

The Step Input Menu

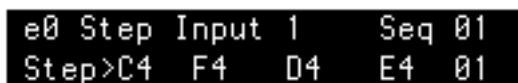
Some musicians may prefer to input sequences directly from a MIDI keyboard and then use *ZEIT*'s editing facilities to manipulate their existing ideas rather than use the pitch knobs to compose new passages.

The **Step Input Menu** works in conjunction with a MIDI keyboard controller attached to the MIDI In port.

ZEIT also incorporates an Arpeggiator and you can use patterns of notes created with the various arpeggiator modes as the basis for your sequences.

Finally, this menu also supports the **Tap Tempo** facility so that you can lock the sequencer playback to an external, non-electronic tempo source, e.g. a drummer!

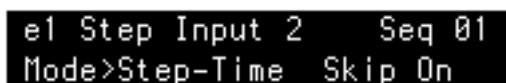
Page 1: Step Time Input



```
e0 Step Input 1 Seq 01
Step>C4 F4 D4 E4 01
```

The **Step Time Input** Page looks a lot like the Note Editor that is used by the Pitch Knobs. They are very similar indeed except, with the Step Time Input Page, note values are read from the attached MIDI keyboard. (If you change one of the notes using the pitch knobs then *ZEIT* will jump directly to the usual Note Editor page! This can sometimes catch you out!)

Page 2: Step Time Input Setup



```
e1 Step Input 2 Seq 01
Mode>Step-Time Skip On
```

This is the setup page for the **Step Input** facility. There are two fields, the **Step Input Mode** and the **Auto-Skip On/Off** flag.

The Step Input Mode can be either Step-Time or Real-Time. In Step-Time you input a note one after the other, using the *Enter* push button (or Auto-Skip Mode On) to advance to the next step. In Real-Time Mode pressing a note on the attached keyboard overwrites the note at the current step number. So, if the sequencer is playing, you can add notes in real time. Rests can be entered using the *Select* push button.

The **Auto-Skip Enable** facility has two settings, On and Off. When set to On, pressing a note on the attached keyboard automatically advances the current step number by one step.

Page 3: Arpeggiator On/Off

```
e2 Arpeggiator      Seq 01
Arpeggiator>On
```

This page either enables or disables the **Arpeggiator** function. To switch the Arpeggiator On, highlight the field with the *Enter* push button and turn the Data Wheel one step in the clockwise direction.

To hear the effect of the Arpeggiator, make sure that the sequencer is playing by pressing the Play/Stop push button in the Transport strip.

Page 4: Arpeggiator Setup

```
e3 Arpeggiator      Seq 01
Mode>Note           Latch On
```

When the Arpeggiator is switched on and you hold down a series of keys on the keyboard, *ZEIT* sorts those keys into an ascending order and assigns each note to a step in the currently selected sequence. Any previous note data is overwritten. This is called Note mode because the Arpeggiator only uses the notes you held down on the keyboard.

However, *ZEIT* also supports a number of additional modes which are used to add other notes into the sequence buffer. For example, when the Arpeggiator Mode is set to **Oct Up** mode, then *ZEIT* will add the note you press on the keyboard followed by another note one octave higher. In **Oct Dn** Mode, *ZEIT* adds the note you played on the keyboard followed by a second note one octave below this note. The various modes and their actions are presented below:

Note	Single Note
OctUp	note plus one octave above
Oct Dn	note plus one octave below
NoteUpDn	note plus one octave above and one octave below
Oct + 2	note plus two octaves above
DnNoteUp	one octave below plus note plus one octave above
Note + 5	note plus one fifth octave above
Note + 7	note plus one seventh octave above
Note + 9	note plus one ninth octave above

Does this mean that you will have a sequence of 48 steps i.e. 3 x 16 steps? Sadly no. Only 16 steps are available.

Hint: The Gate Length for the extra notes is the same as the parent note. No additional controller messages are generated by the arpeggiator.

2.32 THE MENUS IN DETAIL

The **Arpeggiator Latch Mode** has two settings, On and Off. When On, any keys played on the attached keyboard are said to be *Latched* i.e. when released, they remain in the sequence record and the sequence will continue to play. The sequence will be cleared and the sequence length reset if you press another note. To hold an arpeggiated sequence in the sequence record you can go to the previous page and switch the arpeggiator off. Now when you press any of the keys on the keyboard the note will be used for transposition, if enabled.

Hint: The arpeggiator settings are saved with the System Set Up record. Once set, you don't need to save them and they will be restored when ZEIT is next powered up.

Page 5: Tap-Tempo Status

```
e4 Tap-Tempo 1
Tap-Tempo Status>On
```

This is the first page in the **Tap-Tempo** menu. Here, we simply turn the function either On or Off.

Page 6: Tap-Tempo Set up

```
e5 Tap-Tempo 2
Mode>Live      Beats 8
```

This page sets the remaining parameters for the Tap-Tempo function.

The **Tap Tempo Mode** setting has two values, **Live** and **Count-In**. In Live mode, *ZEIT* works out the tempo as it is played on the MIDI keyboard. So, you can continuously update the tempo of the sequencer during a performance. In Count-In mode, you set the number of beats that defines your Count-In using the **Beats** field and *ZEIT* will wait for you to press the same number of keys on your keyboard. Every time you press a key, *ZEIT* works out the interval between two keystrokes and then calculates a new value for the tempo. The sequencer will not play during the count-in phase. *ZEIT* will begin playing only when you have pressed *Beat Count + 1* keystrokes.

Page 7: Tap-Tempo Live Page

```
e6 Tap-Tempo 3
Tempo 132      Beats 6
```

This is the **Tap-Tempo Live** page. This page is different from all other edit pages in that you cannot edit any of the values on this page – it is for information only. It displays two values, the **Calculated Tempo** derived from the interval between the various keystrokes, and the number of Beats remaining if Count-In mode has been selected.