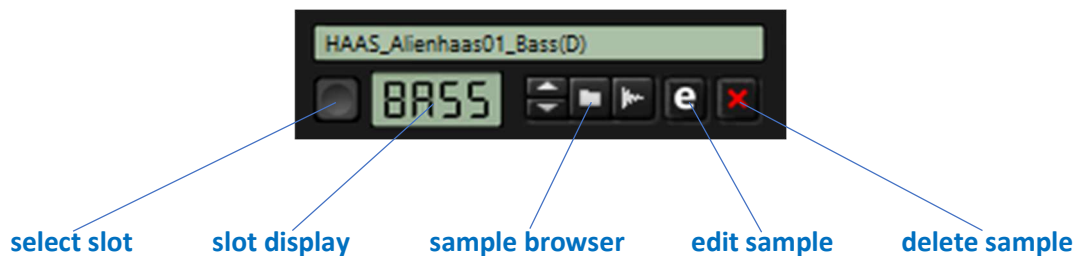


PSYH-KickBassCommander – USER MANUAL



Functions Explained

SAMPLE SLOTS



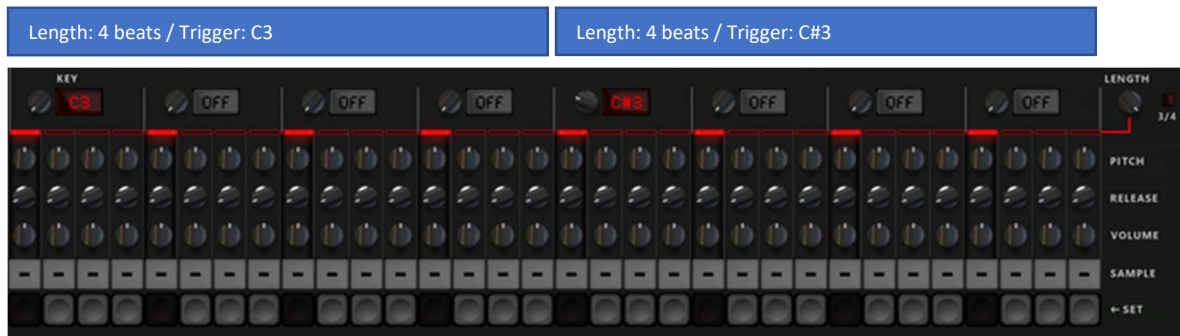
This part is used to load the samples. 2 slots are available for loading samples, to sequence a kick-bass line its recommended to load a Kick in the Kick slot and a Bass in the Bass slot. This is done by selecting the wanted slot and browse to your sample, double-click it, or drag it in.

KEY MODE / PULSE MODE

The Kick Bass Commander can operate in 2 different modes. These modes can not be combined, so its Keymode OR Pulsemode.

When Using Keymode the device uses key signal from the gate/note input or directly from a sequencer track. (see stepsequencer – keymode for detailed information about it works)

STEPSEQUENCER – KEYMODE



The stepsequencer in Keymode has 8 sections each one beat long (4 steps). These 8 can be divided over 8 Key inputs. The sections will loop as long as the corresponding key is held. When 2 or more sections are assigned to the same key a random choice of those keys will be made.

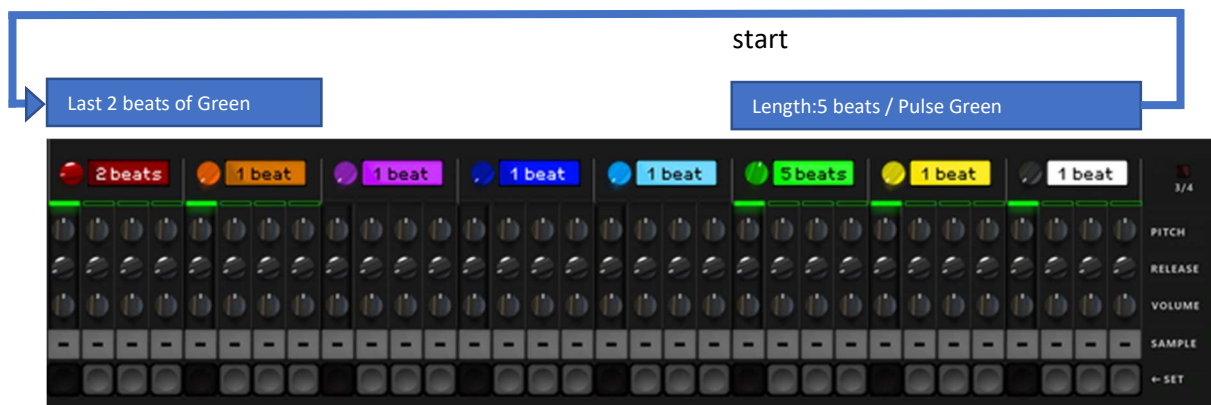
The Length of the loop is determined by setting another key. When looking at the picture above, we see that 2 sections are made, each 4 beats long. The first section is played on C3, the second on C#3.

The total Length can be set with the length knob, and always subtracts from the last section.

3/4 Time, (triplets mode) is beat quantized which means every 4th step will be skipped without the pattern being shifted.

STEPSEQUENCER – PULSEMODE

Length:2 beats / Pulse Red



The stepsequencer in Pulsemode also has 8 sections each one beat long (4 steps). These 8 can also be divided over 8 Key inputs. The sections will also loop but rely on Pulses to trigger instead of Keys.

Unlike keymode, Pulsemode can set individual length to each section. Sections can overlap, and excess length will continue at start of the sequencer.

Each section has two color corresponding cv inputs on the back, these will trigger the sections when a CV Pulse is received.

The total Length does not apply on Pulsemode.

GLOBAL CONTROLS

Global Controls from left to right.

Pitch Kick Semi: Pitch the kick sample from -12 to +12 semitones.

Pitch Bass Semi: Pitch the bass sample from -12 to +12 semitones.

Pitch Bass Semi: Pitch the bass sample from -50 to +50 cents.

Shift Bass Notes: Shift the bass notes -10ms to +10ms towards or away from the kick note.

Release Bass Notes: Adjust the release of the bass notes.

BEAT REPEATER

The BeatRepeater functions from left to right.

Start: Step where the repeat will start when pressing 'REP'

Length: Number of steps that will be looped.

Repeater/Rep.Time: Repeat button to trigger the Repeater. Rep.Time will increase the repeat time in percentage of the set length during the repeat.

Pitch: Alter the pitch of the repeating loop. Can be linked to the Rep.Time knob.

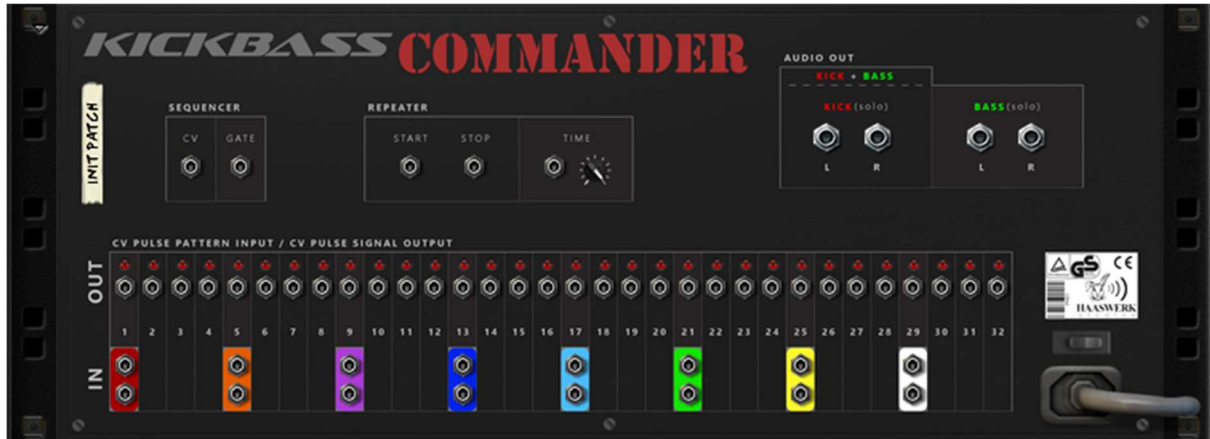
CV SEQUENCER



Each Step can sent out 1 to 3 CV pulses to one of the 32 outputs on the back.

The signal it sends is a pulse signal which can be useful to trigger i.e. drumsamples, oneshots, or trigger other events.

Backside Connections Explained:



The backside is pretty clear from itself. It has the traditional note/gate input for sequencing.

The Audio outputs have a combined output on the first pair, and can be used as separate outputs too when connecting both audio outputs.

Repeater has 3 CV inputs, one to start repeat, one to stop repeat, and one to change repeat time by CV signal.

The colored CV inputs are used for triggering sections in Pulsemode.

The 32 CV Outputs for sending cv signal to other devices to have them operate on a particular timing related to the kick bass sequence.