

Alpha Base Quick Edit Instructions

Select Presets:

The KIT/SEQ button switches between preset selection and parameter mode. In Kit select mode, use the data encoder or up/down buttons to select a kit and load it with data click or enter.

Select Patterns:

Whilst Edit/Trig LED is off, press one of 16 step buttons to select a pattern. Use the bank button to select one of 4 banks.

Select Instruments (=tracks):

Press EDIT/TRIG (LED on) and press an Instrument key to select the track. The instrument/track LED lights up indicating the currently selected track.

Press EDIT/TRIG again (LED off) and trigger the instrument with the key button.

Mute Instruments:

Click on the knobs that correspond to the instrument (1=Kick, 2=MBrane, 3=CH aso.). If the LED blinks, the instrument is muted. Press again to unmute.

Edit Instrument:

Turn the desired encoder knob – the parameter of the currently selected instrument gets changed. One row of 4 parameters is displayed. The rows switch automatically when a knob is turned. Press the Page A/B button to reach the second set of parameters (max 32 per instrument). When in parameter mode (KIT/SEQ = not kit select), the right/left buttons switch between the rows of parameters and show the actual parameters.

Store Kit Preset:

Press knob 16 click to quick-store to RAM. The RAM stores all presets and patterns temporarily. In order to keep the edited data after next power cycle, you have to transfer the data to flash memory. This is made with shift 1 (store preset). However, due to the internal structure, all digital instruments must be muted during the programming cycle, although the sequencer keeps on running. So, for transparent work-flow, use the quick-store function during work in progress and do not forget to store to flash memory with shift 1 before turning off.

Store Pattern:

Press knob 15 click to quick-store a pattern to RAM. The same considerations as with Preset Store yield here (see above), just use Store Pattern (shift 3) to transfer to flash memory.

Edit Tempo:

Press BPM/Midi and change the tempo with the data knob.

Edit Patterns:

Whilst in Edit Mode (EDIT/TRIG LED on), set the notes with the 16 step buttons of the wanted 16th to be played in a measure. Press Start to start the sequencer, and the running LED spot shows the currently played step.

Set/Clear Accents:

Hold the instrument key and press the step button at the same time. The color changes from red to orange=accent or vice-versa. All instruments have an individual accent level that defines how strong the accent is played.

Set/Clear Flams/Rolls:

Double click a step button to set or unset a flam/roll. Use shift 12 to edit the pattern of the played flam/roll of the track.

Select Bar:

The instrument tracks can be as long as 64 steps. Whilst in Edit mode, use the BAR button to switch between bars of each 16 steps. The last step value (1-64) of the instrument track limits the number of bars to select. The LED of the currently played bar is blinking.

Pitch Sequence:

Press the SEQ button (LED on). Now the pitch of every instrument is being played by the sequencer. The bars in the LCD mark the pitch change, the crossed steps are not played. Turn the corresponding knobs of the 4x4 knob matrix to change the pitch of the played step. Every pixel resembles a semitone. You can add pitch of up to 2 octaves higher to the original tuning.

Flip between sequencer mode, parameter mode and kit select mode with the KIT/SEQ button.

Parameter Locks:

Flip to parameter mode with the KIT/SEQ button. Set EDIT/TRIG to on. Press and hold a step button and turn the desired parameter knob, and it gets recorded into that step. The LCD briefly shows 'lockd 2 step'. Please note that if you make only one change of one parameter it will stay that way forever until you rechange that parameter at another location or reload the kit as described in section Select Presets.

To edit previously made p-locks, press the KIT/SEQ button to flip to the sequence display and move the cursor to the right until it is under a location with p-lock. The CC number of the parameter and the amount are displayed. With the data knob you can change now the amount to a new value. To unset or re-set a p-lock at the cursor position, press knob 12 click.

Note: you can set p-locks to any step, even non-played steps. So, for instance, multiple pitch changes could be programmed for one long decaying note. Any new p-lock programmings override the previous p-lock of that step.

Pitch sequence and p-locks are not played when SEQ is off.

Editing Sample based instruments

When you are editing a sample based analog instrument (CH to RIDE), select the sample with knob 4 = Sample Select. If Sample Select = 0, the sample is off. The sample is always routed through an analog VCA with an own envelope. Filter Routing (knob 8 page A) decides if the sample and metal noise are routed through a filter. If Rout = 0, no filter and no metal noise are applied and only the sample passes the VCA. If Filter Rout > 0 and Sample Select = 0, the VCA envelope just plays back metal noise (knob 8 page B) or self-oscillating filter tones. If Metal Noise = 0, noise is off.

Metal Noize = 1 is always white noise. If both Metal Noise and Sample Select are > 0, they are mixed together.

Loading Samples from Disk

Please use the provided SD Card. The card must be FAT32, not exFAT32 as this is Microsoft licensed and not supported. File format is WAV 48kHz 16bit mono or RAW 48kHz 16bit mono. The Alpha Base only stores in RAW format. Copy the files to SD card root directory and insert the SD to the Alpha Base, then press DISK. The root directoy should show up (if it doesn't do the first time, press disk again). Select the file with the data weel or the up/down buttons – a quick prelisten function will play the start of the file. Then go with cursor right and select Target xxx. That is the sample memory slot the file gets copied into. Above 252 there are some free sample slots. Then again go cursor right and the display changes to "Flash=Ent" - now press enter and the machine copies the file into the flash memory.

Then switch to a sample instrument (or do it before you press disk), select the target sample and it should play if the envelopes are open (and the filter too if selected with rout > 0).