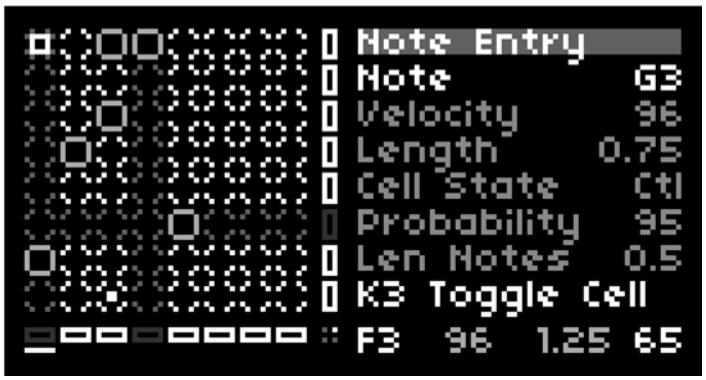

“No Delinquencer has ever made a mistake or distrorted information. Every Delinquencer is, by any practical definition of the words, foolproof and incabale of error.”

Walkthrough #2

Version 1.0.0

Kevin Lindley – 3rd June 2021

Walkthrough #2: *Second Contact*

Overview

This walkthrough has been designed to get you using the more advanced features of the *Delinquencer* and will let you unleash its power.

Before you start

It is assumed that:

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

Step by Step

OK, buckle your seatbelt, Dorothy, 'cause Kansas is going bye-bye.

---

1. Loading the Init patch and stopping the sequencer

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:

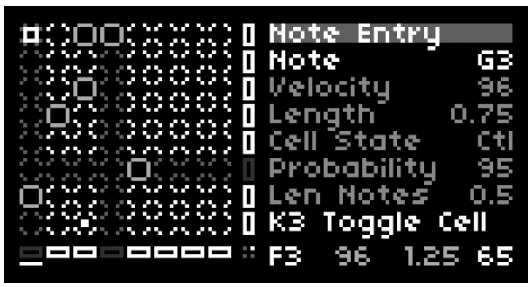

Figure 1: Note Entry screen

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

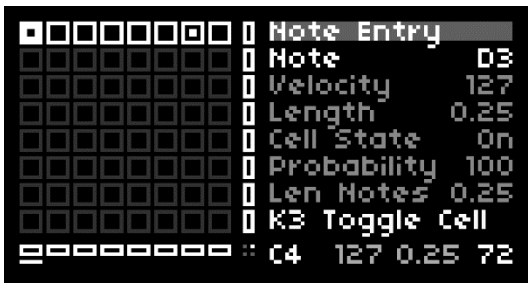

*Figure 2: Note Entry screen after pressing **[K1]***

This is the "init" patch which is just a very simple 8 note sequence and the starting point for Walkthrough #2. 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.

2. Defining a new pattern

Press the **[K2]** button until the *PatternMaker* screen is displayed, see Figure 4 below:

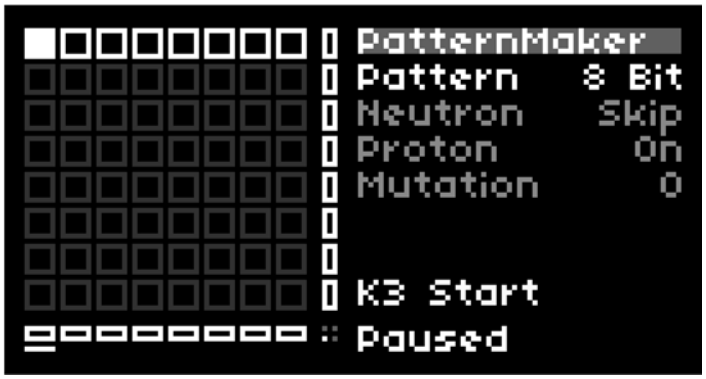

Figure 4: PatternMaker screen – Init settings

Select the *Pattern* parameter using **[Encoder 2]** and then select the value "**4 Col**" using **[Encoder 3]**, your display should now look like Figure 5 below:

Figure 5: PatternMaker screen – "4 Col" pattern selected

Select the *Neutron* parameter using **[Encoder 2]** and then select the value "**Ctl**" using **[Encoder 3]**, your display should now look like Figure 6 below:

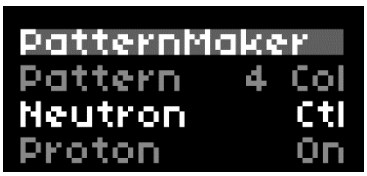

Figure 6: PatternMaker screen – Neutron parameter set to "Ctl"

Select the *Proton* parameter using **[Encoder 2]** and using **[Encoder 3]** make sure it is set to "**On**", your display should now look like Figure 7 below:

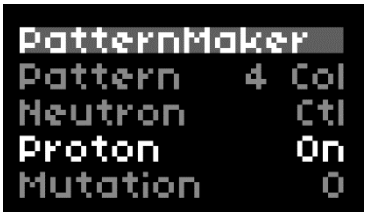

Figure 7: PatternMaker screen – Proton parameter set to "On"

Next, select the *Mutation* parameter using **[Encoder 2]** and then using **[Encoder 3]** make sure it is set to a value of **25**, to introduce a little randomness into the pattern.

Your display should now look similar (it won't be the same as it has been randomised) to Figure 8 below:

Figure 8: PatternMaker screen – A little randomness added.

Looking at the pattern we now see that the 64 step pattern will usually play the first 4 notes in each line, the last 4 notes will usually be controlled by the *Delinquencer* ("**Ctl**"), the random features has mixed it up a little.

Press the **[K3]** button and listen to the sequence play. So far, we just hear a pattern than goes up in pitch as the sequence plays from left to right, top to bottom.

The next step is to allow the *Delinquencer* to make changes to the notes/cells it has control over.

Press the **[K2]** button until you get to the *Delinquencer* screen, see Figure 9 below:

Figure 9: PatternMaker screen – Delinquencer screen

At the moment both the X (Row) and Y (Col) modifier are all set to "**On**", therefore when the sequence gets to a cell/step controlled by the *Delinquencer* is will always play a note. We are going to change that.

Using **[Encoder 1]**, scroll to the right until the modifier in column **5** is selected (a small bar under the row), see Figure 10 below:

Figure 10: PatternMaker screen – Column 5 Modifier selected.

Now, press the **[K3]** button to toggle this column to an "**Off**" state. Your screen should now look similar to Figure 11 below:

Figure 11: PatternMaker screen – Column 5 Modifier changed to an "Off" state.

Using **[Encoder 1]**, scroll to the right until the modifier in column **8** is selected, see Figure 12 below:

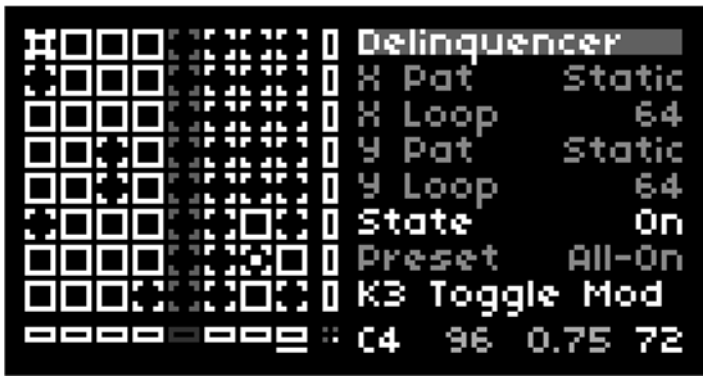

Figure 12: PatternMaker screen – Column 8 Modifier selected.

Now, press the **[K3]** button to toggle this column to an "**Off**" state. Your screen should now look similar to Figure 13 below:

Figure 13: PatternMaker screen – Column 8 Modifier changed to an "Off" state.

Using **[Encoder 1]**, scroll until the modifier in row **7** is selected. Now, press the **[K3]** button to toggle this row 7 to an "**Off**" state.

Your screen should now look similar to Figure 14 below:

Figure 14: PatternMaker screen – Row 7 Modifier selected.

Using **[Encoder 1]**, scroll until the modifier in row **3** is selected. Your screen should now look similar to Figure 15 below:

Figure 15: PatternMaker screen – Column 7 Modifier changed to an "Off" state.

Now, press the **[K3]** button to toggle this row 3 to an "**Off**" state. Your screen should now look similar to Figure 16 below:

Figure 16: PatternMaker screen – Column 8 Modifier changed to an "Off" state.

So far we have turned off certain rows and columns, making the sequencer jump to the next note.

The next step will be to bring the *Delinquencer* to life.

3. Animating the Delinquencer's modulation parameters

Using **[Encoder 2]**, select the **X Pat** modifier and then using **[Encoder 3]** set its value to "**Shift Left**".

Now when the sequencer finishes a page it will scroll the modifier to the left.

Your screen should now look similar to Figure 17 below:

*Figure 17: PatternMaker screen – **X Pat**tern changed to **Shift-L**eft*

Currently this **Shift Left** for the X Pattern happens every 64 steps, let's change then to get more variation on the *Delinquencer*.

Using **[Encoder 2]**, select the **X Loop** parameter, and set its value to **13**, your screen should now look similar to Figure 18 below:

*Figure 18: PatternMaker screen – **X Pat**tern changed to **Shift-L**eft*

Ok, so now let's really mix it up by setting the parameters for the *Y Pa*ttern modulation.

Using **[Encoder 2]**, select the ***Y Pat*** modifier and thus using **[Encoder 3]** set its value to "**RndBit**", now when the sequencer finishes a page it will randomly flip a bit in the Y Pattern.

Be aware that this can lead to all "**bits**" being set to off and no notes playing on the sequencer if all cells are under *Delinquencer* control.

Your screen should now be similar to Figure 19 below:

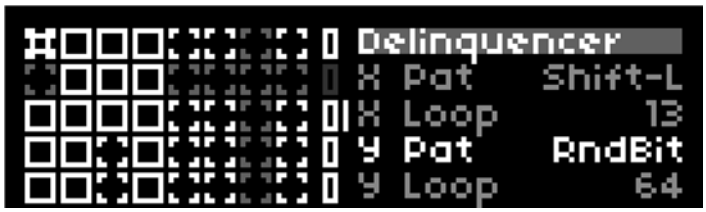

*Figure 19: PatternMaker screen – **X Pat**tern changed to **Shift-L**eft*

We want to make changes in the Y modifier happened less often so using **[Encoder 2]**, select the **Y Loop** parameter, and set its value to **127**, your screen should now look similar to Figure 20 below:

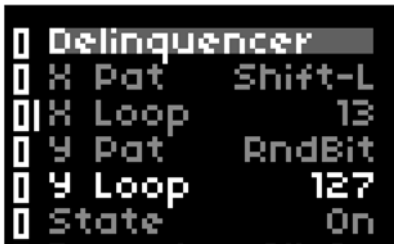

*Figure 20: PatternMaker screen – **X Pat**tern changed to **Shift-L**eft*

We now have an interesting and evolving pattern, by using two prime numbers we know that the pattern will not repeat itself until after 127*13 steps (1651 steps). At a tempo of 128 BPM this means 13 minutes or so (1651 / 128 BPM).

4. A few final tweaks

Press the **[K2]** button until the *Note Entry* screen is displayed, then using **[Encoder 2]** highlight the *Probability* parameter and with **[Encoder 3]** change its value to **65**. We have now added a little more randomness to the sequence, see Figure 21 below:

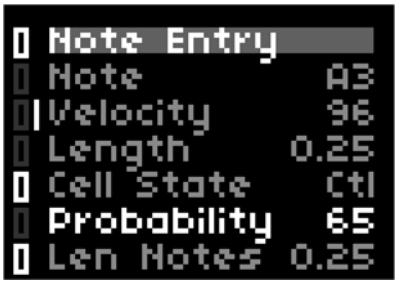

Figure 21: Note Entry screen – Note Probability

Press the **[K2]** button until the *Sequencer* screen is displayed, then using **[Encoder 2]** highlight the *Loop* parameter and with **[Encoder 3]** change its value to "**Snake**".

Next, using **[Encoder 2]** highlight the *Preset* parameter and with **[Encoder 3]** change its value to "**Silica2**", see Figure 22 below:

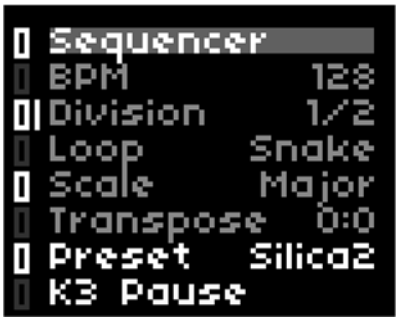

Figure 22: Note Entry screen – Note Probability

Finally, I'll show you a couple of other tweaks you can make in the parameters screens.

With the sequencer still running press the **[K1]** button to get back to the main *Norns* screen, see Figure 23 below:

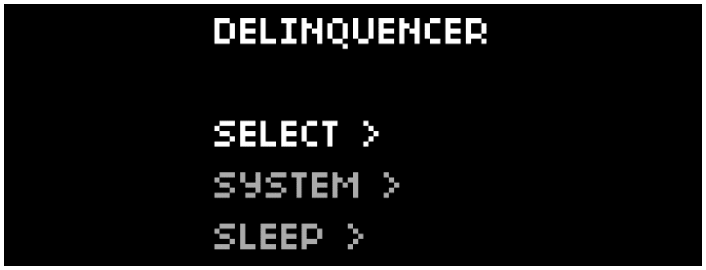

Figure 23: Norns Screen

Turn **[Encoder 1]** to get to the *Parameters* screen, see Figure 24 below:

Figure 24: Norns Screen

Press [K3] and then using [Encoder 2] scroll down till you get to the "**Sound >**" parameters sub menu, see Figure 25 below:

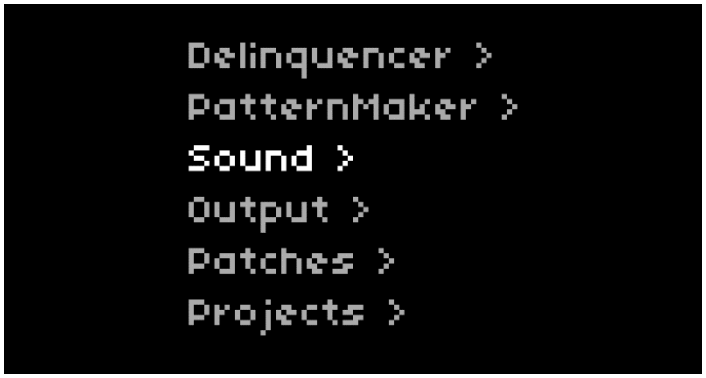

Figure 25: Norns Screen

Press [K3] and then using [Encoder 2] scroll down till you get to the "**Preset**" parameter and then choose the "**Bass 2**" sound, see Figure 26 below:

Figure 26: Norns Screen

Press [K3] and then using [Encoder 2] scroll up till you get to the "**Filter Cutoff (Hz)**" parameter and then change the *Filter Cut-off* to around **6500** Hz, see Figure 27 below:

Figure 27: Sound Screen - Filter Cutoff parameter

5. Saving your project

Press [K2] to return to the parameters *sound* menu, and then scroll down to the **Projects** option and press [K3]. You will now be in the projects screen, see Figure 28 below:

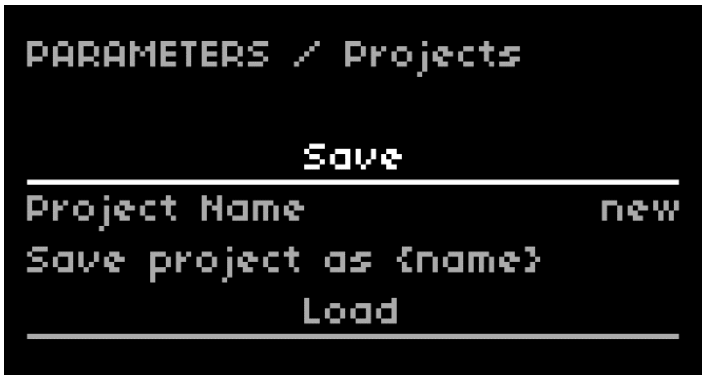

Figure 28: Projects Screen

Using **[Encoder 2]** scroll and select "***Project Name***" and then press **[K3]**. You can now enter a name for the project, enter the name "***Walk2***", see Figure 29 below:

Figure 29: Projects Name Screen

Next, select [**OK**] to save and exit, and then using **[Encoder 2]** select the "Save project as {name} option" and press **[K3]**. You project has now been saved.

In future to load it, come to this same project screen, scroll to "**Load project**" option and press **[K3]**. A list of saved projects will be listed and you select any you have saved previously, see Figure 30 below:

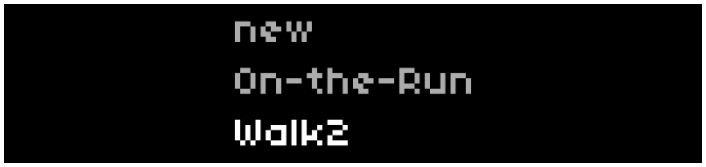

Figure 30: Loading a previously saved project

7: Playback Time

Press **[K1]** to return to the *Delinquencer* and listen to the sequence play.

Ok, so after successfully completing this walkthrough you have just earned your second *Delinquencer* Scout Badge.

Taking it Further

Now, some things to try on your own:

- Go into the *PatterMaker* screen and change the *Pattern* parameter,
- In the *Delinquencer* screen, try out the out the different parameters for the X and Y modulators. They are all based on thinking that the modulator is a binary string.
- In the *Delinquencer* screen, try out the different *Presets*.
- Go into the *Parameters* section and have a good old scroll around to see what other gems you can change that aren't on the front screen menus.
- Go into the *Parameters->Sound* section and have a really good play with the sound engine settings. My Sound Engine is pretty basic but it can produce some nice sounds.

Conclusion

OK, you've taken the red pill and you can now use the *Delinquencer* to mangle all sorts of sequences you can think of.

So I just want to take the time to thank you for sticking with it, I really hope you find the Delinquencer useful and you find a place for it in your music making.

Have fun and if you make anything interesting then let me know, I would love to see what you come up, so leave me a message on the lines site.

Kevin Lindley

3rd June 2021