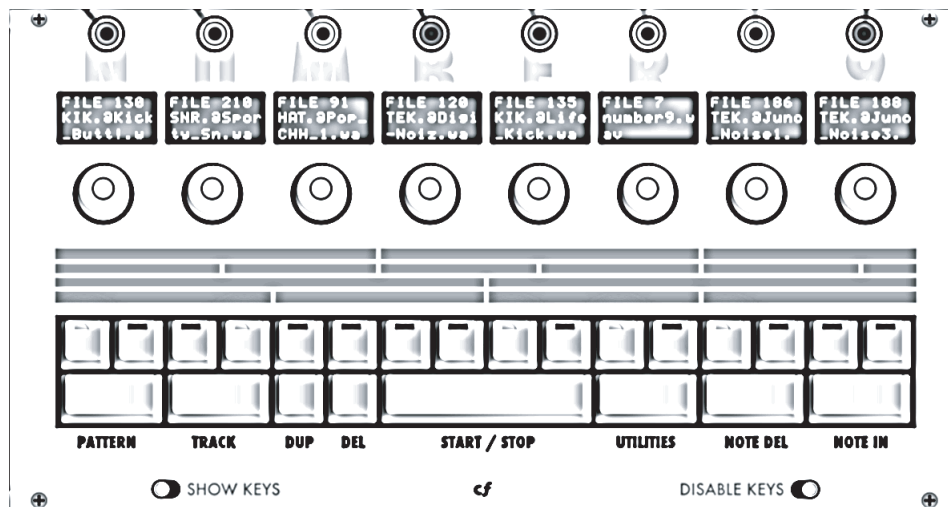# NUMBER 9

USER MANUAL

1.0.0

nov.2019

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1. GENERAL OVERVIEW

2. TRACKS
2.1 HANDLING
2.2 PARAMETERS

3. PATTERNS
3.1 HANDLING
3.2 KEYS
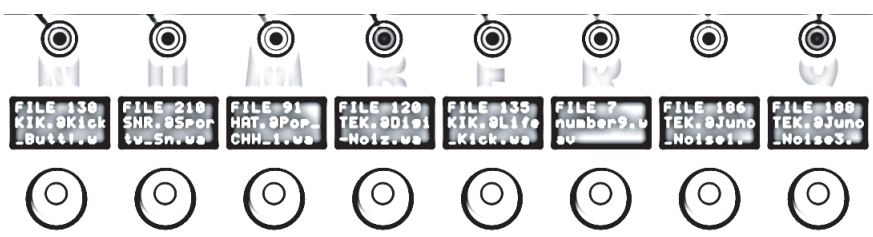
4. UTILITIES
4.1 HANDLING
4.2 PARAMETERS

N.B. :

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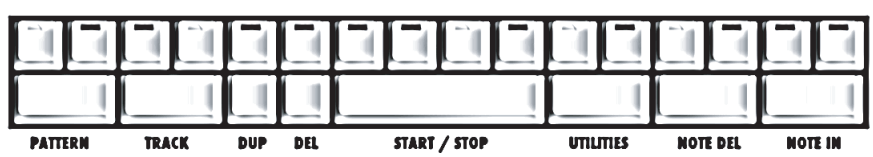(that's where the ergonomy and the fun are)

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.

PATTERN   TRACK   DUP DEL   START / STOP   UTILITIES   NOTE DEL   NOTE IN

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
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 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)

2.2.9 TRIG
Use outer ring to allow trig (off/on).
Tracks with trig parameter ON will emit
a trigger on steps instead of the sample.
(general TRACK setting will NOT be saved with each TRACK BANK)

2.2.10 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)

2.2.11 RESET
Click it to reset a TRACK parameters
    (
        PITCH   = +0;
        SPEED   = 100%;
        REV.   = OFF;
        START   = 0%;
        END   = 100%;
).

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. :

                    YOU WILL NEED TO USE
                   YOUR COMPUTER KEYBOARD
                   TO ACCESS SOME FUNCTIONS
            (that's where the ergonomy 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).

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.

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 pitchs simultaneously).