

Scale Explorer V0

The Idea from Retriggering Melodys and Drums from a static drum-sequence, goes (for me) back into 2010... and endet in [TriggerMatrix](#)

Later i wanted that with a non-static drumsequence - human input, electronic music meets congas drummer: [KongaTrigga](#)

Then i run into the problem, that i dont remember of that thousands of scales which are possible when playing melodys... Scale Explorer was born, i broke down 2400 scales to 240 Scales (by letting the root note a variable which can be set on the UI on the fly

For that i took a Alesis PhotonX25, and replaced the Microncontrollerboards with the Midibox ones
Some Things still dont work like the [XYZ-IR-Controller](#), or the Pitchwheel...however, after 2 months of hard work and programming it is working now! YEAH!

next month is the next jam sessions, i hope i can make a video while drumming

Teaser

explore a lot of musical scales, and learn keyboard playing
by showing the "right" notes via LEDs above the Keyboard Keys

Change the RootNote on the fly

Record a Song

Play a song via Drumtrigger

Record Scales

Identify Scales from other Keyboardplayers on the fly - easier jaming

For absolutely Keyboard Newbees like me!

add Chordnotes or Octaves to get Organ Melodys

Show and modify Song-Steps via LEDs above Keyboard Keys!

Velocity sensitive Keyboard Midification based on MB-KB

Only for 25Keys Keyboard hardcodet!

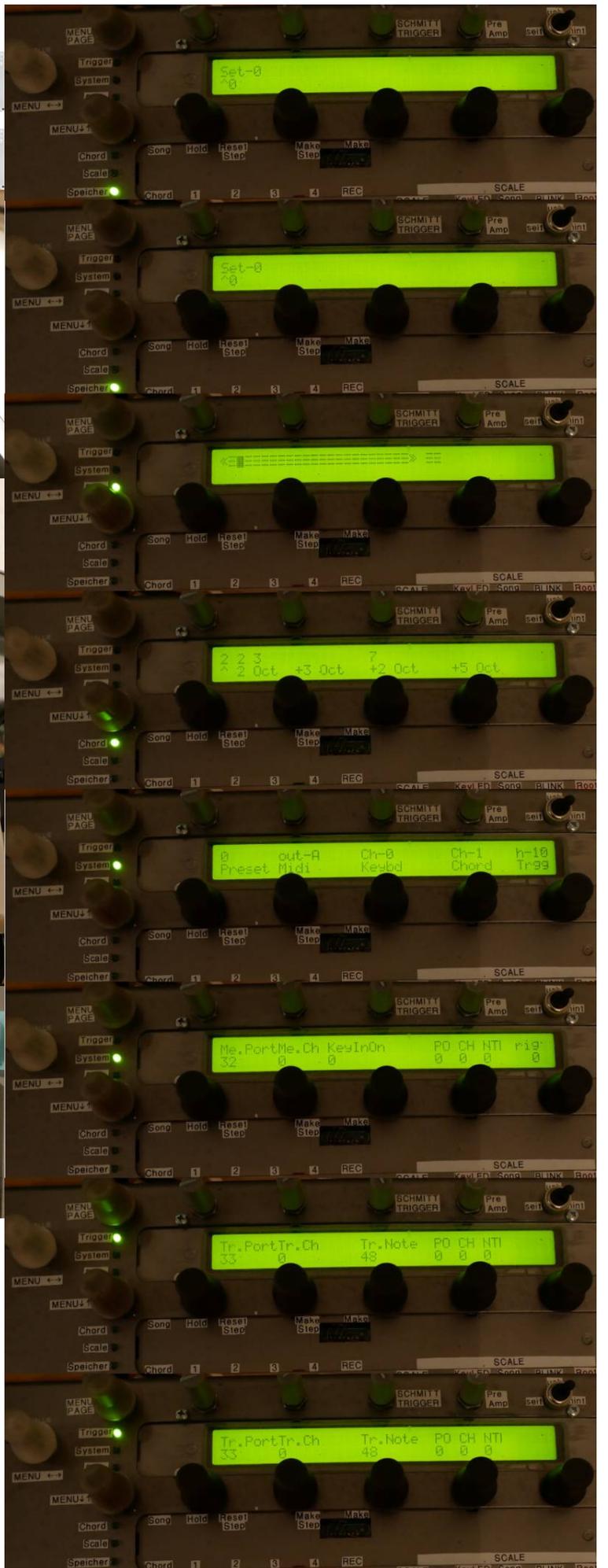
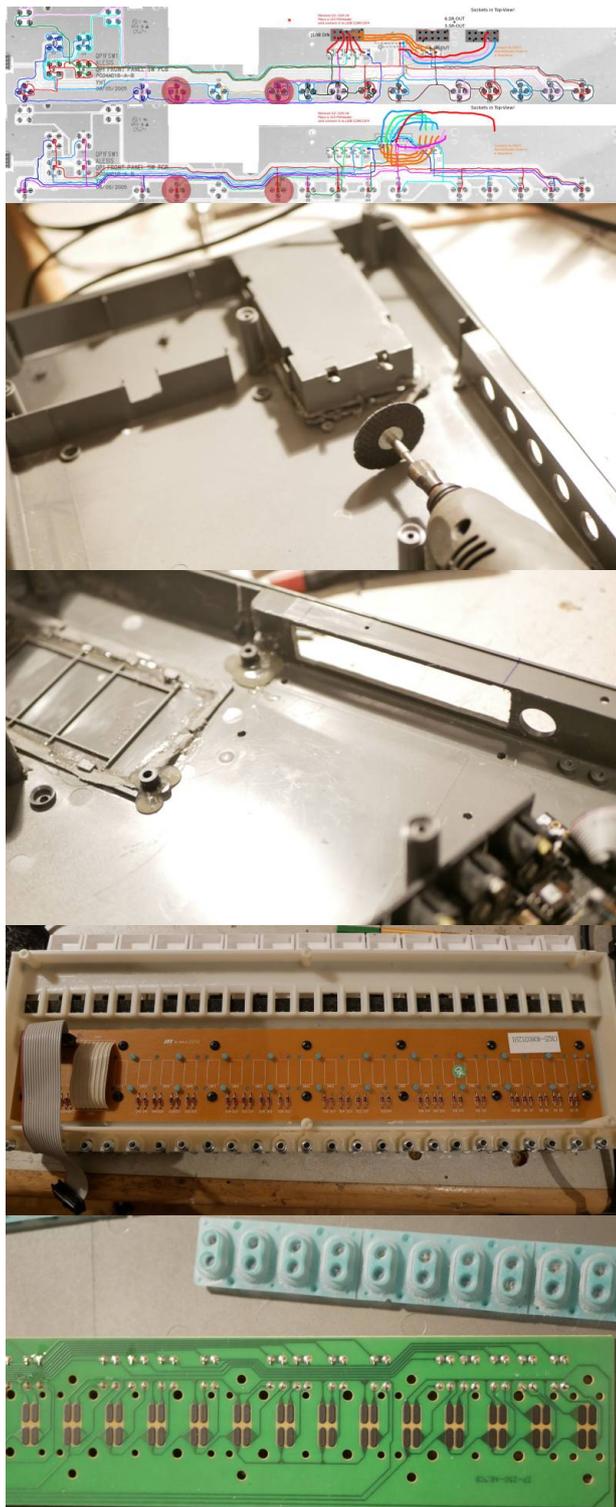
External Keyboard Input broken down to one Octave

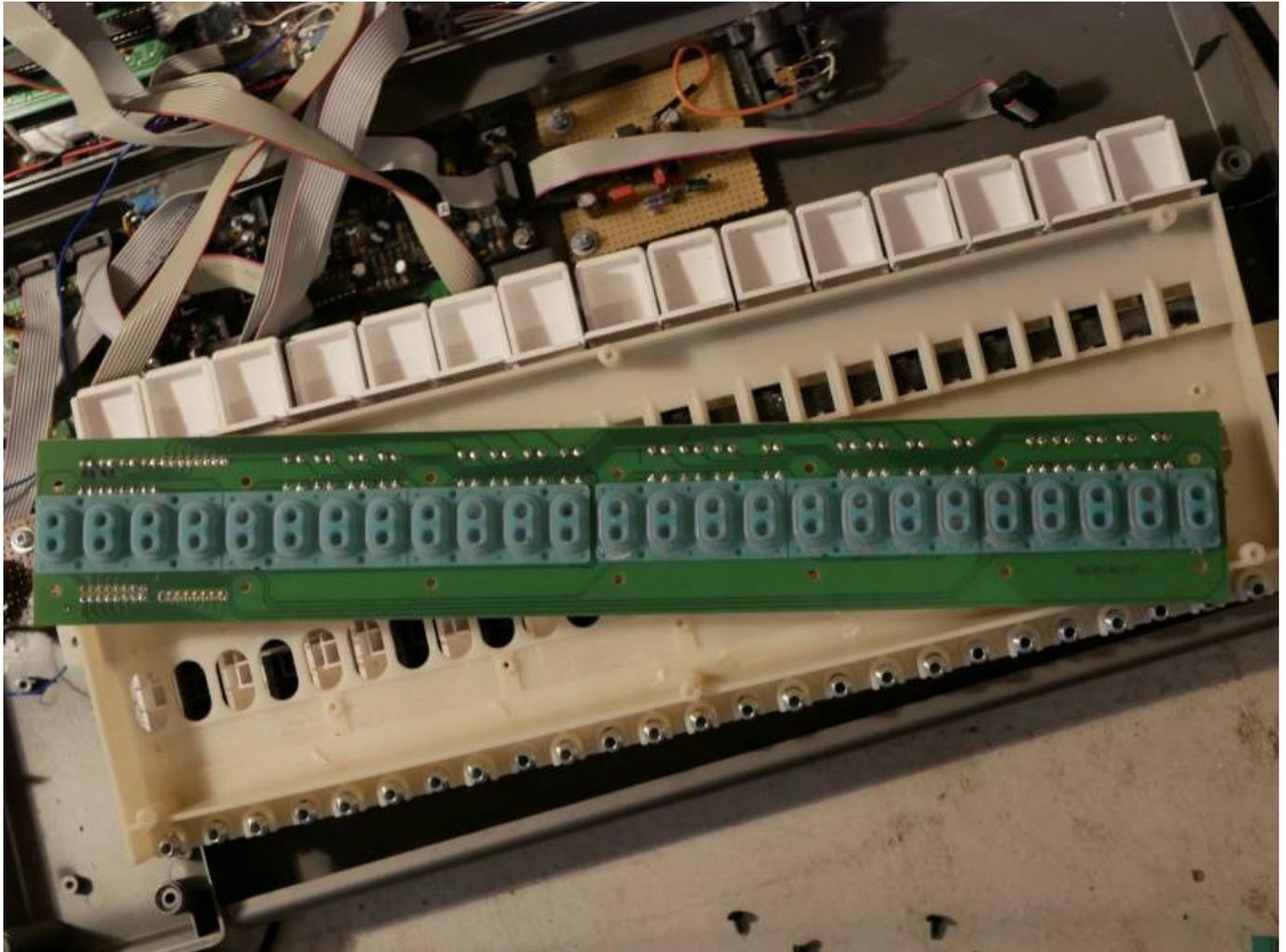
Features

Short spoken:

Pictures







Community users working on it

- **Phatline** = Programming, Documentation, Hardware-Prototype, Testing, Jamin...

Getting Involved ?

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

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