

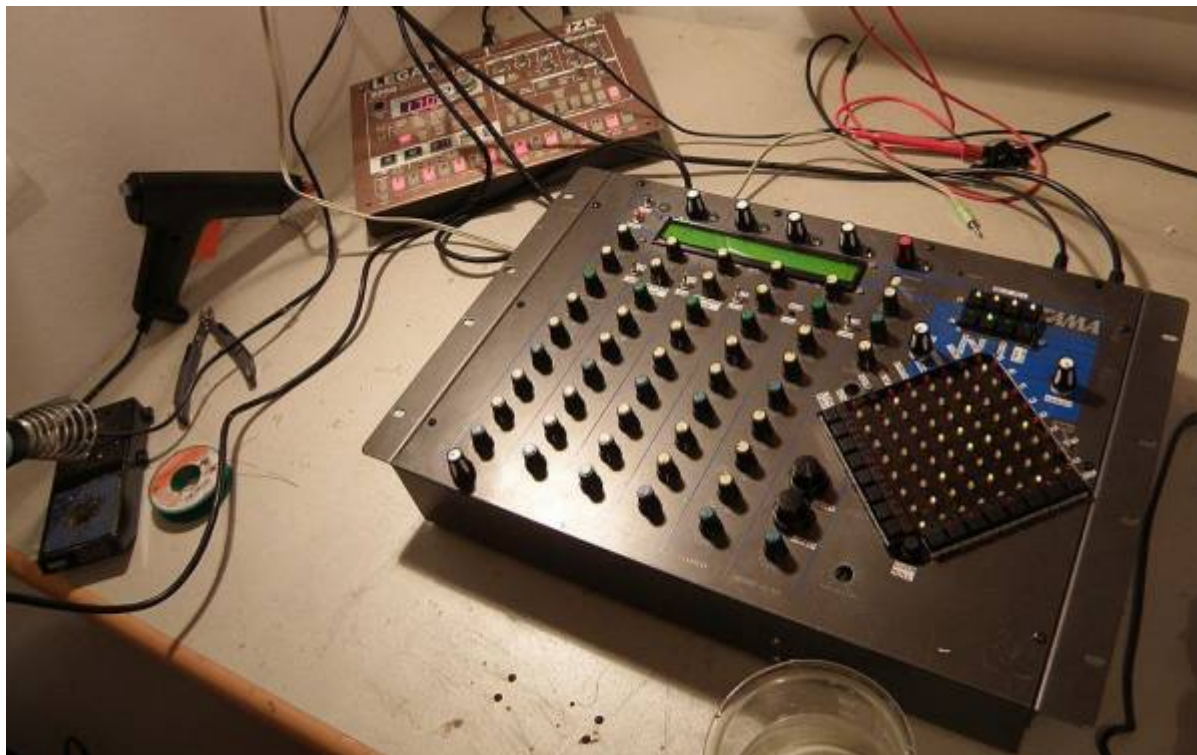
TriggerMatrix V0

The Idea from Retriggering Melodys and Drums from a more or less static drum-sequence, goes (for me) back into 2008, where i realized it via ableton live, then via Max4Live, and 2012 standalone in MAX-MSP, a grown Groovebox was born:



[Video-GruftBox-in-use](#)

then comes the 8bit Prototype, built in a Techstar made it a TEKKSTAR, but also there it was soon replaced with a 32Bit Core,



[Tekkstar in use](#)

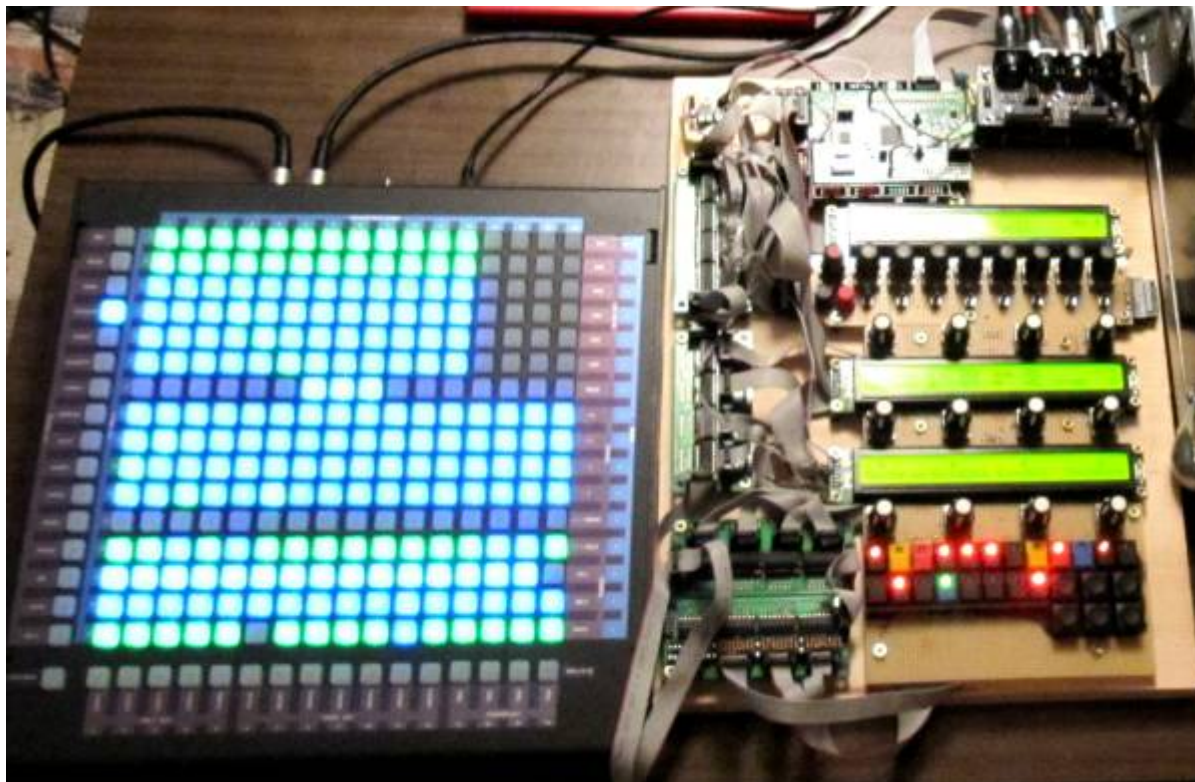
it was a 8x8 LED-Matrix, with 2x8 Buttons, on Breathboard



a other 32bit Variante built in on the Upper-Manual in Crumar 198, UI-controlled via a BCR2000
[Video-Crumar-In-Use](#)

TriggerMatrix V1

32 Bit PROTOTYPE



TriggerMatrix V2

not supported any more, it has timing issues, use the way more lightweight V3!



What is Triggermatrix ?

a quick but not full view into triggermatrix and sequencing (german-austrian)

[Triggermatrix Teaching](#)

[Triggermatrix-basics](#)

[Echtzeit Musik](#)

Teaser

You have spend time to program a cool rythm, and you already know which chords/melodys you want to play, and now its time to programm the timing/steps/the rythm in the melody... after quite a while of trying and looking on your drumline you have a fitting melody line for your drums...

now you change the drums a bit... o no i also have to change the melody now... i make a break, a intro...oh no so much work and time...and all because, the melody is fixed in arrangement,

you want a melody line that goes with beat? you want to change the beat note stream also (noteprocessing)? > read more... i have a tool for you!!! it will change your way doing LIVE! get ready for JAM!

Features

Short spoken:

- 16xdrumtriggers > Trigger-Routing-Matrix > Drum-Syntesizers
- Melody-lines > Trigger-Routing-Matrix > Melody-Syntesizers

Rules:

- Drum-Trigger are Velocity Master > we dont care about the velocity of the Melodys
- There are Songs (ProgramChange), each Song has 16 different Trigger-Routings Presets> these are the Song-Parts
- 512 Songs saved on SD-Card, and Load-able while playing
- 512 System-Settings(Setups) saved on SD-Card...i use only one of it
- Triggermatrix midi-outs are connected to all synths, so it manage the program-change also
- 16x Trigger-OUTs with fixed Notes, on one midichannel - to connect Drum-Synths, Drum-Samplers
- 6x Polyphonic Melody-Retrigger-OUTs on 6 MidiChannels - to connect MelodySynths to it
- 12x Monophonic Melody-Retrigger-OUTs on 12 MidiChannels - to connect Monophonic Synths like pitchable Drums or Bass-Synths
- All 16 Trigger & ReTrigger-OUTs share the same Routing and Channelstrip UI (Mute, Solo, Roll...)
- Trigger, Poly, Mono-OUTs can be controlled seperatly by > **Random-Kill & Velocity-OFFSet**
- 6x Melody-Input-Matrix - Route & Mix Melody Inputs to the 16 Melody-Retrigger-Outs (saved in Song)
- 16x Melody-Input-Matrix-Hold-Buttons - hold the last Note, save it in the Patch - usefull when pitch drums.

V1: the Matrix has also a Trigger-Sequencer built in, the Melodys have to come from anywhere else, but @ the end, they have to be plugged into the matrix...

Trigger-sequencer, a few facts:

- is a Drum-Step-Sequencer
- 256 Steps in total
- minimal LoopSection is 16steps = 1 Page, there are 16 pages to chain
- intro LoopSection, from step 0 until to the "minimal LoopSection"- is played once, then it loops

the normal LoopSection

- The sequencer is made to give a static NoteStream, the Song-Structure is done by the TriggerMatrix
- Full Velocity control, visible with 3 different colours, each colour-Vel is set with its own CC
- Free programmable Swing to each Step, with 2 different swing Length-sets, which are controlled live via CC
- copy, paste, erase of pages
- copy, paste, erase of rows
- forward, backward, fw><bw - play direction
- Not only 4/4 are possible, all other things like 5/4 are possible! +++

Generic Interface

Generic in sense of: PCBs that already out there:

- [Wilba SEQ CS](#)
- [BLM16x16x](#)
- [LRE8x2CS_PCB](#)
- [CORE32 STM32F4](#)
- [2x 2x40Char Display](#)
- [2x Midi IO](#)
- SD-Card and some wires (which all are crimpable)

so when you have those things, upload [the Code](#) & watch the videos above

Serial Chain is: Wilba SEQ-CS and then LRE8x2

code is working, SEQUENCER timing is a mess, i was still a newbie in c > "learning by doing"

here is a "[FrontPanel+Pin-Out](#)" where the functions on the WILBA CS & LRE8x2 are explained

| | | | | | | | | | | | | | | | | | | | | |
|--|---------|--------|--------|--------|---------|--------|-------------|--------|----|----|-------|------|-------|-------|-------|----|----|----|----|--|
| SWING | JAM | PIN | 6 | 4 | 2 | 0 | 6 | 4 | 2 | 0 | 6 | 4 | 2 | 0 | 6 | 4 | 2 | 0 | | |
| 63 | 55 | ENC | 16 | JOG | | | | | | | | | | | | | | | | |
| 58 | 49 | SR | 6 | | | | | | | | | | | | | | | | | |
| ROUTE | FullVel | PIN | 2 | | | | | | | | | | | | | | | | | |
| 46 | 38 | | | | | | | | | | | | | | | | | | | |
| 57 | 34 | | | | | | | | | | | | | | | | | | | |
| CC | SetVel | | | | | | | | | | | | | | | | | | | |
| 47 | 39 | | | | | | | | | | | | | | | | | | | |
| 56 | 33 | | | | | | | | | | | | | | | | | | | |
| BLM+x | | | | | | | | | | | | | | | | | | | | |
| 32 | 33 | 40 | 41 | 48 | 49 | 56 | 57 | 24 | 25 | 16 | 17 | 8 | 9 | 0 | 1 | | | | | |
| 39 | 38 | 37 | 36 | 47 | 46 | 45 | 44 | 55 | 54 | 53 | 52 | 63 | 62 | 61 | 60 | 31 | 30 | 29 | 28 | |
| Intro | SoLine | QntRec | Swing | Copy | Paste | Clear | <Move Move> | | | | STORE | LOAD | Qnt16 | Qnt32 | Qnt64 | | | | | |
| 35 | 42 | 43 | 50 | 51 | 58 | 59 | 26 | 27 | 18 | 19 | 10 | 11 | 2 | | | | | | | |
| 35 | 43 | 42 | 51 | PAGE | | | | | | | | | | | | | | | | |
| SHIFT | Vel-Inv | LoopL | SyncTy | Copy | Paste | Clear | BEAT | | | | STOP | PLAY | REC | < | > | <> | | | | |
| 37 | 44 | 45 | 52 | 53 | 60 | 61 | 1 | 28 | 29 | 20 | 21 | 12 | 13 | 4 | | | | | | |
| 0? | 41 | 40 | 48 | FOCUS | | | | | | | | | | | | | | | | |
| 0 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | | | | | | | | | | | | | |
| 17 | 19 | 21 | 23 | 25 | 27 | 29 | 31 | | | | | | | | | | | | | |
| MB-LRE8x2 CS 2.5 in seriell to MB-SEQ CS Wilba | | | | | | | | | | | | | | | | | | | | |
| ENC | Kill_M | Dcy_M | Vel_M | Delay | Swn16 | Swn32 | BTN | | | | | | | | | | | | | |
| SR | 7 | 7 | 8 | 9 | 10 | 10 | LED | | | | | | | | | | | | | |
| PIN | 0 | 4 | 0 | 4 | 0 | 4 | | | | | | | | | | | | | | |
| ENC | Kill_D | Dcy_D | Vel_D | Kill_T | FullVel | Vel_Lo | Vel_Mi | Vel_Hi | | | | | | | | | | | | |
| SR | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 10 | | | | | | | | | | | | |
| PIN | 2 | 6 | 2 | 6 | 2 | 6 | 2 | 6 | | | | | | | | | | | | |
| 18 | 20 | 22 | 24 | 26 | 28 | 30 | 32 | | | | | | | | | | | | | |
| 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | | | | | | | | | | | | | |

in V2 where lot of UI-Elements, Menues, and Settings.

V3 is stripped down and optimized: 8 Faders, 5 Tactial Buttons, 3 Switches, 1 Encoder, + BLM16+16X.

its more the original V0 Tekkstar, there we had only a matrix a view buttons and Pots 3/4 4/4 5/ 7/4... and others, is Set on the 16x16 Matrix with "on matrix text".

Timing now is rock-steady. And we are Sequencing on 32th

New is the **Clip-Launcher**, here we can Ableton-Style switch Clip-Variations and Songs

Now we have a **Roll-Variation Fader!**

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Rules:

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- There are Songs (ProgramChange), each Song has 8 different Trigger-Routings Presets> these are the Song-Parts
- 256 Songs saved on SD-Card, and Load-able while playing
- System-Settings, like Ports or MidiChannels are Hardcodet
- Triggermatrix midi-outs are connected to all synths, so it manage the program-change also
- 16x Trigger-OUTs with fixed Notes, on one midichannel - to connect Drum-Synths, Drum-Samplers
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Trigger-sequencer, a few facts:

- is a Drum-Step-Sequencer
- 256 Steps in total
- 32 th fixed rate
- 3,4,5,7,11,13/4 tact
- minimal LoopSection is 16steps = 1 Page, there are 16 pages to chain
- intro LoopSection, from step 0 until to the "minimal LoopSection"- is played once, then it loops the normal LoopSection
- The sequencer is made to give a static NoteStream, the Song-Structure is done LIVE by the TriggerMatrix-ROUTER

- Full Velocity control, visible with 3 different colours, Velocity Set via FADER
- Free programmable Swing to each Step, with 2 different swing Length-sets, which are controlled live via CC EDIT no CC for that right now
- copy, paste, erase of pages
- copy, paste, erase of rows
- fixed forward play direction

U Interface

PCBs that already out there:

- [BLM16x16x](#)
- [CORE32 STM32F4](#)
- [2x Midi IO](#)
- SD-Card and some wires (which all are crimpable)

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Extendet UI via GPIO via J10AB, J5AB:



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:

<https://www.midibox.org/dokuwiki/> - **MIDIbox**

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