

Solaris v2.0.3 OS Addendum

Here are the added features with v2.0.2 and 2.0.3 OS.

Arpeggiator

1) A new Mode called Latch has been added to the arpeggiator:

In Latch Mode you can press keys and release them and notes will continue to play in the order pressed. The Hold button does not work like in other modes. When the Hold button is enabled in Latch mode, you can enter a new arpeggio "silently". Then when you disable the Hold button that new arpeggio will be swapped in at the start of the cycle. You can clear an arpeggio by enabling and disabling the Hold button without entering any notes. It will stop at the end of the cycle. Latch mode allows you to enter the same note more than once. You can use this to enter duplicate notes for other modes.

2) Added a page to **edit** the arpeggiator pattern. After selecting the Arp section, you will now see that there is a new page 2:

This page shows 8 of the 32 steps possible for an arpeggio pattern. This page allows you to edit the velocity and gate values of each step, or whether the step plays (Enabled) or not. The Step parameter will move the current highlighted 'box' from 1-8, then jump to the next group of 9-16, followed by 17-24 and 25-32. You can also use the upper leftmost knob under the display to select the current step. (The lower leftmost knob will select the current Part number.)

Returning to page 1 of the Arp - To hear any velocity changes, you must have the Velocity parameter on page 1 (bottom line, next to BPM) set to 'Pattern' or 'Both'. Next, when selecting the Pattern parameter, you will see it shows 'Preset'. This is what the current preset is storing for the page 2 data. If you then change that to show 'Load', the Enter button will blink, and you can load other arpeggiator patterns from your CF card. If you continue to the next choice 'Save', you can save the current pattern to the CF card by pressing Enter. You can enter a name for the pattern as well. Note that you are saving ALL of the arp's parameters, but can Load just the pattern vel, gate, and enable settings if desired (using the lower rightmost knob for the LdParams option).

Note that you must have velocity assigned somewhere to hear the velocity settings of the pattern (usually with the envelopes, on the 4th page of the EG parameters). Of course, you can ignore the Pattern velocity values by changing the Velocity from Pattern to Keyboard, which then uses only the velocity values of the notes entered.

I have made a brief video showing the newly added features for the arpeggiator section of the Solaris: <http://owner.johnbowen.com/videos-2.html>

Watch the video named "Arp updates v2.0.2". (If this is not visible, you will first need to register as a Solaris Owner.)

Here's some added notes:

1) The pattern can be up to 32 steps, but keep in mind that this is not a "note pattern", but a pattern of velocity, gate lengths, and on/off for each step. The notes are fed to the arp from the keyboard, and won't necessarily match the pattern length you've chosen. That is, you could have a 4-step pattern affecting the velocities, but you play 6 notes. This means the velocity values will "rotate" through the 6 notes, since they are not the same number. Disabling steps will also give you interesting variations as the pattern plays through the note list. When first playing around with the arp, I'd suggest you set the pattern length to a small number so you can quickly observe how things work.

2) Note there is a difference between the 2 parameters on page 1 of the Arp pages. In the upper right, there's the Length, and on the bottom row there is PatLen, for Pattern Length. (We should really rename the first Length parameter as being related to the Gate). Length is the overall Gate Length, currently with a range of ± 63 . This is added to the Gate value used for each step in page 2, so it acts like an offset to the initial values. Since it affects ALL of the steps at the same time, I would suggest starting with setting the Length here to 0, and then playing with the Gate times on page 2.

Since a Gate controls how long the arp is "holding down the note", you probably will want to have some Sustain up for the Amp EG, although it's not absolutely necessary.

3) As I mention in the video, the gate values range from 0.1 to 4.0, however, at 1.0 you have the gate at 100% of the current resolution, so that the note will hold for the full count. Values greater than 1.0 allows you to have a step sustain across up to 4 steps. For example, if you have Step 1 Enabled, and steps 2, 3, 4 disabled, setting Step 1's gate to 4.0 will have that step sustain across the whole time.

Other Functions

3) The Copy/Paste function has been expanded and changed:

To copy a module, you press and hold a module's button for a couple of seconds. Then the parameters for that module are copied to a buffer, the LED blinks for a couple of seconds, and a status message is displayed. You can then use Shift+press a destination module's button to paste the parameters to a destination module. Copying the parameters to a buffer allows you to copy-and-paste between parts and even between presets. Additional modules can now be copied which include the arpeggiator, looping EG, envelope follower, ribbon, and each of the four effects.

4) New Clock Sync for the Envelopes:

You will now find a Clock Sync (ClkSync) parameter for each envelope on page 2 of the parameters. When On, you can select clock division values (plus 0) to sync the envelope, just as you do with the LFOs. (Previously this was only possible with the Looping EG.)

5) Voice Allocation changes:

The number of voices in a part no longer needs to be reduced in one part before adding them to another part. Instead, when increasing the number of voices in a part they are automatically removed from another part if needed. Voices are taken from the part in which the Voices parameter was least recently changed. Also, when copying parts, the way that voices are allocated is different. Two voices are always left in the source parts and the remaining voices are given to the destination part. Except in the case when the source part has only two voices, both source and destination parts are given two voices, and two voices may be stolen from one of the other two parts if necessary.

6) There's been a slight change to the Self Test calibration menus. To calibrate the wheels, joystick, or aftertouch:

a) Press 1-3-8 simultaneously

b) Press 7 for More

c) Press 1 for Analog Controls or press 2 for aftertouch

d) Press 4 for Wheels, 5 for Joystick, and 6 for the Ribbon

Follow the directions in the display, and when you are done, press Exit.

I hope you enjoy the new features. Special thanks again to Jim Hewes (minorguy in the Forum) for all his hard work!

Cheers,
John Bowen