Scale Explorer V0

The Idea from Retriggering Melodys and Drums from a static drum-sequence, goes (for me) back into 2010... and endet in TriggerMatrix
Later i wanted that with a non-static drumsequence - human input, electronic music meets congas drummer: KongaTrigga
Then i run into the problem, that i dont remember of that thousends of scales which are possible when playing melodys... Scale Explorer was born, i broke down 2400 scales to 240 Scales (by letting the root note a variable which can be set on the UI on the fly
For that i took a Alesis PhotonX25, and replaced the Microncontrollerboards with the Midibox ones
Some Things still dont work like the XYZ-IR-Controller, or the Pitchwheel...however, after 2 months of hard work and programming it is working now! YEAH!
next month is the next jam sessions, i hope i can make a video while drumming

Teaser

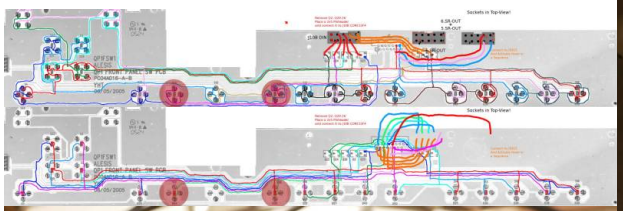
explore a lot of musical scales, and learn keyboard playing
by showing the “right” notes via LEDs above the Keyboard Keys
Change the RootNote on the fly
Record a Song
Play a song via Drumtrigger
Record Scales
Identify Scales from other Keyboardplayers on the fly - easyer jaming
For absulutely Keyboard Newbees like me!

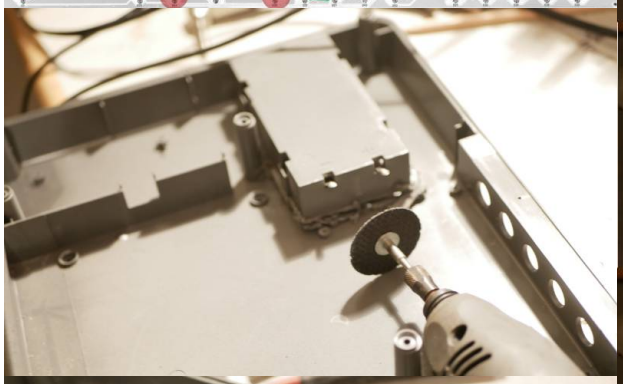
Features

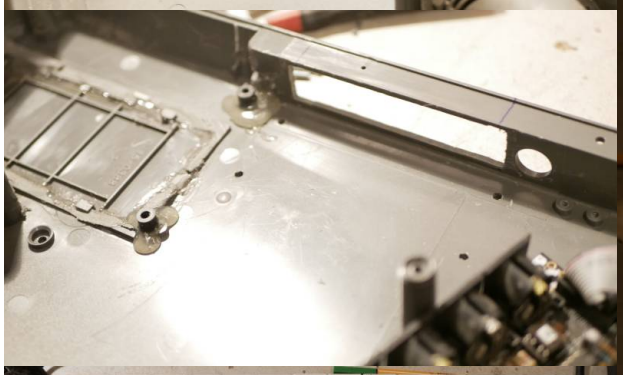
Short spoken:

Pictures

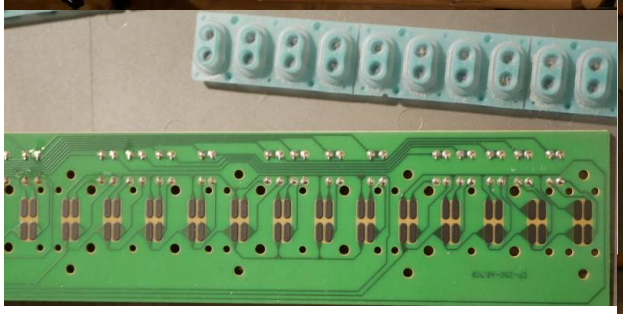

ALESIS
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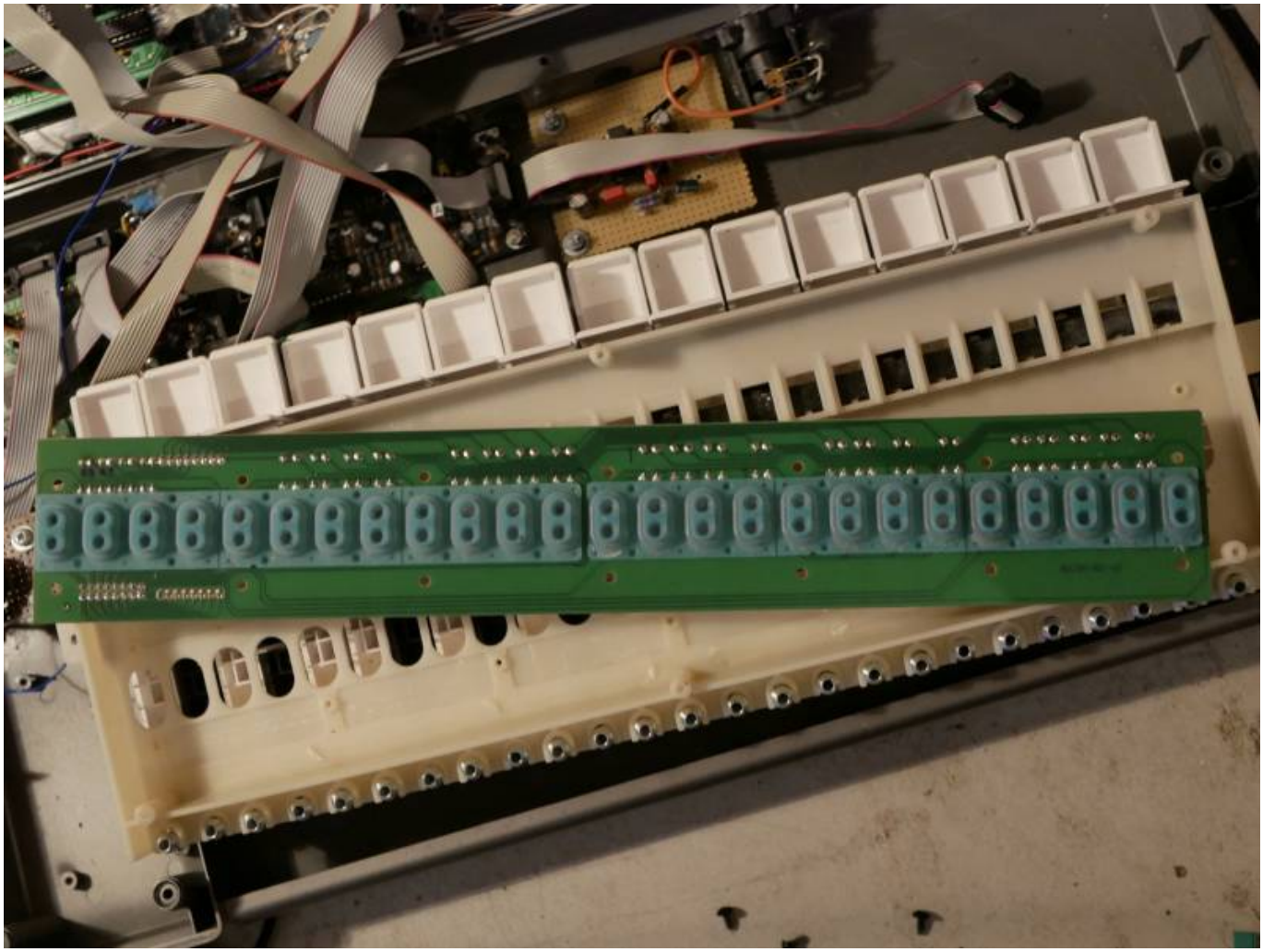









Set-0
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^ 2 Oct +3 Oct +2 Oct +5 Oct
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Tr.PortTr.Ch Tr.Note PO CH NTI
33 0 48 0 0 0



Community users working on it

- **Phatline** = Programming, Documentation, Hardware-Prototype, Testing, Jamin...

Getting Involved ?

Just let a Private message on the forum to user already involved

From:
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