

MATTOMAT

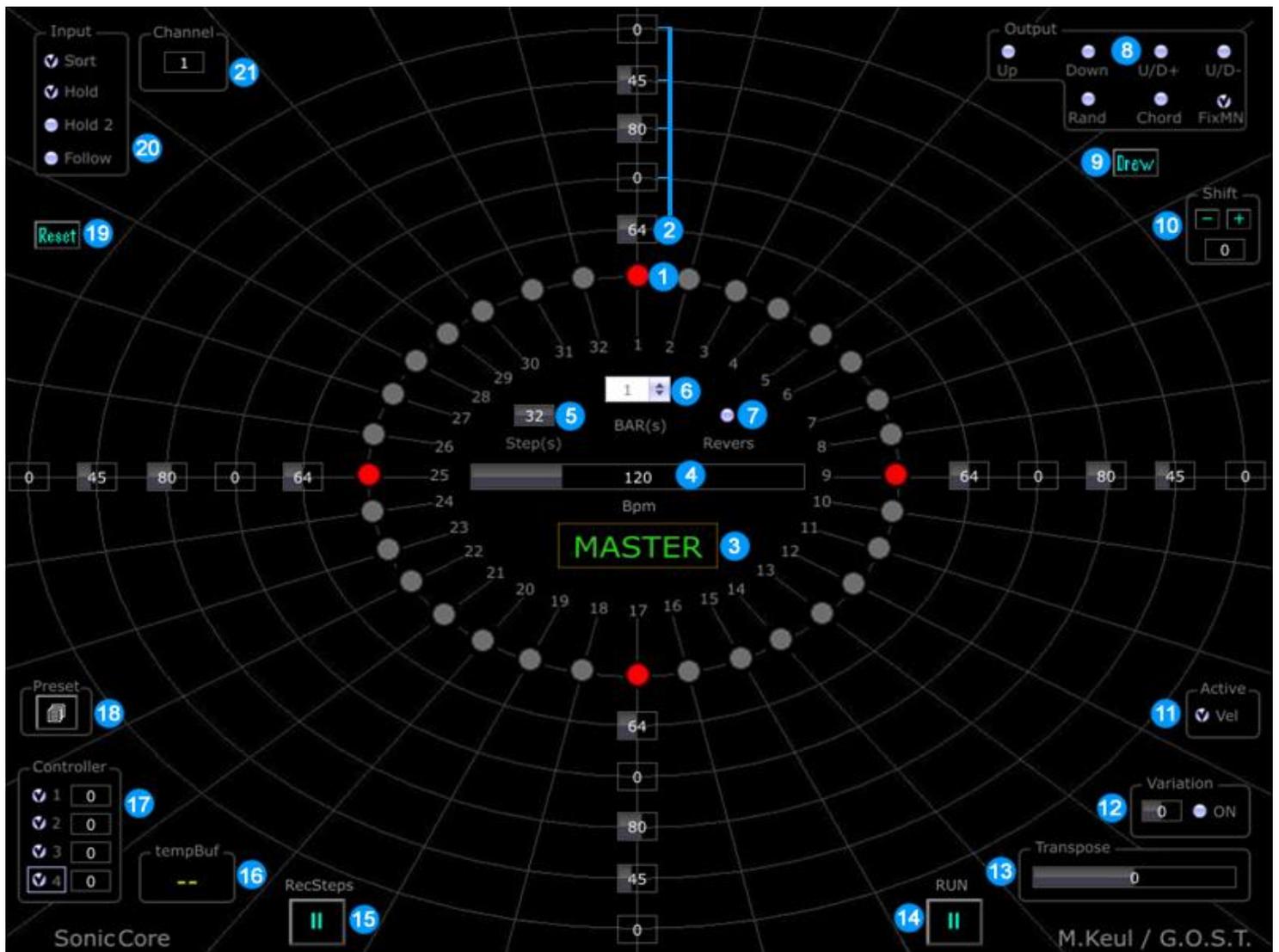
Thank you for purchasing Mattomat. Enjoy this flexible Arpeggiator/Stepsequencer for the Sonic Core platform Scope/Xite.

Mattomat is Plug In which combines the functionality of an Arpeggiator as well as a stepsequencer. Mattomat can be connected with any midi capable soundmodule, each Scope/Xite sound device, as well as external hardware synths or the softwaresynth of your favorite audiosequencer. Mattomat is a powerful tool for all types of rhythmical music. 32 Steps are positioned in an attractive Cycle design. Each activ step can have it`s individual velocity value plus 4 additional individual CC midiparametr values. This way your sequences have their own specific character.

Installation

Copy all the files into their corresponding folders in the Scope/App or Xite/App folders. The Mattomat device itself can be copied anywhere, i.e. into your synth folder. If you are using a windows 32bit system, use the .sys files of the x86 folder, for windows 64bit use the .sys files of the x64 folder.

The already existing file **SurfaceInterface.pep** needs to be replaced.



1. The Steps
2. Velocity and the CC Parameter
3. Master and Slave for synchronisation
4. bpm speed
5. Step amount
6. Bar amount per rotation
7. Reverse
8. Output
9. Draw
10. Shift
11. Velocity
12. Variation
13. Transpose
14. Run
15. Rec steps
16. Temp Buf
17. Controller
18. Preset/Controller assignement
19. Reset
20. Input
21. Channel



The device icon in the Scope/Xite projektwindow has the following connection options :
 Midi (green triangle left) connect your keyboard to control the pitch of your arpeggio/sequence.

CLK (green triangle top) that`s the midiclock input for synchronizing Mattomat to the Masterclock of another devices via midiclock

CC (green triangle top) is a separate Input to control Midi CC parameters.

Midi is for Midi sys exclusive parameters

ARP (red triangle right) here is Mattomat`s output of the Arpeggio/Sequence, needs to be connected to your sound device`s Midi In.

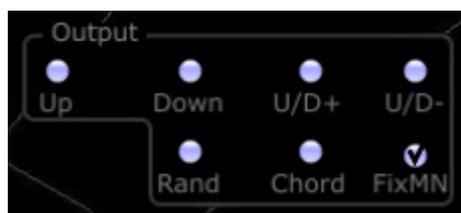
CLK (red triangle down) offers the midiclock output to synchronize Mattomat with other midiclock capable devices.

1. Active Steps shape the general pattern of your sequences. Click once on a grey step, it will light up red and turn active. Non active steps will create a pause. It is possible to active/deactivate the Steps in running modus. The durance of a step is corresponding with the decay value of your connected synthesizer. Short decay will generate percussive steps, long decay generates longer steps. By using the individual controller values each step can vari in lenght, a powerful tool the customize your sequence.

2. Next to the step cycle you`ll find the velocity value cycle. There are 2 ways to shape this value, 1. click into the corresponding value window and change the value by holding down the left mousebutton and move the mouse left or right. Or use the draw Menu (see Chapter 9) and draw a line for all of the active steps. This works as well for the other 4 midi CC windows

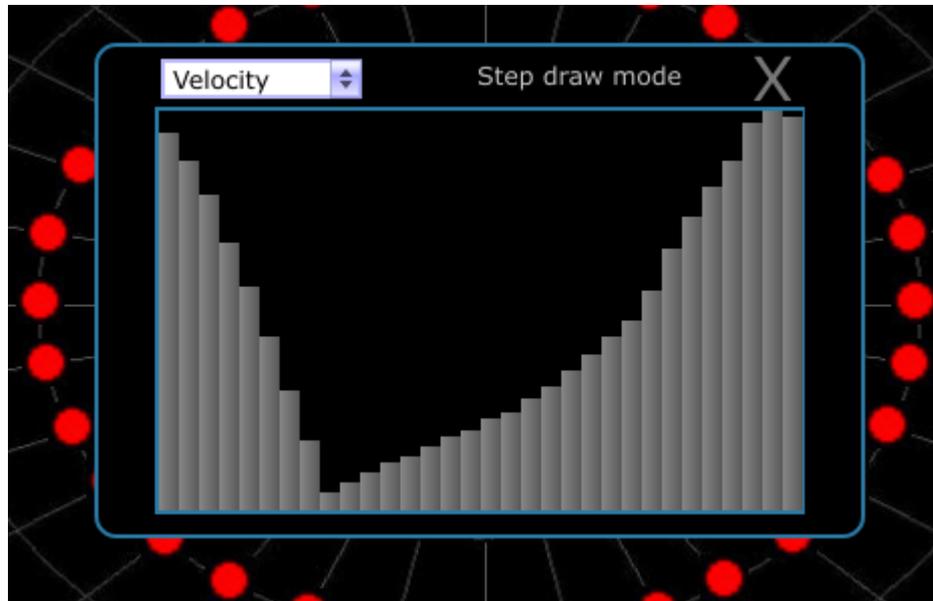


3. The Master button indicates the synchronisation status of each Mattomat, click into the green field in the middle and selecte Master or Slave modus. Die Tempoleiste zeigt an welche bpm Zahl eingestellt ist und kann mithilfe der Maus und gehaltener linken Maustaste verringert oder erhöht werden. Ebenso ist eine Zuweisung per CC Hardwarecontroller möglich (siehe Kapitel 19)
4. Here you selecte the bpm speed, click into the field, hold down the left button of your mouse and change the speed by moving left or right. It`s also possible to doubleclick in the speed are and type the desired bpm number with digits.
5. Here you decide how many steps it takes for one full cycle. Standard is 32 steps but you can choose any number between 1 and 32. This way Mattomat can produce odd numbered rhythms like 5/4, 7/8 or 9/8 .
6. Bar(s) Here you decide how many bars it takes for one full cycle in relation to the bpm speed. The durance of 1 cycle can be equivalent to 1, 2,3 or 4 bars. With a 4 bar registration the sequence will allow you to play 32 8ths notes, the 2 bar registration gives you 32 16ths notes and the 1 bar registration gives you 32 32ths notes.
7. the Reverse button shows the rotation direction. Standardwise is a clockwise rotation, but you can change the direction of an already existing sequence to counterclock rotation.



8. In the Output menu you can select a variety of 7 different Arpeggio interpretations, like i.e. the Arpeggio Classics Up and Down. The keys that you play on your keyboard will be transformed differently according to those Output modi. Mattomat offers 2 Up/Down variations, Up/Down+ doubles the highest and lowest note, Up/Down- changes the direction immediately once the highest or lowest note is played. Random distributes the played notes randomly. Chord plays all played notes at once. The FixMn (fixed Midi notes) operates like a standard

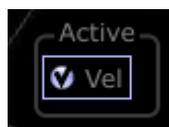
hardware Stepsequencer. Here you can select a fixed note to each step. Please notice that this Fixmn function shares the same space with the velocity cycle, to register the fixed midi notes you have to deactivate the velocity button (see Chapter 11) so the first row of values next to the steps is showing either the velocity value or the FixMn toen height value. At this moment the tone height will be displayed in numbers only. So a low **C** i.e. is displayed as Nr. 36, the neighbouring **C#** will be Nr. 37 and so on.



9. The Draw menu is one of Mattomat`s extraordinary features : one click opens a separate menu where all of the active steps velocity are shown in one window. Simply hold down the right mouse button and drag your desired velocity curve in one go. Left top you can select the other 4 assignable CC`s curves as well. This draw feature allows a a quick and convenient design of your sequences individual parameters.



10. The shift menu allows you to shift an existing sequence clockwise or counterclockwise. Enter a digit into the small window and press the + or - button and you will see that the whole sequence is shifted.

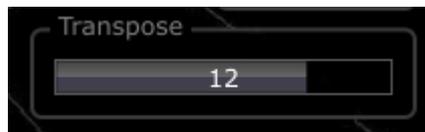


11. The Velocity button switches the cycle of velocity values on. Once you have registered all the steps with the desired value, you can hide the Velocity cycle again. Please notice that this Fixmn function shares the same space with the

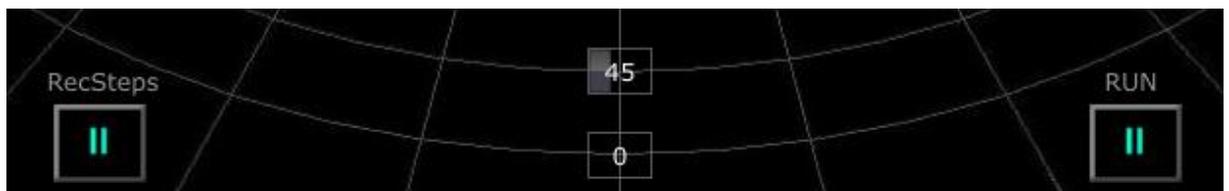
velocity cycle, to register the FixMn (fixed midi notes Chapter 8) you have to switch on the FixMn option in the output modus and deactivate the velocity button.



12. Variation is a flexible parameter to enhance the running sequence. Here you can shift the entire sequence for one full cycle. In activ mode it shifts the sequence according to the value in the small window. At +12 i.E. it plays the sequence first 1 normal cycle and then the same sequence 1 octave higher, at -12 one octave lower and returns to the original pitch alternating the 2 pitches after each cycle.



13. The Transpose fade allows you to transpose the running sequence according to the registered value in the middle. It can be varied in running modus. Transpose can be adjust (like numerous other paramters) to an external hardware controller (see Chapter 18)

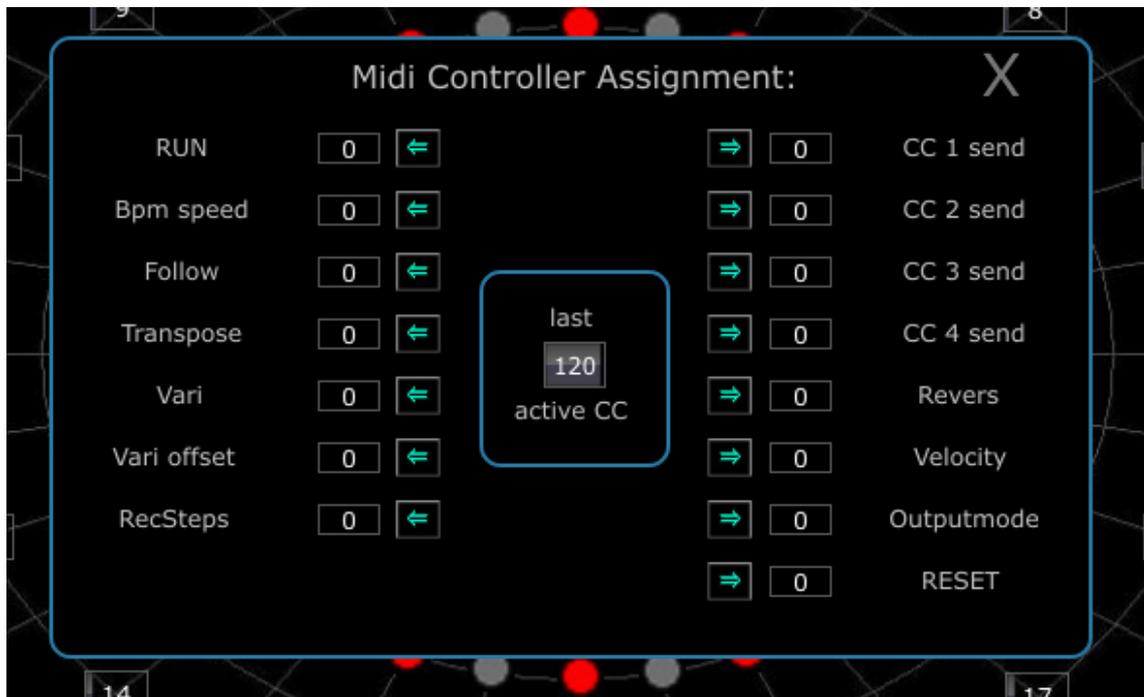


14. Run starts and Stops the sequence. The button disapperas when Mattomat is in slave Modus.
15. RecSteps is a function to actually record a sequence via keyboard into Mattomat. To do so, you have to deactivate all buttons, including Sort, in the Input Menu (see Chapter 20) Because Mattomat doesn` t have a Metronome function it is recommended to use this RecSteps function while Mattomat runs in slave modus to any kind of click or beat, making it possible to hit the right note at the right time. According to the speed and bar registration it might take a while until you have made a perfect recording.
16. The Tempbuf (temporary midi buffer) menu shows you how many notes are currently stored in that buffer, it shows for example how many notes have been pressed in the last chord. If the Hold function is deactivated (see Chapter 20) then the Tempbuf will empty once you take your hands off the keyboard and the last Note off message was send.

17. In the Controller menu you can connect the Midid CC parameter with the individual synthesizer's parameter. The number behind each CC needs to be registered in the synth itself too. Let's say you want to register individual Cutoff values within the sequence, select a number in the Controller menu and select the same number by rightclicking on the Synth's Cutoff parameter. Those 4 CC cycles are secret behind Mattomat's individuality. Take your time to find a matching registration for each step and you will be surprised how lively your sequence will sound.



18. The Preset button has a double function. : a leftclick opens the presetlist, here you can store your sequences in the usual way. Attention, the preset window might "hide" invisible behind the Mattomat device. If so, then please drag the Mattomat out of the way..... (sorry folks) A Rightclick opens the Midicontroller Assignment menu.



Here you can assign hardware controllers to the most important parameters. To do so you, first you must connect the CC Input (green triangle top) in the project window with your hardware controller. Then move one of your hardware faders once and click on the the green arrow next to the desired parameter. As well you can type the desired CC number into the field next to your parameter from Run to Reset.

19. One click on the reset buttons deletes all the notes in the temporary buffer



20. In the Input menu you can select how the incoming keyboard notes are interpreted in various terms. Sort decides whether notes are sorted in line or, if deactivated, in the order of been played. Unsorted, it's even possible to push the same key several times and it will be played repeatedly. Unsorted modus is necessary for the RecSteps function (see Chapter 15). An active Sort Modus lines up the played notes according to their pitch and sends this information to the Output modus. Hold 1 mode allows you to add more notes into the Midibuffer. In Hold 2 mode newly played notes will replace the existing notes in the Midi buffer. . The follow function allows to to play all the notes which currently are in the buffer with one single key on your keyboard. First play same notes , then activate the follow button and press a new key, your entire sequence will be transposed. Die Follow Funktion ermöglicht es, die sich im Tempbuffer befindlichen Noten mit nur einer Taste auf dem Keyboard zu transponieren.

21. Here you select the active Midi channel for each Mattomat

The demo project and the preset files

To demonstrate a variety of sequences and sounds we have added a Scope/Xite project : **Mattomat + Minimax.pro** Here Mattomat and Minimax are already connected and have their own specific matching presets. According to your hardware you might have to connect the mixers L+R output to your desired hardware output. There are 2 presets in the demo folder: **MINIMAX Release.pre** and **MATTOMAT Release.pre**. Load those 2 into the devices. Then load the corresponding presets in the Bank Nr. **0 Release** and start Mattomat. More than 20 presets will demonstrate the variety of Mattomat possibilities. Note that you can change the presets of both devices, Mattomat and Minimax, altogether with programm change from your keyboard, convenient for a live situation. For a potential synchronisation with your audiosequencer Mattomat`s Midi input is already connected with the **Sequencer Midi source 2** modul. If you are using Cubase, Ableton or Logic, make sure you are sending a midi clock from there and switch Mattomat to Slave mode. According to a variety of involved details like buffer size and others, it will be necessary to adjust Mattomat`s beat to your Masterclocks beat. Try to shift the signals with either a delay in the Minimax channel or, if possible, shift the beat in your Audiosequencer software for a few milliseconds. Since Mattomat has an ultrafast reaction, usually Mattomat is a few milliseconds upfront. It is recommended to use a separate Sequencer midi source modul for the Midiclock, so that Midinotes and Midiclock are not mixed in one connection.

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