

Alpha Base OS update 1.49

what's new?

MBRANE Scenes

Because the MBRANE instrument is so complex, and many users have struggled to easily find e.g. a proper snare drum sound, we have added a fixed preset selection with limited tuning range to quickly obtain snare drum, tom-like or kick drum sounds without diving into the sound production parameters.

On page A, where previously Gate Time was (on both pages) is now a so-called **Scene** parameter.

MB Page 3 A

M	█	N z F i l	M t N z 1	N z S h p	S c e n
B	█	0 8 6	█ 0 3 5	█ 1 0 4	█ 0 0 2

You've got 9 scenes:

1-4 contain 4 different snare drums,

5-7 contain 3 tom-like and

8-9 contain 2 kick drums.

„Off“ brings back the previously stored MBRANE sound. In „off“ mode the MBRANE instrument works as known before.

M	█	N z F i l	M t N z 1	N z S h p	S c e n
B	█	0 8 6	█ 0 3 5	█ 1 0 4	█ o f f

Within scene selection, the pitch tuning range of the both membrane oscillators is very limited. This is useful for distinct snare drums or kicks. The normal range of the membranes covers the whole audio range, and this may have been tricky for many users. You can fine tune the membranes and it is being stored like this. All other parameters work as before.

If you have selected a scene and are editing the parameters, you have to quick-store the preset (encoder 16 click) in order to keep it. Once you turn Scene again, all is gone and the fixed scene preset is reloaded. With „off“, the latest stored preset (full range tuning) is loaded.

But if you stay on the scene you can change all values, and after storing the sound is recalled like this, keeping the scene number.

M	█	N z F i l	M t N z 1	N z S h p	S c e n
B	█	0 9 5	█ 0 2 3	█ 1 0 0	█ 0 0 2

Creating own Scenes

Basically, the scene presets are firmly compiled into the code, but they are stored in an area that is reloaded with every power cycle. It is possible to make user scenes that can be reloaded on every power cycle. Also they can be overridden at any time by the original pre-compiled version.

In order to make user scenes, you have to activate the X-REC key.



If you are within a scene, all parameters are stored if you play the MBRANE trigger key, make sure to be in TRIG mode!



So be cautious not to override your other settings. In this mode, selecting another Scene does not load but overrides any other scene if you press the MBRANE key. This doesn't work via midi! You must program the user scenes with the MBRANE key. The fine tune is also deactivated, you are just creating a new scene from the basic MBRANE engine.

Getting off the X-REC mode deactivates the user programming. You have to store the current preset with shift 1 in order to transfer the scene memory into permanent memory.

If you want to load the factory scenes again, do the following: Activate X-REC and press encoder click 13 once, then deactivate X-REC again. Check that the original scenes are played.