

Phatline

Electronic&Digital-Live-Musician
DIY-man in everything I am really interested
Europe, Austria - Katsdorf , born in 1983



take a break and listen [to some music](#)

When I want to make a track, or do a gig, i want total control of parameters, and I want to move & save them all.

There was and is a way to do that...

so back in the days i got in contact with standalone commercial sequencers like RS7000 Roland-grooveboxes or the early Electribes

Here was my first contact with Midibox...MB SID

later I did the whole thing with Ableton - , contact with Midibox Midicontrollers...

and I was very happy with the upcoming MAX4Live - it was almost perfect..., i learnt the program really well, I then just programmed a all-in-one-Groovebox in MAX without Live...

then I wanted to go to almost latency free technologies- so again i come to Midibox where i take the knowledge from the MAX-Groovebox and put it into C-codes, and that was new again, and it is still... [Triggermatrix](#) was born.

@ the moment, i am still a free artist - years of freedom, and December is always the time of year to invent new Music-Machines! I love the dark time in year... but also the summer: where the music machines will be used... and other plans accour - of a more biological in nature lifestyle, anastasia, tom brown jr, earthships, glasshouses, own grown food, electricity, water, paradiesgarten, there are more importend things... having to eat and save the environment...for me and the ones with me...

Project list

Actual **Triggermatrix 5 aka TM5:**

- [Triggermatrix5](#) Overview and Build Tutorial
- [TM5-GateInput](#) Levelshifter 5V>3V and Preamp for Gate/Trigger-Input
- [TM5-codeblock](#) Menuesection
- [TM5-Gate-Board](#) 3,5 Jack Boards for 16 + 16 Gates
- [TM5-DinDoutGate](#) Module for UI and Gates for
- [Core4Disc](#) CoreBoard for STM32F407VGT6 Discovery Boards, with some onboard Peripheral
- [Core4DiscMidiEx](#) Midi-Expansion Board for Core4Disc
- [DisplayDriver-SMD](#) Display Driver for 18x SSD1306 7Pin Displays
- [BLM16x16V2](#) 16x16 Button Led Matrix

Open PAD

- [OpenPAD](#) First concept off using the MPD 226 Pads and Foil with custom PCB, with MIOS!
- [DoutX2DinX1](#) SMD board with free Production Files- can be used for other project too.
- [OpenPAD-Codeblock](#) Buttons and Encoder Board - in combination with [DoutX2DinX1](#) Free Files!
- [Core4OpenPAD](#) A STM32F407VGT6 based Board - Pick and Place

paused projects:

- [DAW-BTN](#) 3+3 LED Buttons, a PCB to build a DAW-Controller
- [DAW-Encoder-Display](#) SSD1306 and Encoders, a PCB to build a DAW-Controller (scaleable)
- [MSQ-CC-LRE-V2](#) Optimized for Eurorack, now with Displays - at the moment hardcoded for Nord Drum2
- [Euro-Aout-NG-Connector-Board](#) — a Breakoutboard for the well known Aout-NG-Dac-Board.
- [Euro-Midi-IO](#) — a Eurorack Sized 2IN 2THRU 2OUT Midi-IO-Board, with Midi A-B Selector...
- [LoopA-EuroRack-Panel](#) — a Eurorack Frontpanel + Breakoutboard for Midiphy LoopA
- [LRE-OLED-Bar](#) — PCB to hold SSD1306 Screens above fairlightiii [smb-lre8x2cs_pcb](#) inside Eurorack
- [SRIO-Router](#) — 1 UI, routed to 8 Cores
- [LRE5-LCD2](#) — 5 Ledrings, 5 Encoders, 2 1306er LCDs, 1 Button on 10x10cm (pick and place)
- [STELLAX4](#) — 4x TIA Chips fired with a STM32F4, on a 10x10cm Board
- [Envelope-Follower-Bissel-based](#)
- [scale-explorer](#)
- [XYZ-IR-Controller](#)
- [CV1](#) — EuroRack - CV-Recorder - Looper, LFO, and ENV-Generator
- [CC-Looper](#) 4CH * 128CC * 512 Step — Midi Control Change Looper
- [TriggerMatrix](#) Specific UI
- [MidiBox EuRoland](#)
- [easy_cv](#)
- [FILTERBOX](#) — easy cv will move to filterbox
- [mnmlCore](#)
- [KongaTrigga](#) — Konga > Electret Mic > Preamp > Schmitt Trigger > uC > MidiNotes

Finished

- [TriggerMatrix4](#) TMV4
- [TriggerMatrix](#) TMV3
- [clock2audio2clock](#) convert Midiclock 2 Audio, record this audio, play this audio convert 2 Midiclock, for Multitrack Audio Studios without Midi, in order to overdub a track that need to be in Midi-Clock-Sync,
- [MSQ-CC-BCR](#) some kind of a synth programmer, but with CC-Motionsequencer, and the use of BCR2000 (hardcoded for Nord Drum2, but with Mapping Array inside program)
- [MSQ-CC-LRE](#) V1 same as MSQ-CC-BCR but, newer, faster, better... also hardcoded for Nord Drum2

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