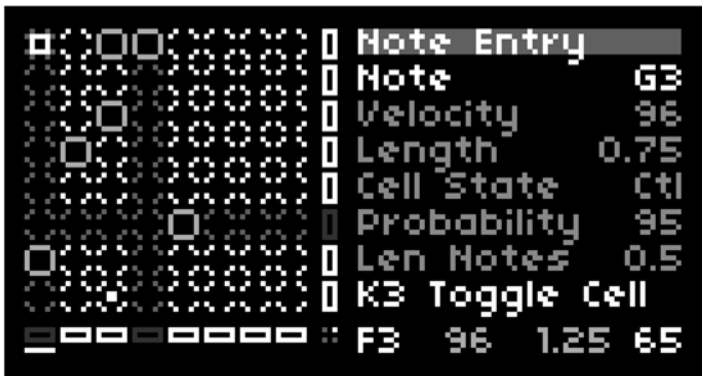

“No Delinquencer has ever made a mistake or distrorted information. Every Delinquencer is, by any practical definition of the words, foolproof and incabale of error.”

Walkthrough #1

Version 1.0.0

Kevin Lindley – 3rd June 2021

Walkthrough #1: *First Contact*

Overview

This walkthrough has been designed to get you using the basic features of the *Delinquencer*. We are going to use the *Delinquencer* to setup a very simple but recognisable 5 step sequence. By doing so you can get a feel for the different *Delinquencer* screens and parameters used. After following along you should be able to enter your own simple sequencer and then explore a little on your own before taking Walkthrough #2.

Before you start

It is assumed that:

- You have installed the *Delinquencer* on your *Norns*.
- You have read through at least the first half of the *Delinquencer User Manual* and you have it handy for reference.

Step by Step

Unfortunately, no one can be told what the Delinquencer is. You have to see it for yourself. OK, So let's get started …..

1: Load the Init Patch

We are going to reset the *Delinquencer* to its "Init" patch.

Press the **[K2]** button until the *Note Entry* screen is displayed, see Figure 1 below:

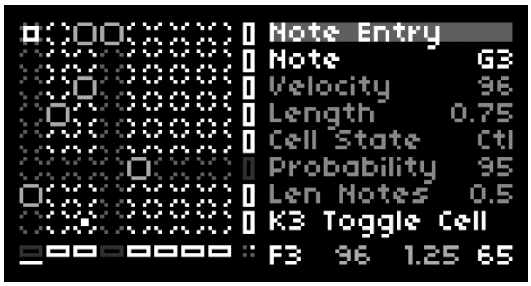

Figure 1: Note Entry screen

Press and hold **[K1]** until the screen just shows a single row of active cells, see Figure 2:

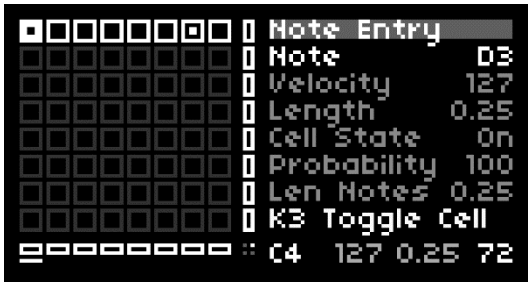

*Figure 2: Note Entry screen after pressing **[K1]***

This is the “init” patch which is just a very simple 8 note sequence. At any point you can always reset to the ”init” patch by pressing and holding **[K1]** in the *Note Entry* screen**.**

2: Pausing and Starting the Sequencer

The sequencer is probably running, to stop it press the **[K1]** button (**3** times) until you get to get back to the *Sequencer* screen.

Now, press the **[K3]** button. The sequencer will pause and the screen will display “Paused” and remind you to press **[K3]** to start it, see Figure 3 below:

Figure 3: Sequencer paused.

To restart it press the **[K3]** button.

Since we don’t want the distraction of the sequencer running whilst entering a sequence of notes, press **[K3]** again to pause the sequencer.

3: Defining a New Pattern

Press the **[K2]** button to move to the *Note Entry* screen.

Press the **[K2]** button again, this time to move to the *PatternMaker* screen, see Figure 4 below:

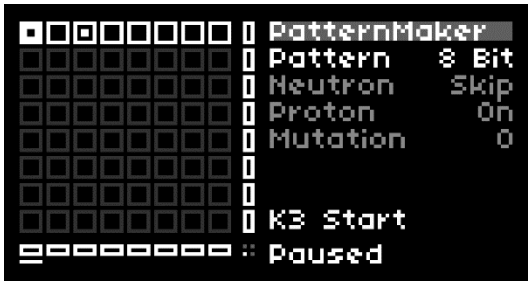

Figure 4: PatternMaker screen

In the *PatternMaker* screen, turn **[Encoder 2]**, until the *Pattern* parameter is highlighted (should currently be showing “8 Bit”).

Now turning the **[Encoder 3]**, to the right, watch as the different patterns are displayed.

Keep turning **[Encoder 3]**, until you get to a setting of “**Seq5”** then stop, see Figure 5 : below:

Figure 5: PatternMaker screen – “Seq5” pattern

Whilst we have the 5 cells “On” we want to change the *Neutron* parameter from *Rest* to ***Skip***.

Using **[Encoder 2]**, scroll until the *Neutron* parameter is highlighted (*Rest*) and then turn **[Encoder 3]** to the right until “**Skip**” is shown, see Figure 6 below:

Figure 6: Neutron parameter set to “Skip”

Leave the *Proton* parameter set to “On”.

4: Setting up the Sequencer Parameters

Now that we have setup the *PatternMaker*, we now need to enter the notes of our sequence and setup some other parameters.

Press the **[K2]** button, which takes us to the *Delinquencer* screen (we will cover that later in the manual).

Notice, how pressing **[K2]** allows us to quickly loop around the 4 screens, see Figure 7 below:

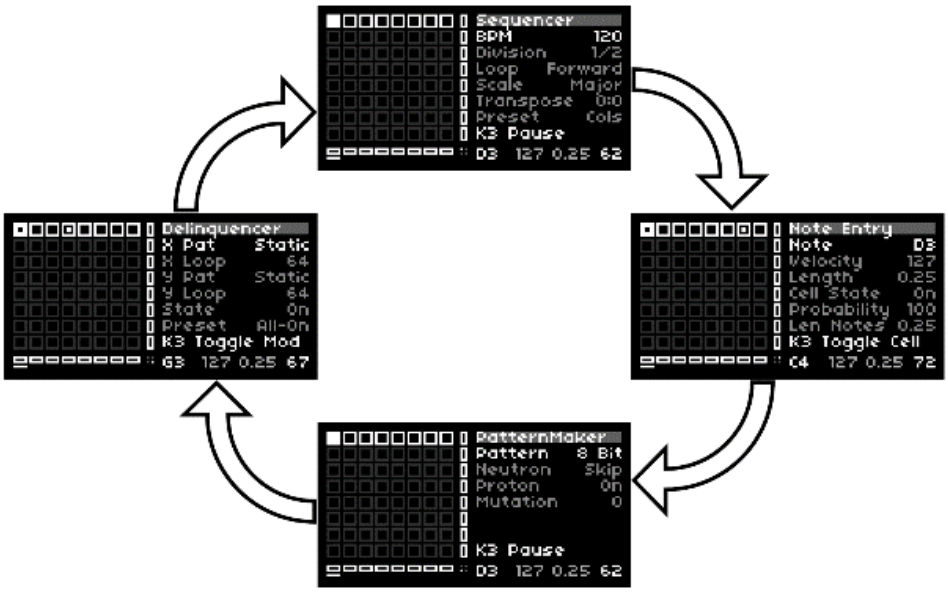

Figure 7: Looping around the 4 screens.

Now press **[K2]** until you arrive back at the *Sequencer* screen.

Turn **[Encoder 2]**, to select the *BPM* parameter and then using **[Encoder 3]**, ensure that the *BMP* parameter it is set to **120**, see Figure 8 below:

Figure 8: BPM parameter set to "120"

Turn **[Encoder 2]**, to select the *Division* parameter and then using **[Encoder 3]**, set the *division* parameter to **1/1**, see Figure 9 below:

Figure 9: Division parameter set to "1/1"

Turn **[Encoder 2],** and select the *Loop* parameter and using **[Encoder 3]**, set the *Loop* parameter to **Forward**, see Figure 10 below:

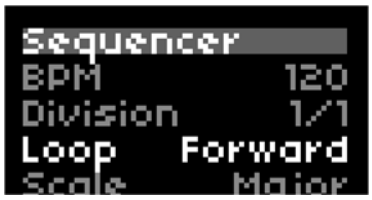

Figure 10: Loop parameter set to "Forward"

Turn **[Encoder 2],** and select the *Scale* parameter and using **[Encoder 3]**, set the *Scale* parameter to **Chromatic** (keep turning Encode 3 to the right), see Figure 11 below:

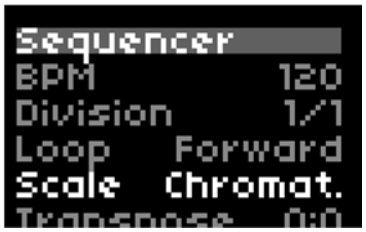

Figure 11: Scale parameter set to "Chromatic"

Turn **[Encoder 2]**, and select the *Transpose* parameter and using **[Encoder 3]**, set the *Transpose* parameter to **2:0** (i.e. 2 octaves higher), see Figure 12 below:

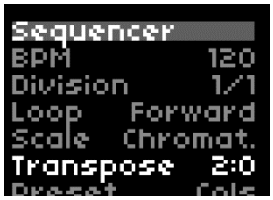

Figure 12: Transpose parameter set to "2:0"

Everything is now set in the *Sequencer* screen.

5: Entering the Note Pitch Values

Press on the **[K2]** button to enter the *Note Entry* screen.

Figure 13: Note Entry screen

Using **[Encoder 1]**, turn it left until cell **1** (top left) is selected. Then, turn **[Encoder 2]**, to select the *Note* pitch parameter and using **[Encoder 3]**, select the *Note* pitch value of **D2**, see Figure 14 below:

Figure 14: Cell 1's note pitch set to D2

Using **[Encoder 1]** turn it right until cell **2** is selected. Using **[Encoder 3]**, select the Note pitch value of **E2**, see Figure 15 below:

Figure 15: Cell 2's note pitch set to E2

Turn **[Encoder 1]**, until cell **3** is selected. Using **[Encoder 3]**, select the *Note* pitch value of **C2**, see Figure 16 below:

Figure 16: Cell 3's note pitch set to C2

Turn **[Encoder 1]**, right until cell **4** is selected. Using **[Encoder 3]**, select the *Note* pitch value of **C1**, see Figure 17 below:

Figure 17: Cell 4's note pitch set to C1

Turn **[Encoder 1]** right until cell **5** is selected. Using **[Encoder 3]**, select the *Note* pitch value of **G1**, see Figure 18 below:

Figure 18: Cell 5's note pitch set to G1

6: Entering the Note Lengths

We now want to alter the note lengths, so using **[Encoder 1]**, turn it left until cell **1** (far left) is selected. Then, turn **[Encoder 2]** to select the *Length* parameter and using **[Encoder 3]**, select the *Length* value of **0.75**.

Figure 19: Cell 1's note length set to 0.75

Using **[Encoder 1]**, turn it right until cell **2** is selected. Using **[Encoder 3]**, select a note *Length* value of **1.25**, see Figure 20 below:

Figure 20: Cell 2's note length set to 1.25

Turn **[Encoder 1]**, right until cell **3** is selected. Using **[Encoder 3]**, select a note *Length* value of **2.0**, see Figure 21 below:

Figure 21: Cell 3's note length set to 2.0

Turn **[Encoder 1]**, until cell **4** is selected. Using **[Encoder 3]**, select a note *Length* value of **1.25**, see Figure 22 below:

Figure 22: Cell 4's note length set to 1.25

Turn **[Encoder 1]**, until cell **5** is selected. Using **[Encoder 3]**, select a note *Length* value of **4.0**, see Figure 23 below:

Figure 23: Cell 5's note length set to 4.00

7: Playback Time

Press the **[K3]** button and listen to the sequence play.

Ok, so after successfully welcoming the mothership, pat yourself on your back. You just earned your first *Delinquencer* Scout Badge.

Just don't blame me if this entices you to go and buy a few 2500 Eurorack modules!

Taking it Further

Now, some things to try on your own:

- Change the BPM.
- Try out different divisions.
- Make the Loop of this pattern go backwards.
- Try changing to the Natural Minor key … so sad.
- Try transposing up a third.
- Go into the *Note Entry* screen and see if you can change the note probabilities, velocities and lengths.

Conclusion

OK, so till now, you have taken the blue pill, the manual ends here, you wake up in your studio and you can use the *Delinquencer* as a simple sequencer.

But I recommend you take the red pill, you stay reading the *Delinquencer* manual, open up Walkthrough #2 and I show you how deep the rabbit hole goes.

Onward and downward we go…..