

Pixelh8 Music Tech V2.0

Instruction Manual

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Known Bugs/ Quirks

For obvious reasons **Pitch Sweep Up** sounds better in the lower octaves, and **Pitch Sweep Down** sounds better in the higher octaves, as the note terminates when it hits it's highest or lowest pitch i.e. If **Pitch Sweep Up** is used in a high octave the duration of the on the note is significantly less as it has less distance to travel to it's highest pitch.

The lowest note C1 will not **Pitch Sweep Up**. (I don't know why, It doesn't do it on the original Music Tech either)

When using **Pitch Sweep Up** the note will terminate when it hits it's highest note, however when using **Pitch Sweep Down** the lowest note can be held until the button is released.

Lots of love

Pixelh8

Editor Mode

Pitch Sweep

Pitch Sweep is selectable between **None**, where no pitch sweep occurs.

Up Fast Sweep (hits all on the pitches on the way up at a fast speed)

Up Slow Sweep (hits half of the pitches on the way up at a slow speed)

Down Fast Sweep (hits all on the pitches on the way down at a fast speed)

Down Slow Sweep (hits half of the pitches on the way down at a slow speed)

Wave Duty

Wave Duty can be selectable between 12.5%, 25%, 50% & 75%

Volume Envelope

Volume Envelope is selectable between

Constant

Fast Fade Up

Slow Fade Up

Fast Fade Down

Slow Fade Down

Octave

Octave is selectable between octaves **1, 2, 3** and **4**.

Key Select

Key is selectable from all the Major, Minor, Harmonic Minor, Whole Tone & Pentatonic keys.

Special Modes

Unison produces the base note on the first and second channel.

5th produces the base note on the first channel, and a 5th up from the base note on the second channel.

Octave produces the base note on the first channel, and an octave up from the base on the second channel.

Maj 3rd produces the base note on the first channel, and a Maj 3rd up from the base note on the second channel.

Min 3rd produces the base note on the first channel, and a Min 3rd up from the base note on the second channel.

Drums Mode

Choosing anything other than **Off** negates all other options in sound editor mode.

Drums creates a generic sounding drumkit. (No Samples)

Player Mode

After you have designed your sound in editor mode press the **START** button to enter **Player Mode**.

In **Player Mode** the keys **UP, DOWN, LEFT, RIGHT, B, A, Select, Start** controls the notes or sound effects.

Up button plays the first note of the key that you are in.

Down button plays the second note of the key that you are in.

Left button plays the third note of the key that you are in.

Right button plays the fourth note of the key that you are in.

Select button plays the fifth note of the key that you are in.

Start button plays the sixth note of the key that you are in.

B button plays the seventh note of the key that you are in.

A button plays the eighth/octave note of the key that you are in.

Example 1 C Major

Button

UP	DOWN	LEFT	RIGHT	SELECT	START	B	A
C 1 st	D 2 nd	E 3 rd	F 4 th	G 5 th	A 6 th	B 7 th	C 8 th

Example 2 C Minor

Button

UP	DOWN	LEFT	RIGHT	SELECT	START	B	A
C 1 st	D 2 nd	E^b 3 rd	F 4 th	G 5 th	A^b 6 th	B 7 th	C 8 th