



## MAP-01 USER MANUAL

### GENERAL SETTINGS

#### 1. ENCODER

The encoder underneath the display is used to scroll through the menu. By turning left or right you can change the settings. After powering on the unit, you are automatically in the selection mode. Here you can now scroll through the menu and search for the desired parameters. First, the Version Number will occur for x seconds and finally the Mode Machines Logo. After that you have to turn the encoder to enable all functions.

#### 2. CHANGING THE PARAMETERS

By pressing the encoder you will reach the next level and by turning the encoder you will be able to edit the selected parameter. By pressing the encoder again you can jump back to the higher menu level. The right switch activates the arpeggio to ON and OFF. Please refer to explanation in the setting MIDI OUTPUT.

The switch in the middle allows a quick change of the BPM setting. Press it and the BPM value will pop up which you can change by turning the encoder. By pressing the knob again will show the previous display setting again. The knob on the left has various functions depending on the settings in parameters SPECIAL. Please refer to the explanation of this parameter later.

### ARPEGGIATOR STYLES

#### 3. ARPEGGIATOR STYLES

There are three basic arpeggiator styles on boards (also RANDOM, but this can be found at a later stage with separate explanation!)

##### 3.1 ARPEGGIO STYLE (UPWARD)

- the arpeggio is played upwards

##### 3.2 ARPEGGIO STYLE (DOWNWARD)

- the arpeggio is played downwards

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### 3.3 ARPEGGIO STYLE (UPWARD/ DOWNWARD)

- the arpeggio is first played upwards and then downwards

### 3.4 ARPEGGIO STYLE (DOWNWARD / UPWARD)

- the arpeggio is first played downwards and then upwards

### 3.5 ARPEGGIO STYLE (Sequencer)

- the arpeggio is playing the notes continuously until the run button will pushed off

## ASSORTMENT

### 4. ASSORTMENT

Also there are variations possible:

#### 4.1 ASSORTMENT (ON)

- the played notes are repeated within a certain value and sorted

#### 4.2 ASSORTMENT (OFF)

- the played notes are repeated as played

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### OCTAVE

#### 5. OCTAVE

The generated arpeggio will be transposed into various octave regions after the first run

##### 5.1 OCTAVE (OFF)

- no octave transposing

Example: c – e – g

##### 5.2 OCTAVE (OCTAVE +1 FWD)

- transposed up by one octave

Example: c – e – g / c1 – e1 – g1

##### 5.3 OCTAVE (OCTAVE +2 FWD)

- transposed first by one octave, then by two octaves higher

Example: c – e – g / c1 – e1 – g1 / c2 – e2 – g2

##### 5.4 OCTAVE (OCTAVE +3 FWD)

- transposed first by one octave, then by two and then three octaves higher

Example: c – e – g / c1 – e1 – g1 / c2 – e2 – g2 / c3 – e3 – g3

##### 5.5 OCTAVE (OCTAVE +3 BWD)

- transposed first by one octave, then by two and then three octaves higher

Example: c – e – g / c3 – e3 – g3 / c2 – e2 – g2 / c1 – e1 – g1

##### 5.6 OCTAVE (OCTAVE +2 BWD)

- transposed first by one octave, then by two and then three octaves higher

Example: c – e – g / c2 – e2 – g2 / c1 – e1 – g1

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### 5.7 OCTAVE (OCTAVE -1 BWD)

- transposed down by one octave

Example: c – e – g / c-1 – e-1 – g-1

### 5.8 OCTAVE (OCTAVE -2 BWD)

- transposed down first by one octave, then by two octaves

Example: c – e – g / c-1 – e-1 – g-1 / c-2 – e-2 – g-2 /

### 5.9 OCTAVE (OCTAVE -3 BWD)

- transposed down first by one octave, then two, then three octaves

Example: c – e – g / c-1 – e-1 – g-1 / c-2 – e-2 – g-2 / c-3 – e-3 – g-3

### 5.10 OCTAVE (OCTAVE -2 FWD)

- transposed up by two octaves and then by one octave

Example: c – e – g / c-2 – e-2 – g-2 / c-1 – e-1 – g-1

### 5.11 OCTAVE (OCTAVE -3 FWD)

- transposed up by three octaves, then by two, then by one octave

Example: c – e – g / c-3 – e-3 – g-3 / c-2 – e-2 – g-2 / c-1 – e-1 – g-1

### RANDOM

- ON / OFF



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### ARPEGGIO SIDE/ SPLIT POINT

#### 8. ARPEGGIO SIDE

- selects the side of the keyboard which is occupied with the arpeggio. This setting refers to the selected split point.

##### 8.1 ARPEGGIO SIDE (BOTH)

- there is no separation and all notes are used for the arpeggio

##### 8.2 ARPEGGIO SIDE (LOWER)

- the notes of the lefthand side of the keyboard are used for the arpeggio. The notes on the righthand side stay ignored.

##### 8.3 ARPEGGIO SIDE (RIGHT)

- the notes on the righthand side of the keyboard are used for the arpeggio. The notes on the lefthand side stay ignored.

#### 9. SPLIT POINT

##### 9.1 SPLIT POINT (NONE - e.g. C4)

Selection of the split point for the arpeggio. The value can be selected through the encoder or directly via MIDI. You can move the pitch wheel to each direction and then play a note on the keyboard to set the note value to NONE.

### RUN NOTE/ STOP NOTE/ VELOCITY

#### 10. RUN NOTE

##### 10.1 RUN NOTE (NONE -e.g. C4)

- selection of the run note of the arpeggio. Same as switching on the RUN MODE. The value can be set via the encoder or directly via MIDI. By moving the pitchwheel and pressing a note on the keyboard the note value is set to NONE.

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### 11. STOP NOTE

#### 11.1 STOP NOTE (NONE -e.g. C4)

- setting the stop note for the arpeggio. Same as switching off the RUN MODE.

The value can be selected via the encoder or via MIDI directly by moving the pitchwheel and pressing a note on your keyboard to set a note value NONE.

### 12. VELOCITY

#### 12.1 VELOCITY (DYNAMIC)

- here you can decide between dynamic and static velocity. Dynamic means that all notes are played with the actual pressed velocity.

#### 12.2 VELOCITY (FIX)

- by setting this to FIX, all notes are played only in the velocity which was selected in the velocity value, not depending on the played value.

## VELOCITY VALUE/ LEGATO/ SUSTAIN

### 13. VELOCITY VALUE

#### 13.1 VELOCITY VALUE (0-127)

- here you can select the velocity value. NOTE: by changing this value, the menu parameter VELOCITY will automatically change to FIX!

### 14. LEGATO

#### 14.1 LEGATO (ON)

- the notes will be stopped just before the next notes are started

#### 14.2 LEGATO (OFF)

- the legato function is deactivated

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### 15. SUSTAIN

#### 15.1 SUSTAIN (ON)

- the sustain command is activated and therefore permanently used on the arpeggio. This is recommended only for certain sounds. Sounds using sustain are not suitable for this function, for example organ sounds, as all notes stay on permanently.

#### 15.2 SUSTAIN (OFF)

- the sustain off command is activated and therefore permanently used on the arpeggio.

### MULTIPLE/ GROOVE/ SPECIAL

#### 16. MULTIPLE (1-16)

- this sets the repeat rate in which the arpeggio notes are played. For example: playing the keys "c - e - g" means that the arpeggio will play "c - e - g". If the multiple value selected is "3" then the arpeggio will play "c - c - c - e - e - e - g - g - g".

#### 17. GROOVE

- you can choose between various groove styles. Also different lengths of the notes within the arpeggio. These options are currently selectable:

##### 17.1 GROOVE

- 1/4 - 1/8 - 1/16 - 1/1

The notes are played equally in 1/4, 1/8, 1/16, 1/1 notes. Then there are styles where for example the first note is played in 1/4, the second in 1/8, the third in 1/4 and the fourth in 1/16. The selection on these blocks are displayed in the unit.

#### 18. PITCH ARPEGGIO

- the pitch of the arpeggio can be adjusted by this value

#### 19. SPLIT ARPEGGIO

- the pitch of the split part of the keyboard can be adjusted by this value

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### 20 Arpeggio Tune

- Adjustment of the clock tuning ( müssen wir uns einen vernünftigen text ausdenken)

### 21 GLOBALASSIGN

- configured which Global settings are used by this arpeggio setting

### 22 MODE

#### 22.1 Arpeggio

#### 22.2 Arpeggio Latch1

#### 22.3 Arpeggio Latch 2

#### 22.4 Sequence

- SEQUENCER: here you can store all notes in the order played and played back sequentially. The difference between the arpeggio and the sequence is that the sequence plays as long as the knob SEQUENCE is pressed again. This means you have the option of a "mini-sequencer".

## GLOBAL SETTINGS

### 23. GLOBAL SETTINGS

- Global settings are in general only done once and are loaded automatically after powering on

#### 23.1 MIDI IN CHANNEL (1-16)

- selecting of the MIDI in channel. You can choose from 1-16.
- if the USB Channel is selected the Midi In Channel automatically will be switched off

#### 23.2 MIDI OUT CHANNEL (1-16)

- selecting of the MIDI out channel. You can choose from 1-16.

If the RUN MODE of the arpeggiator is switched off, then you can also use as MIDI channel converter.

#### 23.3 USB IN CHANNEL (1-16)

- selecting of the input USB channel. You can choose from 1-16.
- if the USB Channel is selected the Midi In Channel automatically will be switched off



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### 23.4 USB OUT CHANNEL (1-16)

- selecting of the output USB channel. You can choose from 1-16.

If the RUN MODE of the arpeggiator is switched off, then you can also use as MIDI channel converter.

### 24 SPLIT MIDI CHANNEL

- Selects the Midi Channel where the split section will be transmit

### 25 SPLIT USB CHANNEL

- Selects the USB Channel where the split section will be transmit

### 26.5 PROGRAM (1-64)

- you can store up to 64 user programs

### 26.6 PRESET (1-64)

- selection of the pre-stored arpeggio configurations. Via program change commands you can select also the presets.

## CLOCK/ PROGRAM CHANGE

### 27. CLOCK

#### 27.1 ARPEGGIO CLOCK (INTERN)

- the arpeggiator runs independantly on its internal clock

#### 27.2 ARPEGGIO CLOCK (INTERN CLOCK OUT)

- as midi clock intern, but also send the commands MIDI CLOCK and START/ STOP/ PAUSE additionally.

#### 27.3 ARPEGGIO CLOCK (EXTERN)

- the arpeggiator reacts to external MIDI CLOCK commands.

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### 27.4 ARPEGGIO CLOCK (EXTERN CLOCK OUT)

- the external MIDI CLOCK commands are additionally routed to the output.

### 28 PRESET SAVE

- Number were the preset is save

### 29 PRESET LOAD

- Number were the preset is load

### 30 GLOBAL SAVE

- Number were the global is save

### 31 GLOBAL LOAD

- Number were the global is load

### 32 SYSEX SEND

- send a sysex dump

## 33. PROGRAM CHANGE

### 33.1 PROGRAM CHANGE (ON)

- program changes are possible via MIDI
- currently not active

### 33.2 PROGRAM CHANGE (OFF)

- program changes are not possible via MIDI
- currently not active

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### 33 PROGRAM CHANGE (OFF)

- program changes are not possible via MIDI
- currently not active

### 34. CONTROL CHANGE

- control changes are not possible via MIDI
- currently not active

### 34. SYSEX CHANGE

- sysex changes are not possible via MIDI
- currently not active

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.BYTE "ARPEGGIO STYLE: ", 0FFh  
.BYTE "ASSORTMENT: ", 0FFh  
.BYTE "OCTAVE: ", 0FFh  
.BYTE "RANDOM: ", 0FFh  
.BYTE "ARPEGGIO SIDE: ", 0FFh  
.BYTE "SPLIT POINT: ", 0FFh  
.BYTE "RUN NOTE: ", 0FFh  
.BYTE "STOP NOTE: ", 0FFh  
.BYTE "VELOCITY VALUE: ", 0FFh  
.BYTE "LEGATO: ", 0FFh  
.BYTE "SUSTAIN: ", 0FFh  
.BYTE "MULTIPLE: ", 0FFh  
.BYTE "GROOVE: ", 0FFh  
.BYTE "PITCH ARPEGGIO: ", 0FFh  
.BYTE "PITCH SPLIT: ", 0FFh  
.BYTE "ARPEGGIO TUNE: ", 0FFh  
.BYTE "GLOBAL ASSIGN: ", 0FFh  
.BYTE "MODE: ", 0FFh