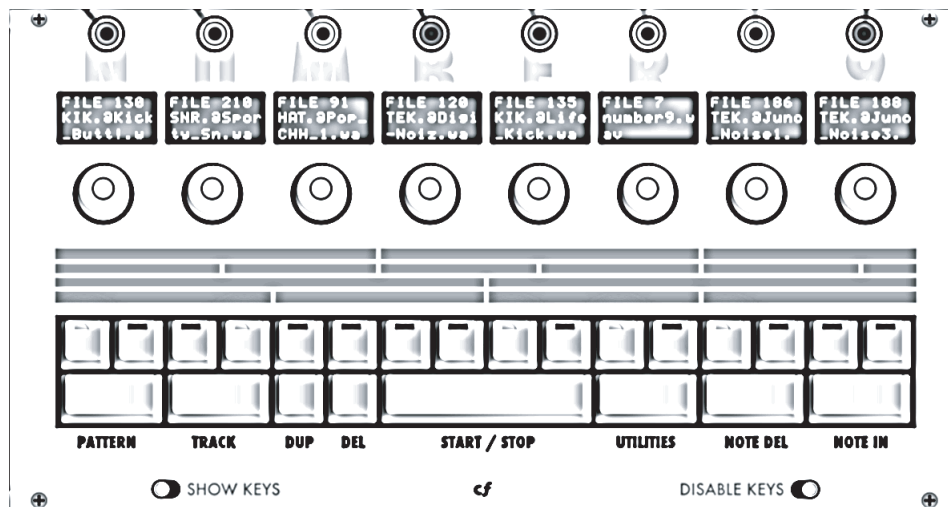


NUMBER 9



USER MANUAL

1.2.1

dec.2019

clément foulc

1. GENERAL OVERVIEW

2. TRACKS

2.1 HANDLING

2.2 PARAMETERS

3. PATTERNS

3.1 HANDLING

3.2 KEYS

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4.1 HANDLING

4.2 PARAMETERS

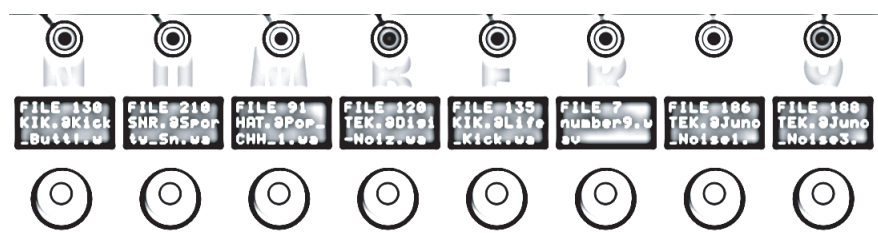
N.B. :

YOU WILL NEED TO USE
YOUR COMPUTER KEYBOARD
TO ACCESS SOME FUNCTIONS
(that's where the ergonomics and the fun are)

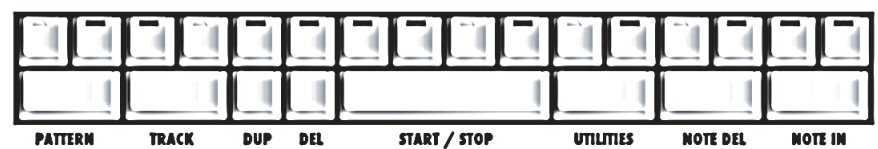
1. GENERAL OVERVIEW

Number 9

8 samples players voices
with for each its own screen,
clickable encoder and output,



triggered by a keyboard driven sequencer
taylored for real time live playing.



2. TRACKS

A track is one sample player out of eight.

2.1 HANDLING

Each track has its own rotary clickable encoder.
Click it by hitting the center circle to switch between
a parameter edit mode and the parameters MENU
or to execute the MENU function (LOAD or RESET).
Turn it using the outer ring
to edit a parameter or to access MENUS.

2.2 PARAMETERS

2.2.1 FILE

Will only appear once a sample is loaded.
Use outer ring to navigate samples inside the opened folder.

2.2.2 LOAD

Click it to load a sample and choose the FILE folder.

2.2.3 PITCH

Use outer ring to set the playback pitch of the sample
(+/- 12 semitones).
(will be saved with each TRACK BANK)

2.2.4 SPEED

Use outer ring to set the playback speed of the sample
(0 to 400% by 0.1%).
(will be saved with each TRACK BANK)

2.2.5 REV.

Use outer ring to reverse the playback (off/on).
(will be saved with each TRACK BANK)

2.2.6 START

Use outer ring to set the sample start
(0 to 100% by 0.1%).

(will be saved with each TRACK BANK)

2.2.7 END

Use outer ring to set the sample end (100% to 0% by 0.1%).

(will be saved with each TRACK BANK)

2.2.8 RAND.

Use outer ring to set the sample randomness (0% to 100% by 1%).

(will be saved with each TRACK BANK)

2.2.9 CHOKE

Use outer ring to allow choking (off/on).

Tracks with choke parameter ON will mute each other
when triggered from left to right.

(general TRACK setting will NOT be saved with each TRACK BANK)

2.2.10 TRIG

Use outer ring to allow trig (off/on).

Tracks with trig parameter ON will emit
an accented trigger on steps instead of the sample.

(general TRACK setting will NOT be saved with each TRACK BANK)

2.2.11 OUTPUT

Use outer ring to set the OUTPUT of each TRACK (1 to 8).

(general TRACK setting will NOT be saved with each TRACK BANK)

2.2.12 RESET

Click it to reset a TRACK parameters

```
(
    PITCH      = +0;
    SPEED      = 100%;
    REV.       = OFF;
    START      = 0%;
    END        = 100%;
    RAND.      = 0%;
).
```

3. PATTERNS

The keyboard is linked to your physical computer keyboard. Use the "SHOW KEYS" switch to display the keyboard shortcuts. Use the "DISABLE KEYS" to disengage the use of the computer keyboard (to use it with another module, may be).

N.B. :

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TO ACCESS SOME FUNCTIONS
(that's where the ergonomics and the fun are)

3.1 HANDLING

First 16 keys row are step keys.

Second 8 keys row are function keys.

If no function key is pressed, step keys display and act on the steps of the selected pattern (1 on init) of the selected track (1 on init).

3.2 KEYS

3.2.1 PATTERN

Holding PATTERN key will display the selected pattern and let you select it out of 16 using the step keys. Changes in realtime allowing pattern juggling.

3.2.2 TRACK

Holding TRACK key will display the selected track and let you select it out of 8 using the 1 to 8 step keys or select ACCENT patterns, 9 to 16 step keys

3.3.3 DUP

Holding PATTERN and DUP will duplicate the current pattern to the pressed step key corresponding pattern.

Holding TRACK and DUP will duplicate the current pattern for one TRACK to the pressed step key corresponding TRACK (nice for accentuation).

Holding TRACK and DUP will duplicate the selected TRACK to the pressed rotary corresponding TRACK.

3.3.4 DEL

Holding PATTERN and DEL will erase the pressed step key corresponding PATTERN.

Holding TRACK and DEL will erase the pattern for the TRACK corresponding to the pressed step key.

Holding TRACK and DEL will erase the pressed rotary corresponding TRACK.

3.3.5 SPACE

Starts or stops and resets the internal clock.

3.3.6 UTILITIES

see 4.

3.3.7 NOTE DEL

Will erase note at the playing step on the selected TRACK of the selected PATTERN while pressed during PLAY.

3.3.8 NOTE IN

Will write note at the playing step on the selected TRACK of the selected PATTERN if pressed during PLAY.

4. UTILITIES

4.1 HANDLING

Press UTILITIES key and use outer rings of the rotaries to set corresponding parameter.

4.2 PARAMETERS

4.2.1 PAT. BANK

Selects 1 out of 8 PATTERNS BANKS (of 16 PATTERNS each).
Instant change.

4.2.2 TRK. BANK

Selects 1 out of 8 TRACKS BANKS (of 8 TRACKS each).
Instant change.

4.2.3 LENGTH

Sets the length of a pattern (1 to 16 steps).
Saved with each pattern.

4.2.4 SCALE

Sets the scale of a pattern step.
3/48 : sixteenth note per step
6/48 : twelfth note per step
4/48 : eighth note per step
8/48 : sixth note per step
Saved with each pattern.

4.2.5 TEMPO

Sets the internal clock tempo
(0 to 1000 bpm).

4.2.6 ACCENT

Sets the amount of accentuation
(0 to 100%).

Not accented notes volume will be lowered
(at 100%, will not sound, BEWARE).
while accented notes volume will be raised
(at 100%, will hit maximum volume).

4.2.7 SWING

Sets the amount of delay applied to even numbered steps.

4.2.8 PITCH

Sets the general pitch (all voices pitches simultaneously).