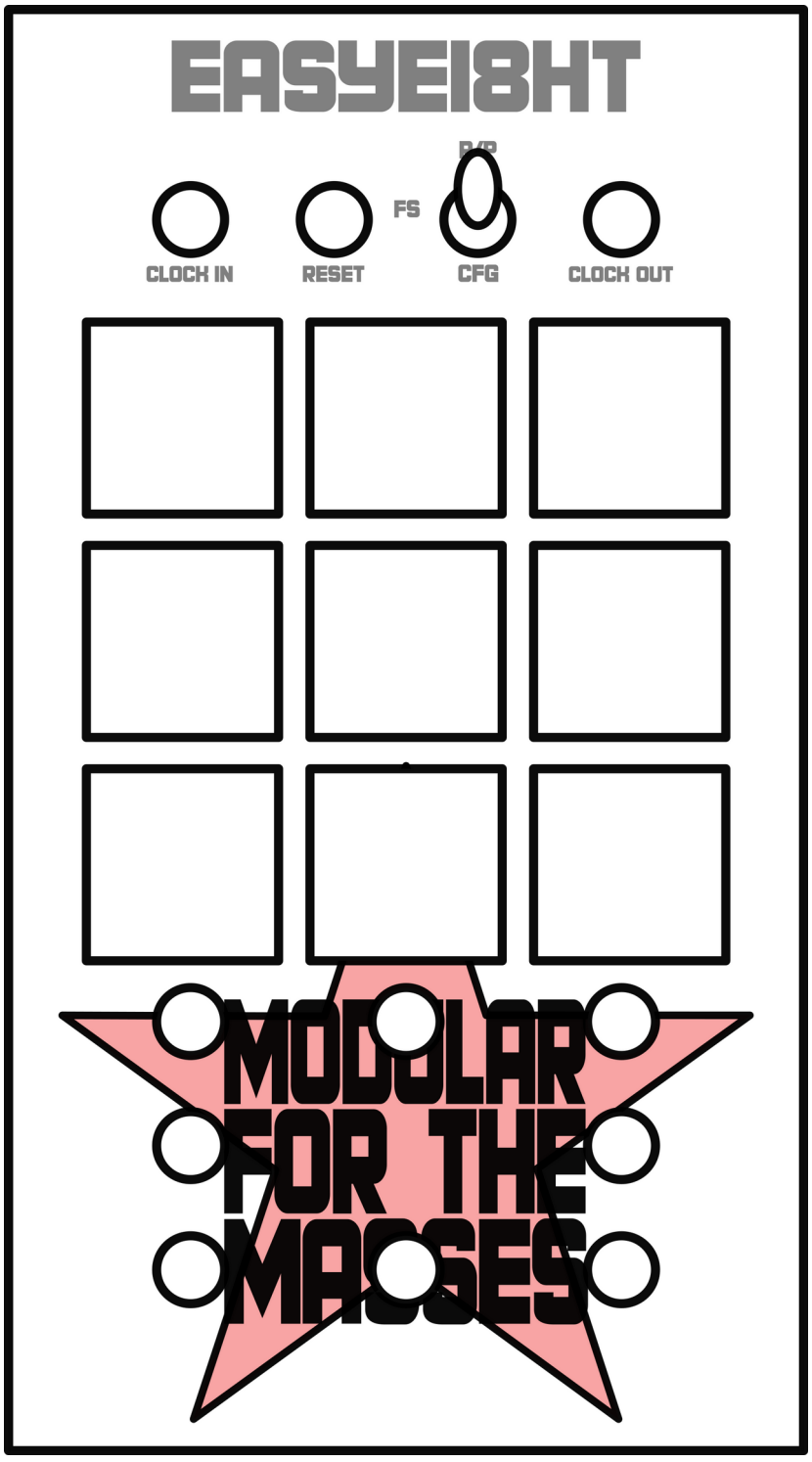
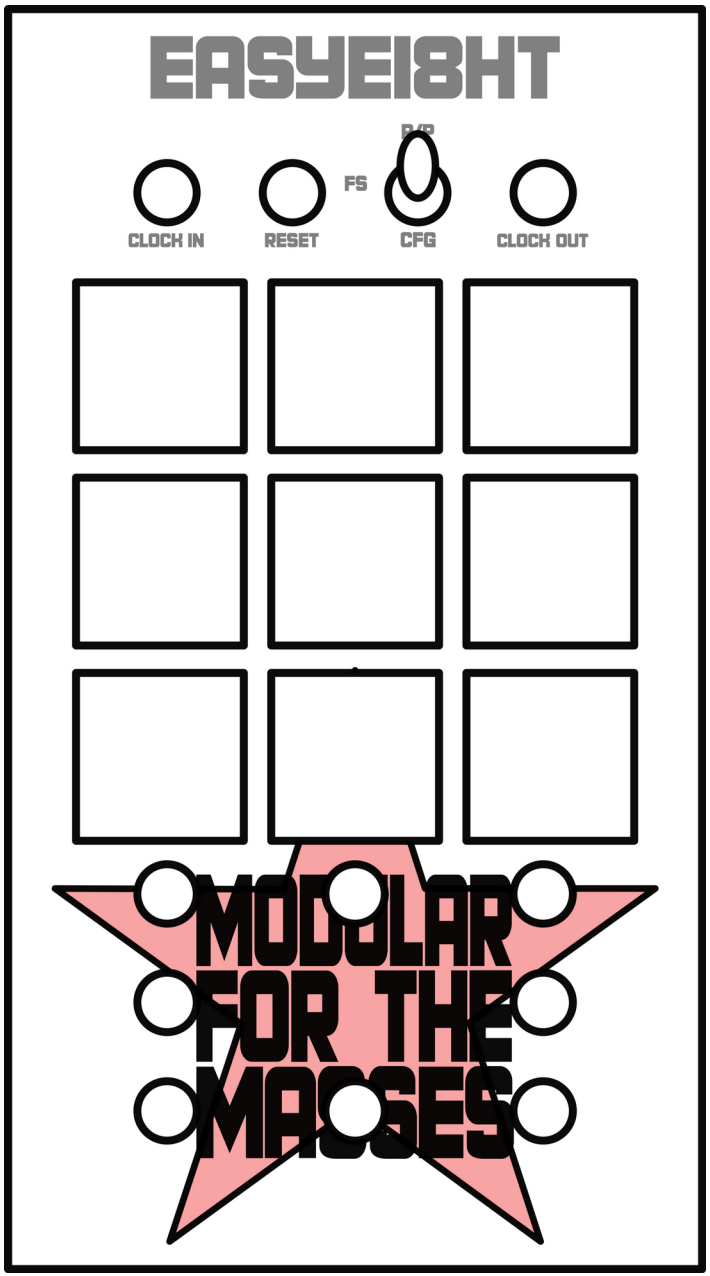


Modular for the Masses
EasyEi8ht user manual



Introduction:

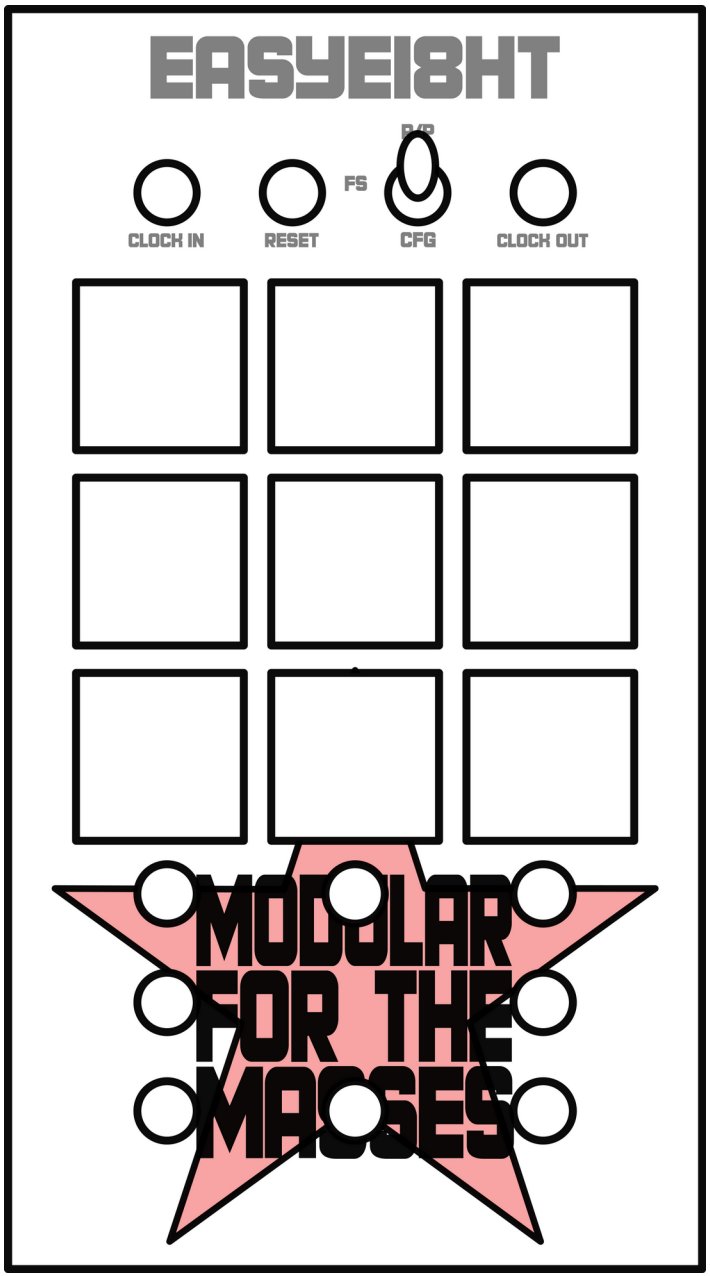
The EasyEi8ht trigger sequencer is a performance oriented eight channel trigger sequencer. It's designed to be easy to use in a performance or improvisational setting.

Clock In:

The Clock In jack accepts an external clock. It will accept any signal that goes positive relatively quickly, a pulse clock, a square wave, even a sawtooth wave.

Reset:

A trigger into this resets the pattern to the "zero" step. The sequence runs on a loop, the module can't tell when your count starts, it will just use its own zero point.



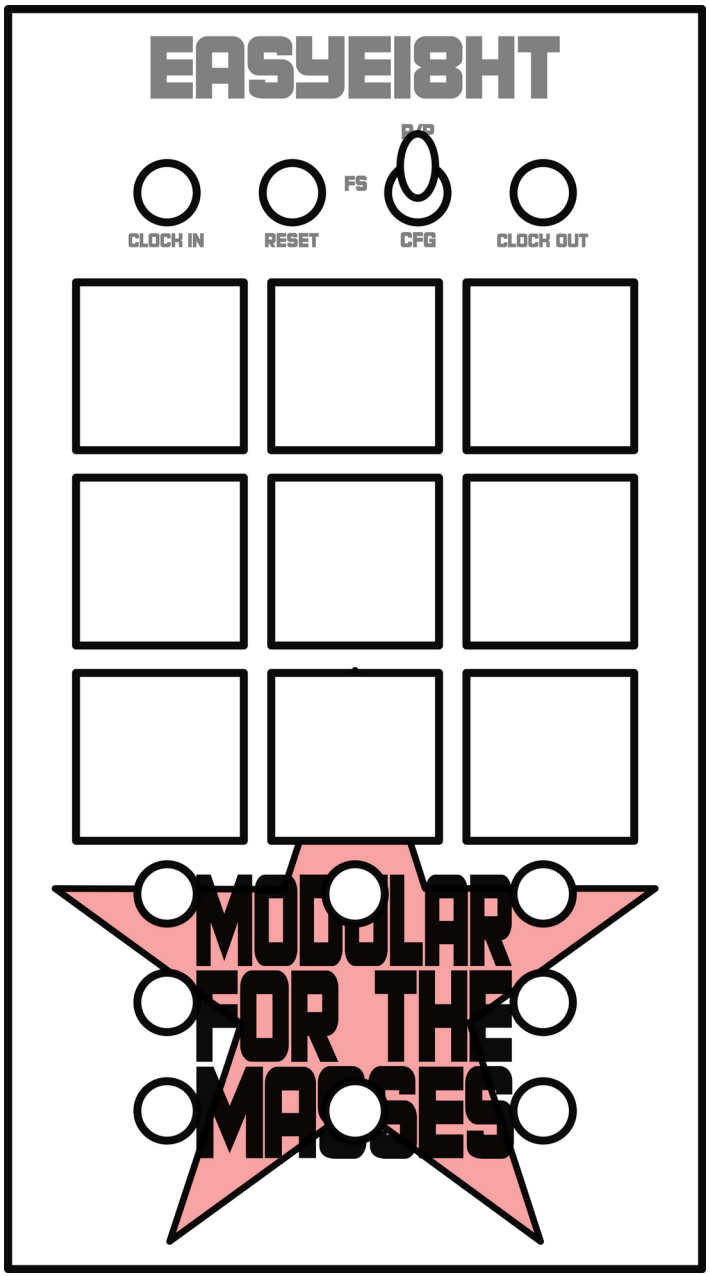
Clock Out:

The module sends out a sixteenth note clock from this jack. If you're using a swinging clock, this output will be very useful for getting that swinging clock into the rest of your system. The output voltage is configurable with the jumper on the module's PCB, either 8V or 5V, by default the clock length is 8 milliseconds.

Keys:

The center key is the shift key, which is very useful, but we'll get to that in a moment.

The other keys correspond to the jacks below them. We'll call them key 1 through 8. While you're in the Record/Play or Freestyle modes, the key numbers don't really matter, but in Configure mode, they do matter.



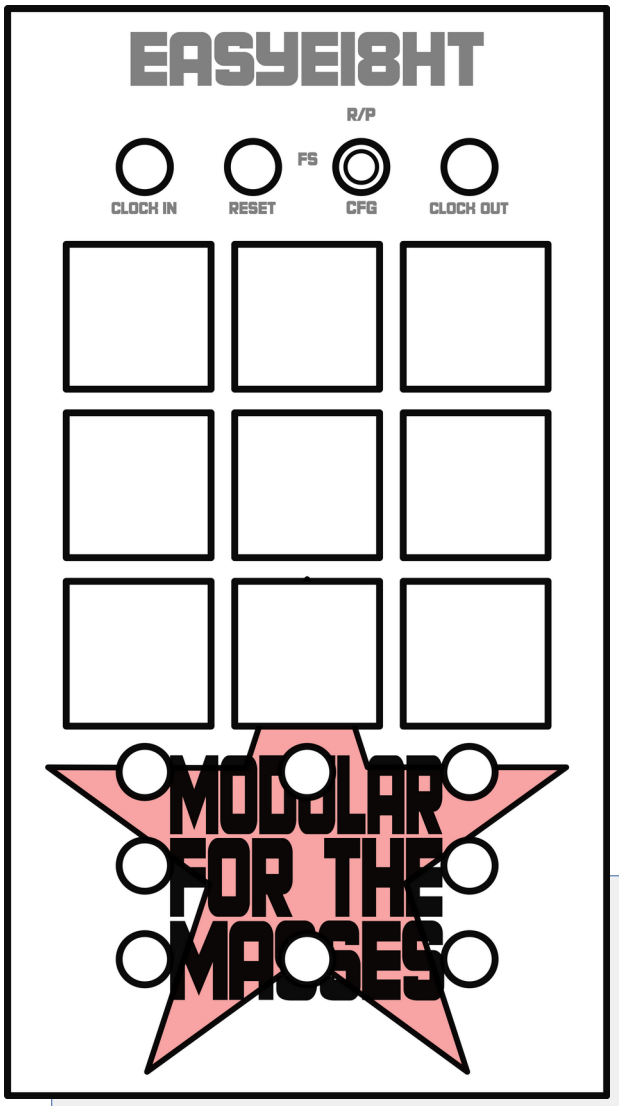
Record/Play mode:

The mode switch in the up position is the Record/Play setting. In this mode, any keypress will instantly play a trigger from the corresponding trigger channel, and the trigger will be slotted into the nearest spot on the sequence grid. All triggers are fit to the quantized grid - this module can't record or play back unquantized sequences.

If you hold the shift key while pressing another key, that trigger bank will play and record sixteenth note triggers.

If you press and release the shift key, the key lights mostly steadily instead of blinking, and this means it's ready to mute a track. Press any key and that track will be muted. Unmute that track by repeating that procedure.

If you enter a new trigger on a muted track, that track's sequence gets erased and you can record a new sequence.



Freestyle mode:

With the switch in the center position, the module is in freestyle mode. There are three freestyle modes, which can be selected from the configuration mode, which we'll cover soon.

FS Mode 1: Rolls and Solos

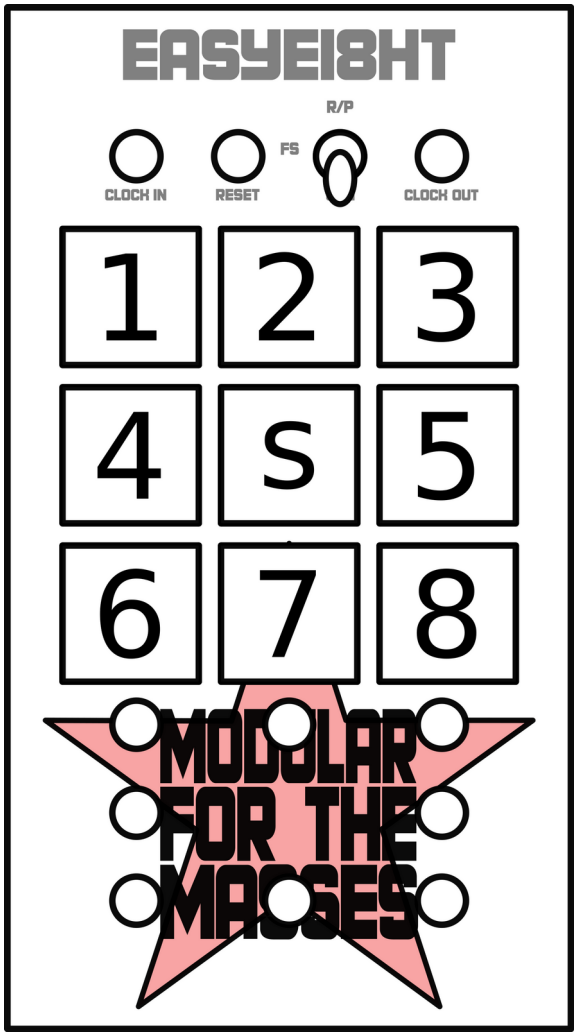
In this mode, press any key to play sixteenth note rolls with that channel. Hold the shift key to stop playing all the other trigger channels, just rolls on the channel or channels you're holding.

FS Mode 2: Rolls and 32nd Notes

In this mode, press any key to play sixteenth note rolls. Hold the shift key and that channel plays 32nd notes.

FS Mode 3: Glitch

In this mode, each key plays certain steps of the sequence, with key 1 playing just one step in the sequence on repeat, key 2 playing two steps, all the way up to key 8, which plays eight randomly selected steps in the sequence in a loop. Pressing the shift key plays in 32nd notes. Experiment with this mode!



Configure Mode:

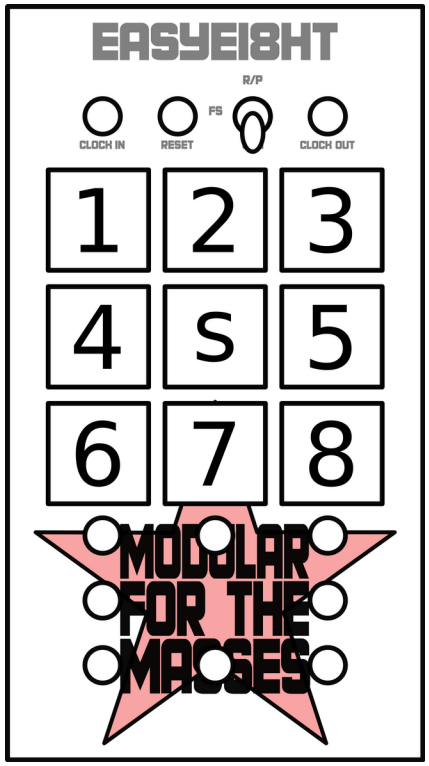
With the switch in the down position, the module is in Configure mode. All the key LEDs light dimly to indicate that you're in a special mode, so be careful. Except one light isn't lit, which represents which freestyle mode the module is in.

Pressing key 2 cycles through the three different freestyle modes, and the one non-lit key will let you know which mode you're in.

Pressing shift+1 selects a shorter sequence. The shortest sequence is 16 beats long.

Pressing shift+3 selects a longer sequence. The longest sequence is 256 beats long.

Pressing shift+4+5 (all three middle row keys) stops the clock if the module is running on its own clock. If an external clock trigger is detected, the module will start, and use that clock signal. But while the module is stopped, key 4 "scrolls back" in the sequence to the previous step. Key 5 "scrolls forward" to the next step in the sequence. The module can be restarted by pressing the shift key while it's in any mode, or by starting the external clock.



Configure Mode: continued

Pressing key 6 moves swing one way. Key 8 moves swing the other way. The module has no way of knowing which steps of the pattern is the downbeat, so swing needs to go either way.

Pressing key 6 and 8 at the same time is a shortcut to getting back to zero swing.

Pressing shift+7 saves the current configuration of the module so the next time you start it up your settings will be the same.

Pressing shift+2+7 (all the keys in a vertical line) deletes the entire sequence all at once.

TAP TEMPO:

While the module is in Configure Mode, tapping a tempo into the shift key will set the tempo of the unit. There's limitations - if you're trying to play along with a prerecorded track, the synchronization will drift.

Using an external clock sets the internal tempo close to the external clock, but not exact. Drifting will still happen.

Finally, if you hold the shift key down for two seconds, you can stop the LED from flashing.

Advanced:

If you're comfortable uploading code to the Arduino microcontroller in this module, you can edit the trigger dwell time, the sequence lengths. And of course, this is open source, so you can fix or modify all the code as you like.