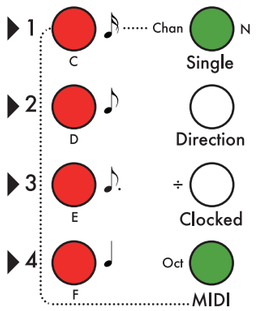
SequenceMix

MIDI Channel Setting

To change the MIDI transmit and receive channels press and hold the Single and MIDI Mode buttons together. The current MIDI channel will be displayed in binary on the top four number buttons as indicated by the dotted line. If MIDI Channel 1 is set all the buttons will be off and if MIDI Channel 16 is set all the buttons will be on as shown:



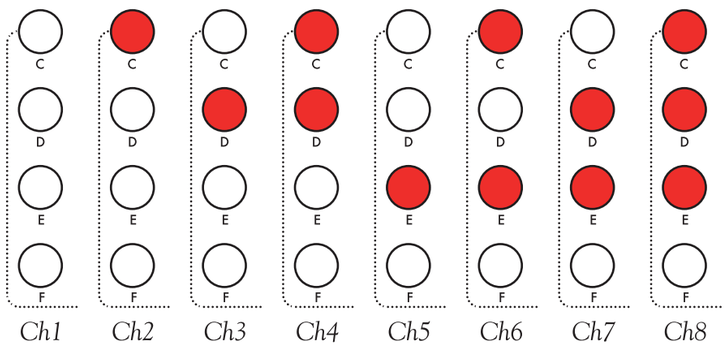
MIDI Channel 16

Keeping the Mode buttons held the number switches may be toggled to set a new MIDI Channel which will be stored in non volatile memory until it is changed again.

When the Mode buttons are released SequenceMix will revert to its previous display. Switching operation continues while setting modes, only the switch status is not displayed.

MIDI Channel numbers are conventially numbered 1-16, but are encoded as 0-15 so subtract 1 to obtain the binary number. Switch 1 is the least significant bit.

The full range of codes is shown below:



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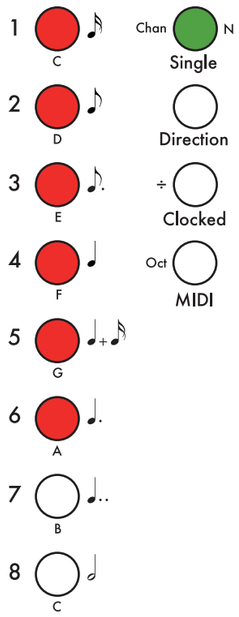
SequenceMix

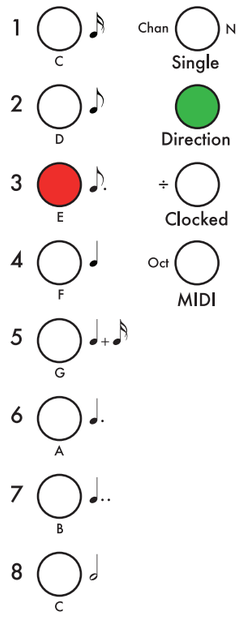
Shift Register Length Setting



Press and hold the Single mode button. The number buttons will change to show a column representing the shift register length used in Clocked modes. Keeping the Single button held, press a number button to set a new register length, N. This setting is stored in non-volatile memory.

The Shift Out output will have the status of the Nth button when in Direction is forwards (LED off) and the first button when Direction is reverse (LED on).
The Shift In input will be clocked into the first button when Diection is forwards (LED off) and the Nth buton when Direction is reverse (LED on).
Shift Out is normalled to Shift In to create a loop. This loop maybe be extended or broken by plugging a signal into Shift In. Although this would normally be a Gate type signal any analogue signal may be accepted with a threshold >1.6V for on.

Direction Mode Setting



Press and hold the Direction mode button. The number buttons will change to show a number, 1-8. Keeping the Direction button held, press a number button to set a new mode. This setting is stored in non-volatile memory.

1 Forward (1 to N)
2 Reverse (N to 1)
3 Alternate Cycles
4 2x Cycles Forward : 1x Cycle Reverse
5 3x Cycles Forward : 1x Cycle Reverse
6 2x Cycles Forward : 2x Cycles Reverse
7 3x Cycles Forward : 3x Cycles Reverse
8 4x Cycles Forward : 4x Cycles Reverse

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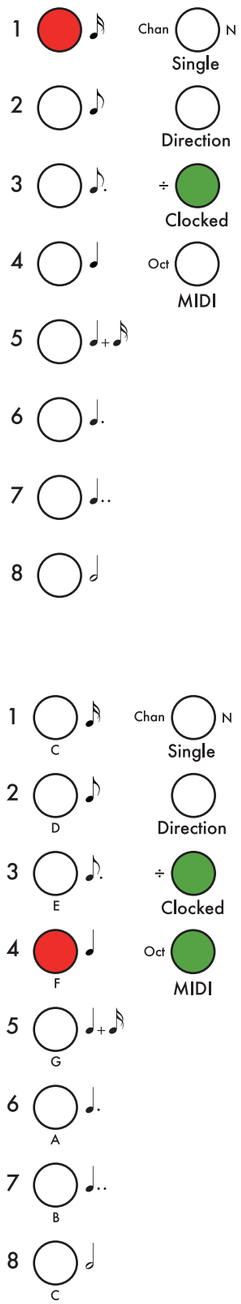
SequenceMix



Analogue Clock Divider Setting

Press and hold the Clocked mode button. The number buttons will change to show a number, 1-8, representing the division, ÷1 to ÷8. Keeping the Clocked button held, press a number button to set a new division. This setting is stored in non-volatile memory.

When in Clocked mode the CV/Clock control input is used as a clock with a threshold of 3.3V, the level is not effected by the Amount control. Any analogue signal may be used including slowly rising low frequency waveforms. The maximum frequency is about 200Hz or 750bpm.

MIDI Clock Divider Setting

Press and hold both the MIDI and Clocked mode buttons. The number buttons will change to show the MIDI Clock division indicated by the symbols to the right of the buttons. Keeping both buttons held, press a number button to set a new division. This setting is stored in non-volatile memory.

MIDI Clocks are x24 the beat rate, so there is a pre-division of six and then a division of 1 to 8 to obtain sixteenths/semiquavers to half notes/minims.

All MIDI Realtime messages are repeated at the MIDI Out so that several SequenceMixes may be driven by the same MIDI controls, but not necessarily with the same clock division.

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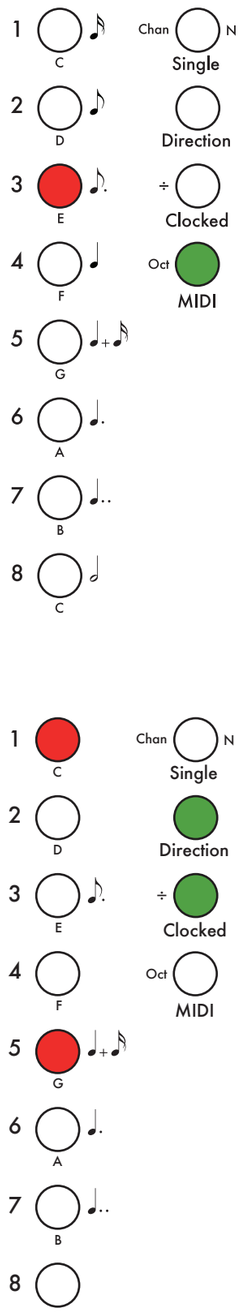
Professional Audio Products

SequenceMix



MIDI Octave Setting

Press and hold the MIDI mode button. The number buttons will change to show a number, 1-6, indicating the octave that the switches are mapped to. Keeping the MIDI button held, press a number button to set a new octave, buttons 7 and 8 will have no effect. This setting is stored in non-volatile memory.

1: C1-C2 (36-48)
2: C2-C3 (48-60)
3: C3-C4 (60-72)
4: C4-C5 (72-84)
5: C5-C6 (85-96)
6: C6-C7 (96-108)

The note names corresponding to each switch are shown below the buttons. MIDI control from a MIDI Controller or DAW uses just the white notes, sharps are ignored. One SequenceMix may be slaved to another via MIDI simply by setting the slave to MIDI mode and the same octave. If Single mode is also on the octave is given high note priority.

Received MIDI Notes are not repeated so for controlling two SequenceMixes on different octaves a MIDI Thru is necessary.

Preset Pattern Setting

Press and hold the Direction and Clocked buttons. The number buttons will change to show a pattern that will be loaded on receiving a MIDI Start Clock. Keeping both buttons held, change the number buttons to set a new pattern. This setting is stored in non-volatile memory.

Setting only Switch 1 will be similar to resetting a counter driven step sequencer, but as SequenceMix is shift register controlled it may be preset to any pattern.

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