

# **XBase09 Software Version 2.0X**

**...please read these pages and add them to your manual...**

Dear XBase09 User,

We hope you had lots of fun with producing sounds and beats on the JoMoX.

To make the XBase09 more interesting for the future, we created the Operating System V2.0x. We tried to make your ideas and requests reality and fixed (almost) every little bug you mailed us.

As a new feature we implemented the Ramp Page that expands the sequencer with three added Midi Tracks (see following pages).

## **What's new?**

Additionally to the 100 existing RAM-Kits (Performances called FXX) we provide 100 ROM-Kits (Performances displayed as rXX). Sound creation was by sound designers of the JoMoX Team. To reach the RAM-Kits you have to scroll with the UP-button over the r99 to the F00 ....

You can change and perform ROM-Kits and store them afterwards into RAM kits.

All settings like pattern select or kit select keep stored in the non-volatile RAM and are restored when the machine is turned ON.

The Metronome can be turned on and off in all modes. It is always routed to the mix out.

The HH-reverse function is now working properly. The Ride- and the Clap-Sample can not be reversed because of technical reasons. To reverse HH, Crash and Rim-Sounds you have to select sounds and steps first. After this the reverse-function can be selected to reverse the selected steps.

The Midi-Splitmode 3 will not be implemented at all. Splitmode 1 and 2 are still installed.

For each Track (BD, SD, HH) individual Midi-volume-controllers are sent and received now. The altered data is shown in the display as known. If sometimes very rarely the numbers inadvertantly jump to other numbers, this will not affect the sequencer in any way and is caused by the great number of simultaneously scanned pots. We did a lot of improvement to the knob-scanning and the whole internal timing performance..

After receiving Sys-Ex data the display counts up the received blocks and jumps after complete to the current pattern-No now.

If you are in the Write-Mode and you stop editing something with the SHIFT/FUNC-button, the XBase leaves automatically the Write-Mode now.

Step 16 of a pattern will no more be affected by write-actions in the neighbour pattern.

Displayed letters in song programming mode are not inadvertently overwritten by random knob movements like it was before.

After changing the Scale back from B to A of two formerly shared patterns, the neighbour-pattern is not affected like it was before. Please choose the lower pattern of the both 32th patterns and select SHIFT/ scale change to the desired value.

Especially by live-performance, there was the danger of unwanted tempo-changes by touching the tempo-knob. So we locked it.

**The tempo-knob is only active now by pressenig down the Accent-button at the same time!!!**

Beside that, you can change the tempo with the Up-/Down-Buttons as usual.

## Ramp Page

The RampPage contains three further sequencer tracks. Their data is sent out via Midi-Out to control external Midi sound generators directly from XBase09 internal sequencer.

Every track can have its individual Midi-channel. Notenummer and -length is adjustable for each single step. Even accent-setting is possible and is processed into two velocity values(64 without, 128 with accent).

So up to three different melody lines or three voice chords can be programmed.

Programming the steps is the same procedure like programming drumtracks, described in Pattern- Mode ( chapter 6.3, P.18).

When sequencer tracks are added to existing drumpatterns, the drumpatterns will not be changed in any way. For each of the 64 drum patterns these 3 additional midi tracks are reserved.

To edit Midichannel, Notenummer and -length, the first four knobs of every instrument-section (BD, SD, HH) have a 'page two'-function :

- |          |               |              |              |
|----------|---------------|--------------|--------------|
| 1. Tune  | = Note        | 2. Pitch     | = Octave     |
| 3. Decay | = Midichannel | 4. Harmonics | = Notelength |

The knobs of Snaredrum- and HiHatsection are changing in the equal way.

## Now, we describe the programming procedure of a sequencer track :

- |                                  |  |                                   |
|----------------------------------|--|-----------------------------------|
| ■ hit PATT button                | patternmode active                     | LED ligths up                     |
| ■ hit UP/DOWN or 1-16 buttons    | choose pattern                         | display shows patternnumber       |
| ■ hit SHIFT,then RAMPPAGE button | sequencer active                       | display shows ' trC ' for 'track' |
| ■ hit WRITE button               | sequencer 'sharp'                      | LED ligths up                     |
| ■ hit INSTRUMENT-button          | select track BD=1,SD=2,CH=3            | LED lights up                     |
| ■ move knob 3                    | select midichannel                     | display shows midich.-number      |
| ■ move knob 4                    | select notelength                      | display shows ' Stac ' or ' Leg ' |
|                                  | -Staccato: every step is triggert      |                                   |
|                                  | -Legato: following steps are connected |                                   |
| ■ hit STRART button              | sequencer started                      |                                   |
| ■ set steps                      | described in <b>chapter 6.3 P.18</b>   |                                   |

Use Induividual **Step Edit Mode (6.3.1)** to assign different notes to individual steps.

Use **Track Record Mode (6.3.2)** to assign same note to all steps. By moving knobs

1 and 2 , you can change your melodies in realtime. To get ‘musical’ results this way, you might need some practice.

- move knob 1 and 2                      assign notes and octave                      display shows note and trackno. when sequencer is running and reaching a step ‘ E - 1 ’

### ■ Happy with your first track ???

- hit WRITE button                      Trk.Rec.Mode **off**                      LED stops flashing
- hit WRITE, then INSTRUMENTbutt.      select next track
- move knob 3                      select midichannel
- and so on... programm new track like above .

### ■ Happy with all your tracks ???

- hit ENTER button                      pattern is stored, RampPage left

Each sequencer track has it’s own individual accent track. Midi accents are programmed in the same way like drum accents are programmed (chapter 5.4, P.17 ). When accent is set, a velocity of 127 is transmitted via Midi, without accent a velocity of 64.

Maybe it will take some time for you first to get used to this programming scheme. But after a short practice time you will get familiar with it and achieve awesome results... Have fun!