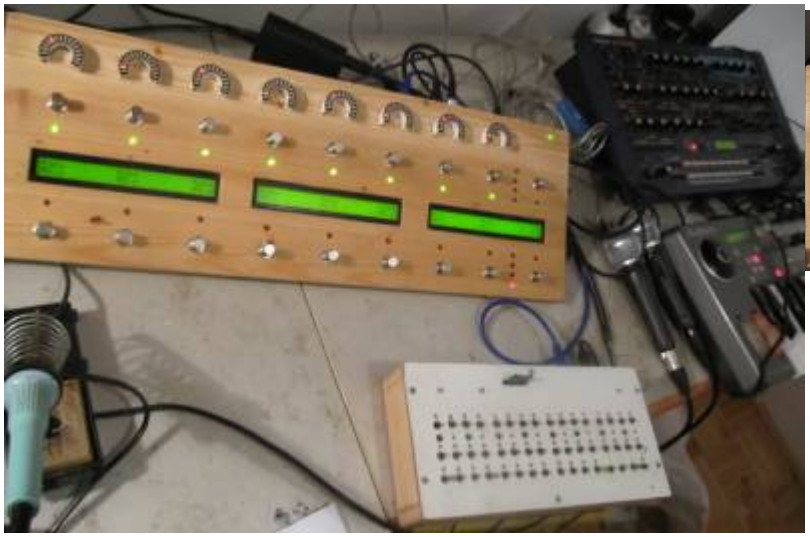
16th fixed PolySequencer





so when you have those things, upload the Code

Specs ?

4 Midi-Channels: 1 2 3 4
–2 Tracks a Channel
–8 Notes-Chord a Track
–each track has a dedicated and changeable loop-length from 16 to 256 Steps (example for 4-4)
–each Track can played single and booth tracks can be played simultan/in-dual

Fixed Velocity @ 127
–no Keyboard-Velocity-sense (Triggermatrix does the job of sensing drum trigger in order to re-trigger the moldy buffer

16th fixed note-trigger-rate
–puts out note-data in 16rate (in order to provide a steady note stream for Triggermatrix)
–a connected Triggermatrix (allows not only 4-4, all other things like 5-4 are possible!)
–Triggermatrix does the job of melody-rythm-re-triggering}

512 Songs saved on SD-Card
–Load-able while playing - when the beat-structure is the same

the Midi-System-Setup

–fixed/hardcoded (Midi-Ports, Midi-Channels))

MidiPort 32-in:
–Midi-Clock-Source, Start-Stop, ProgramChange @ MidiChannel 1

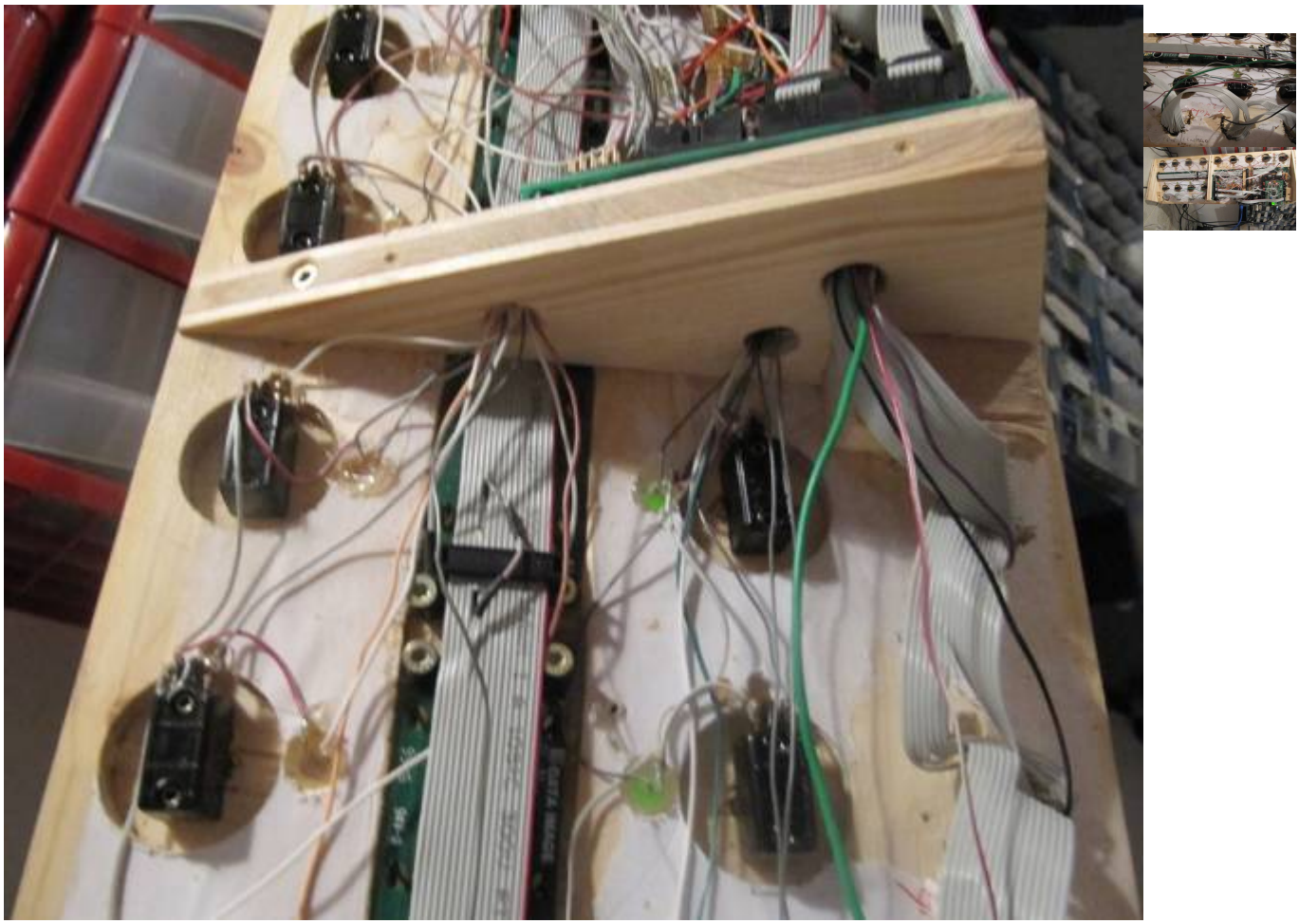
MidiPort 33-in:

–connected to a Midikeyboard @ MidiChannel 1

MidiPort 33-out:
–connected to Triggermatrix -Melody-In-Port, or a poly-synth)

Footboard-Interface

- Footboard/old Pulp-Radio-like wiring!
- 2×8 Foot-Tactial-Buttons + 2xBank-Tactial-Buttons
- 2×8 LEDs to Display Foot-Buttons-Status
- 2×4 Bank indication Leds
- 2x Foot-Tactial-Button-Banks
- CORE32 STM32F4
- 3x LCD with 2x40-Signs, to display Chord-Notes, for sequenced notes and keyboard-inut-notes
- 2x Midi IO
- 8x 15Led-LedRings
- 2x DoutX4 Modules
- 1x DinX4 Modules
- cables, isolaton material, solder
- wood, Screws, Drills, Drilling-Machine, a saw for the Display-Cut-Outsl, a Fill
- M3 Distance-Stamps to mount the pcps
- SD-Card



fabricated PCB-Version

not planed!

Community users working on it

- **Phatline** = Programming, Documentation, Hardware-Prototype

Getting Involved ?

Just let a Private message on the forum to user already involved

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Last update: **2017/12/01 05:19**