sample + Bass-Sinus-Sample)
    - V oneshot splitted (default, BD-Sample + Ride-Sample)
    - V loop
    - V synth (based on short looping samples as OSC1, OSC2 and Noise)
    - V harmonics (playes samples like xylophon based on harmonics, switchable by pedal)
- M sample (nur bei oneshot simple und loop)
  - P Source (Progmem / File)
  - P Tune (Pitch) (+-12)
  - P Velocity-Pitch (0-100, 50=default)

Roadmap Menu Part 2

- M osc 1 (synth)
  - P waveform
  - P vol (0-127)
  - p duration (0-127)
- M osc 2 (synth)
  - P waveform
  - P vol (0-127)
- M noise (synth)
  - P type (wie waveform)
  - P vol (0-127)

Roadmap Menu Part 3

- M soft sample
  - P Source (Progmem / File)
  - P Max Volume (1-127)
  - P Velocity-Pitch (0-127)
  - P Tune (Pitch) (+-12)
  - P Trigger-Range-Start (0-127) (bei os-layered)
  - P Trigger-Range-End (0-127) (bei os-layered)
  - P Reverse (yes/no)
  - P Hard-Soft-Splitpoint (bei os-splitted)
- M hard sample
  - P Source (Progmem / File)
  - P Max Volume (1-127)
  - P Velocity-Pitch (0-127)
  - P Tune (Pitch) (+-12)
  - P Trigger-Range-Start (0-127) (bei os-layered)
  - P Trigger-Range-End (0-127) (bei os-layered)
  - P Reverse (yes/no)

Roadmap Menu Part 4

- M alt soft sample
  - P Source (Progmem / File)
  - P Max Volume (1-127)
  - P Velocity-Pitch (0-127)
  - P Tune (Pitch) (+-12)
  - P Trigger-Range-Start (0-127) (bei os-layered)
  - P Trigger-Range-End (0-127) (bei os-layered)
  - P Reverse (yes/no)
  - P Hard-Soft-Splitpoint (bei os-splitted)
- M alt hard sample
  - P Source (Progmem / File)
  - P Max Volume (1-127)
  - P Velocity-Pitch (0-127)
  - P Tune (Pitch) (+-12)
  - P Trigger-Range-Start (0-127) (bei os-layered)
  - P Trigger-Range-End (0-127) (bei os-layered)
  - P Reverse (yes/no)

Roadmap Menu Part 5

- M Mdynamics (VCA bei OS/Synth)
  - P Type (LOV)
    - V none (default bei Loop/simple)
    - V drum
    - V Attack
    - V piano (Längere attackphase)
    - V slow attack
  - P Time (Integer 0-127)
- M filter
  - M Filter
    - P Freq (0-127, not for BP)
    - P Freq Low (0-127, only for BP)
    - P Freq High (0-127, only for BP)
    - P Reso (0-127)
    - P Velocity-Reso (0-127)
  - P Type (LOV)
    - V none
    - V Lowpass
    - V Bandpass
    - V Highpass
    - V 4PoleFilter

Roadmap Menu Part 6

- M effects
  - M reverb
    - P on / off
    - P Time (0-127)
    - P Feedback (0-127)
    - P Dry/Wet (0-127)
    - P Velocity-Dry/Wet
  - M delay
    - P on / off
    - P Time (0-127)
    - P Feedback (0-127)
    - P Dry/Wet (0-127)
    - P Velocity-Dry/Wet
  - M bitcrusher
    - P on / off
    - P Bits (2-16)
    - P Dry/Wet (0-127)
  - M compressor
    - P on / off
    - P Gain(0-127)
  - M tremolo
    - P frequency (0-127)
    - P Dry/Wet
- M stomp-mix (alt. Audio-In)
  - P Dry/Wet (0-127) (Mix-Anteil des Piezos, gesteuert über DAC und Transistor mit entsprechendem GAIN)

TopMenu reflected by very optimistic Roadmap

standard

specific per Soundtype

Prio 1

Oneshot Simple:

- Global Sensor
- Presetname
- Soundtype
- Sample
- Dynamics
- Filter
- Effects
- Stomp-Mix

Prio 2

Oneshot Layered:

- Global Sensor
- Presetname
- Soundtype
- Soft Sample
- Hard Sample
- Alt Soft Sample
- Alt Hard Sample
- Dynamics
- Filter
- Effects
- Stomp-Mix

Oneshot Splitted:

- Global Sensor
- Presetname
- Soundtype
- Soft Sample
- Hard Sample
- Alt Soft Sample
- Alt Hard Sample
- Dynamics
- Filter
- Effects
- Stomp-Mix

Prio 3

Loop:

- Global Sensor
- Presetname
- Soundtype
- Sample
- Alt Sample
- Effects
- Stomp-Mix

Prio 4

Synth:

- Global Sensor
- Presetname
- Soundtype
- OSC1
- OSC2
- Noise
- Dynamics
- Filter
- Effects
- Stomp-Mix

Melodics

- Global Sensor
- Presetname
- Soundtype
- Sample
- Harmonics1
- Alt Harmonics1
- Filter
- Effects
- Stomp-Mix