

PYRAOS V2.992 (BETA)

NEW FEATURES LIST

LIVE MODE

1) SCALE + CHORD INVERSIONS FIX

- Some scales and chords were wrong, we fixed it, and fine tuned a lot of smartpad chords to make them work together.

2) CUSTOM CHORD

- New smartpad mode: CUSTOM (select it by holding LIVE and rotating the menu encoder)
- Play notes with the internal keyboard or an external keyboard: the played notes or chords will be displayed on the screen.
- To add the played note or chord into a smartpad, press 2ND+a smartpad, the smartpad will lit.
- To remove all notes in the buffer, press the menu encoder, the screen will display "..."
- You can save up to 32 custom chords per project (8 smartpads * 4 banks). To change the bank, rotate the menu encoder.
- Press DISP to display an alternative view
- Hold a custom chord pad and press < or > to transpose the chord in the buffer. Then you are free to add it in a new smartpad.

3) INTERACTION BETWEEN LIVE MODE AND STEP MODE

- If *SETTINGS > MISC > LEARN NOTES = MIDI IN + LIVE*, when playing a note/chord in LIVE MODE with the internal keyboard, this note/chord will be selected in STEP mode.

4) POLYMETRIC LOOPER

- Enable the REC looper with *SETTINGS > MISC > LIVE LOOPER* : now, you don't have to STOP Pyramid to record a new pattern with the looper and its countdown. It's a great way to create polymeric patterns (different track lengths) on the fly.

STEP MODE

5) STEP DUPLICATE

- Hold TRACK+LENGTH and press < or > to duplicate or divide the track. For example, if your track is 4-bar length, holding TRACK+LENGTH and pressing > will duplicate the track to an 8-bar length pattern. Notes, FX and CC automation will be pasted. Note: this feature use a lot of processing resources and memory.

TRACK MODE

6) CONSOLIDATE

- On any track, you can "consolidate" the effects, in order to write down the notes + CC messages computed.
- When you consolidate a track, it will consolidate all its patterns. After the consolidate, all the effects will be removed.
- You can even consolidate an euclidean track, in order to get the euclid pattern inside the classic stepmode NOTE.
- To consolidate a track, press 2ND+TRACK and select CONS. Then select the destination track with the menu encoder (can be the current track, or an empty track).

PATTERN MODE

7) ENTER PATTERN MODE

- Now, press STEP+TRACK to enter the PATTERN MODE, instead of holding TRACK and rotating the menu encoder.

SEQ MODE

8) NEW SEQ MODE DISPLAY

- Press DISP to display all active tracks in the current sequence. A list will also display up to 5 active tracks names + pattern number.
- If a track is not named, "...3 will be displayed.

9) SEQ MODE: SONG IMPROVEMENTS

- In SEQ mode, if Pyramid is playing a chain of sequences, press REC to loop the currently played sequence (the sequence will keep until you press again REC, or you restart Pyramid by pressing STOP and PLAY).
- Press 2ND+ < or > to jump to the previous/next sequence in the chain.

EFFECTS

10) 5 FX PER TRACK

- Quantize is now always present on slot 1. Its Default grid can be configured in *SETTINGS > MISC > DEFAULT QUANTIZE*, so you can decide to power on Pyramid and get a quantize active on each track, very handy for live performances.
- The 4 remaining FX slots are free for any other effects.

11) EFFECT MASTER: QUANTIZER / SCALE / CHANCE / MUTE PROBABILITY / SWING

- New assign option: EFFECT MASTER: now you can change (with a single control) the Quantizer GRID, the Scale SCALE, the Scale KEY, the Chance CHANCE, or the Swing PERCENT of all tracks.
- For example, if you assign an encoder to the MASTER SWING, the Swing parameter PERCENT will be affected on each track containing a SWING effect.
- We also added the "EFFECT MASTER: MUTE PROBABILITY", allowing you to change the probability (from 0% to 100%) of a muted note to be played. Reminder: to mute a note in stepmode NOTE, hold 2ND and press a step.

12) LEGATO ON/OFF

- In the Quantize FX, select LEGATO = ON
- Allows to lengthen (a few ppqn) all notes of the tracks, and create a glide/legato effect on some mono synths. Useful when you record a performance in LIVE mode, but the recording do not preserve the legato of your performance.

13) NEW ARPEGGIATOR STYLES

- 15 new great styles, all working as the **ASSIGN** style (the note arrangement follows the playing order of the input):
DOUBLE: Each note is played twice, with different velocities.
OCT UP: Each note is immediately followed by the same note shifted one octave up.
OCT DOWN: Each note is immediately followed by the same note shifted one octave down.
DRUNK: Plays the three first notes, then plays three notes starting on the second note, and so forth, in a circular fashion.
FIFTHS: Each note is immediately followed by its fifth.
ONE TWO: One note out of two is played twice.
SILENCE: One note out of two is a silence.
RUNNER: The pattern is played up and down alternatively.
DISCO: The first hit note will be played between every other inputted notes.
MARBLE: Emulates a bouncing marble rhythm. The velocity decreases over time. Rate value of 1/64 is advised.
RHYTHM 1/2/3: These three ARP styles are custom rhythms, with fixed lengths. They contain silences and velocity variations.

ASSIGN

14) ASSIGN PER TRACK/PROJECT

- Now, it's possible to assign the touchpad, the 5 encoders, the midi input CC messages and the analog inputs per track.
v *SETTINGS > MISC > ASSIGN TYPE = PER PROJECT* (like in older versions) or *PER TRACK*.
- If *PER TRACK* is selected, each track will have its own set of assignments.

15) NEW TOUCHPAD POPUP

- New display when the touchpad is assigned.

VARIOUS

16) ANALOG SYNC (slave Pyramid with an analog clock on the CV inputs, or with a pedal footswitch)

- Enable analog CV sync with *SETTINGS > CV/PEDAL > CV IN MODE = CLOCK*
- ... or enable pedal sync with *SETTINGS > CV/PEDAL > PEDAL HOT = CLOCK*
- Set the number of beats (or PPQN) the player will move forward each time Pyramid receive a clock with *CV/PEDAL > INPUT SYNC*
- Select the tempo with BPM
- Start the sync with an analog gate on the CV input and/or the GATE input (or by pressing your pedal)
- If *SETTINGS > CV/PEDAL > CV IN MODE = CLOCK+STOP*, use the GATE input to receive an analog STOP/PLAY (low state = STOP, high state = PLAY)

17) SEND CLOCK WHEN LOADING A PROJECT (to keep the sync with your slaved midi instruments)

- Enable *SETTINGS > MIDI OUT > SYNC MIDI A = SEND* and *START/STOP MIDI A = SEND* (to send the clock)
- Load a project: the clock will be sent during the loading. Your slaved instruments (eg a drum machine with an internal sequencer) will keep the sync.
- *SETTINGS > MIDI OUT > MIDI A/B SYNC* must be enable on the previous and next project.
- When loading is done, press PLAY: your slaved instruments will start to play from the beginning, allowing you to keep the perfect sync with Pyramid.
- Use *SETTINGS > MISC > LOAD BPM = NO* to not load the new BPM of a project, and so avoiding a BPM jump.

18) ANTI ECHO AUTO

- Enable it with *SETTINGS > MIDI IN > ANTI ECHO = AUTO MIDI A or AUTO MIDI B* (depending on whether the midi loop is on output A ou B)
- Midi events received on the MIDI input will be ignored if they were previously sent on MIDI A or MIDI B, to avoid midi loops.
- It works differently than the ANTI ECHO = ON, which is designed to simply not send the MIDI input events to the MIDI outputs.

19) pyraMIDI implementation change

- To mute/unmute a track (from TR01A to TR16D), you can use incoming CC messages (from CC1 to CC64) when *SETTINGS > MIDI IN > PYRAMID* is enable. If value = 0, the track will be muted. If value > 0, the track will be unmuted.

20) DELAY GAIN

- Delay "FEEDBACK" has been renamed to "GAIN"

21) PROGRAM CHANGE

- Fixed a bug making the PC resetting when a new, empty pattern was selected.

22) 0.32V/OCTAVE

- New *SETTINGS > CV/PEDAL > CV OUT TYPE = 0.32V* (for EMS Synthi users)

DEFINITION FILE

22) CC DEFINITIONS

- To enable this feature : *SETTINGS > MISC > LOAD DEFINITION = ON*
- At Pyramid startup, if a **xxx.txt** file is present inside the SD card root, Pyramid will load the file definitions.
- Pyramid will display the name of the CC (e.g. **FILTER**) if your current track has the same **CHANNEL** and **OUTPUT** as the instrument definition.

Example of a **xxx.txt** file:

```
NAME: BLOFELD
OUT: A
CHANNEL: 2
15: LFO1 SHAPE
16: SPEED
68: FILTER
69: CUTOFF
70: RESONNANCE

NAME: TANZMAUS
OUT: B
CHANNEL: 10
2: BD ATTACK
64: BD DECAY
65: PITCH

NAME: VST
OUT: USB
CHANNEL: 16
0: PRESET
1: ATTACK
2: DECAY
3: RELEASE
119: FILTER
```

- This example defines 3 instruments, the BLOFELD (configured on channel 2, output A), the TANZMAUS (channel 10, output B). Only a few CC messages are defined, and the VST (channel 16 output USB).
- Tracks with the same midi channel and output as the def.txt file will display the CC messages custom names. In other words, if the channel + output of a track match the channel + output of the file, Pyramid will display the custom CC names.
- You can define up to 16 instruments. Each instruments can include up to 120 CC message definitions (0 to 119). It's important to write the midi channel (1 to 16), the midi output (A, B or USB) and the name (useful for the CALL INSTRUMENTS feature).
- Create this text file on your computer, and add this file (must be named "**xxx.txt**", for example "**def.txt**" or "**tanzmaus.txt**") in your Pyramid SD card root.
- There is no maximum CC name length, although Pyramid will display the first 8 characters.

Do not hesitate to share your CC definition files for the community on the forum!

You can also create multiple instrument definition files (for example: “**tanzmaus.txt**”, “**novation circuit.txt**”, “**volca beat.txt**”, ...), they will be all loaded at startup if they are present at the root of your SD card. In other words, it's possible to create only one file with all your definitions, or multiple files an instrument definition per files. The total of instrument definitions for all your **.txt** files must not exceed 16.

23) NOTE DEFINITIONS

- In the same way, you can also create NOTE definitions, in order to rename some notes (e.g. renaming C2 = “KICK”, D2 = “KICK”, ...)

Example of a **xxx.txt** file:

```
NAME : TANZMAUS
OUT : B
CHANNEL : 10
N36 : KICK
N37 : SNARE
N38 : RIM
N39 : CLAP
N40 : TOMTOM
N41 : SP1
N42 : SP2
N43 : SP3
N44 : SP4
```

- This example defines 1 instrument, the TANZMAUS (configured on channel 10, output B).
- N36 is the midi number of the note C2, N44 is the midi number of the note G2#, ... The best way to know the number of a note is to scroll notes with menu encoder in stepmode NOTE.
- Each instruments can include up to 127 note definitions.
- It's great for drum machines and samplers, so you can name your kit.
- There is no maximum NOTE name length, although Pyramid will display only the first 4 characters.
- Of course, you can create instruments with both CC and NOTE definitions, with up to 120 CC and 127 NOTE definitions:

```
NAME : TANZMAUS
OUT : B
CHANNEL : 10
2 : BD ATTACK
64 : BD DECAY
65 : PITCH
N36 : KICK
N37 : SNARE
N38 : RIM
N39 : CLAP
N40 : TOMTOM
N41 : SP1
N42 : SP2
N43 : SP3
N44 : SP4
```

24) DEFINITIONS and FILTERS

- If an instrument's CC number is not contained in the **.txt** file, Pyramid will not display it in the CC messages list, allowing you to filter unused CC messages (only if *SETTINGS > MISC > LOAD DEFINITION = FILTER CC*).
- If an instrument's NOTE number is not contained in the **.txt** file, Pyramid will not display it in the piano roll, allowing you to filter unused notes (only if *SETTINGS > MISC > LOAD DEFINITION = FILTER NOTE*).
- You can also filter unused CC and NOTES with *SETTINGS > MISC > LOAD DEFINITION = FILTER CC+NOTE*

25) CALL INSTRUMENT

- On any track, you can "call" an instrument (defined in the **.txt** file). It will auto-set the track name, the track channel and the track output.
- Press 2ND+TRACK to enter the track options menu, and select CALL. Then select the instrument you want to call in the list. Up to 16 instruments can be created. If an instrument is not defined, “...” will be displayed.

V2.991 > V2.992 bug fixes + new features

- New settings: SETTINGS > CV/PEDAL > CV IN MODE = CLOCK+STOP

When enable, use the CV input to receive an analog clock in order to slave Pyramid, and use the GATE input to receive an analog STOP/PLAY (low state = STOP, high state = PLAY)

- ASSIGN led is now ON when the encoders are controlling assigned CC or FX parameters, and OFF when the encoders are controlling the STEP parameters (note, note length, note offset, ...).
- Now you can create up to 16 instruments definitions. You can also create multiple instrument definition files, they will be all loaded at startup if they are present at the root of your SD card (for example: "tanzmaus.txt", "novation circuit.txt", "volca beat.txt", ...). Of course, it's still possible to create only one file with all your definitions, or some of your definitions. The total of instrument definitions for all your .txt files must not exceed 16.
- Now, you can play with the velocity of your custom chords (with an external keyboard or with the velocity of the Pyramid keypad).
- The setting SETTINGS > MISC > LOAD DEFINITION = FILTER NOTE+CC is now enable by default.
- DISP action is now disable in PATTERN mode, FX manager, ASSIGN manager.
- Now, the definition of CC names are displayed everywhere: in EFFECTS parameters (note to CC, LFO), assign lists, stepmode CC MESSAGES, ...
- Now, when you add a chord in STEP mode, the note order will be preserved when the chord will be playing.
- Now, consolidating AFTERTOUCH, PITCH and PROGRAM CHANGE works.
- Fixed an issue making a step long press (in STEP mode) displaying the wrong note value.
- Fixed a bug making the first note ignored when selecting a new pattern.
- Fixed a bug making UNDO not working after a duplicate.
- Fixed a bug displaying the wrong CC definition name in the ASSIGN popups.
- Fixed a bug making the LFO stopping at a wrong value after pressing STOP.
- Fixed a bug displaying CUSTOM chords wrong values.
- Track run mode "TRIG ONCE" is now working again.
- Memory optimization:
You can add up to 9000 CC MESSAGES per project, instead of 7000.
You can add up to 8000 NOTES per project, instead of 7000.