The Note Editor Menu

```
01 DeltaCityBlues Seq 01
Note>D#3 C3  D3  D4    01
```

This is probably one of the most important menus in the whole instrument. However, before we go into too much detail, let's talk about how the **Note Editor Menu** displays information.

ZEIT has 16 steps per sequence and the main system display is only 24 characters wide. Consequently, the sequencer is unable to display every note of every step at the same time. A compromise had to be made and so the pages within the Note Editor Menu only display four steps at a time and the *Enter* key is used to move between the steps.

Hint: The Step Forwards and Step Backwards push buttons on the Transport strip are not used with the Note Editor.

When you press the *Enter* key, the cursor always moves forwards. So if you're looking at steps 1 to 4 and you press the *Enter* key to move past step 4, the screen will redraw with steps 5 to 8. When you reach step 8, the next screen is redrawn with steps 9 to 12. Finally, moving past step 12 will cause steps 13 to 16 to be drawn. When you reach step 16, pressing the *Enter* key will return the cursor to the home position and steps 1 to 4 are drawn. Note values are always shown even if the step is muted (in the Active Steps strip) or skipped (in the Skipped Steps strip).

If you turn one of the pitch knobs on the front panel, the Note Editor draws the four notes around the note that just changed. If you change the pitch of step 6 from the front panel, the Note Editor will display steps 5, 6, 7 and 8. If you then change step 11, the Note Editor will display steps 9, 10, 11 and 12. The cursor will always position itself to show which note changed last.

You can also change more than one note at any time. When this happens, *ZEIT* records the step that changed first and draws the appropriate step details on the screen. If another step changes, *ZEIT* will calculate a new value for the step but won't display the details immediately – the first step always has priority. If after a couple of seconds the first step hasn't changed and the second value continues to change, then the second value will be displayed.

Hint: If at any time you want to return quickly to the first step in the sequence, then you can press the Note Editor menu button twice. The first press will get you out of the menu and back to the Patch/Tempo screen and the second press will put you back into the Note Editor screen at the first step.

Page 1: Note Pitch

```
01 DeltaCityBlues Seq 01
Note>D♯3 C3  D3  D4   01
```

This is the page you automatically enter whenever you move one of the pitch knobs. The Note Editor moves the cursor in front of the relevant note and shows the step number in the bottom right of the display. You can also use the data wheel or the MIDI keyboard to change the note pitches.

The range of notes available on the pitch pots is determined by two additional parameters. Firstly, the lowest note available on the knobs is set by the **root note** parameter. You can set this value in one of two ways:

1) To set the root note individually for every step use the **root note page** further down the Note Editor Menu

2) Or, you can make a fast global change, which affects all of the root notes for a sequence, from the **Sequence Play** menu. This second method is included so that you can make fast changes for every step and saves a lot of knob twiddling.

The second parameter that affects the notes available on the pitch knobs is the **octave range** value, which is set in the Sequence Play menu. If the root note is set for example to C3 and the octave range is set to 2 octaves, then the range of notes available on the pitch knobs will be C3 to C5.

Technical Note: You may wonder why the full range of MIDI notes isn't available on the pitch knobs. This limitation is due to the physical characteristics of the electronic components used within ZEIT. This is no reflection on the quality of the components used, rather a deliberate attempt to reduce the chance of player error. For example, trying to precisely differentiate between B5 and C5 across the full ten octave range is very, very difficult and, more often than not, will result in the wrong pitch being selected.

Page 2: Note Velocity

```
02 DeltaCityBlues Seq 01
Velo>040 067 078 099   01
```

Note Velocity in MIDI terms, means how hard you hit the note on the keyboard. The harder you hit the note, the higher the note velocity. The **Note Velocity** is a number between 1 and 127 with 1 being the quietest possible and 127 being the loudest. According to the MIDI standard, a note velocity of 0 is actually a MIDI Note Off message rather than a Note On message.
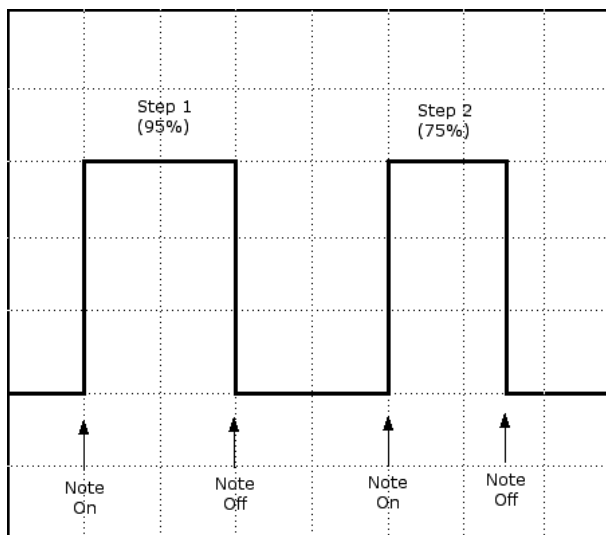
Page 3: Root Note

```
03 DeltaCityBlues Seq 01
Root>C5  C3  C5  C5    01
```

As mentioned above, you can use the **Root Note** page to adjust the root note for each step individually. So for example, certain steps within your sequence can have a range of C2 to C4 whilst others can have a range of perhaps C5 to C7. You can vary the root note, in octaves, between C0 and C9.

Page 4: Gate Length

```
04 DeltaCityBlues Seq 01
Gate>56% 45% 23% 75%  01
```

Gate Length is the amount of time between the Note On message and the corresponding Note Off Event for a specific step. The gate length is presented as a percentage.

Page 5: Active Steps

```
05 DeltaCityBlues Seq 01
Step>On  Off On  On    01
```

For **Note Events**, an **Active Step** ('On') generates a note and a **Muted Step** ('Off') generates a musical rest. Pressing one of the **Step Active** push buttons will take you directly to this page and the cursor will indicate the current step number. When Active**,** the LED on the front panel associated with this step will illuminate. When Muted the LED will remain off.

Page 6: Skipped Steps

```
06 DeltaCityBlues Seq 01
Skip On  On >Off On    03
```

During playback, a **Skipped Step** is ignored. The sequencer simply *skips* past the step and plays the next available step (which depends upon the current direction of the Note Stream).

Pressing any of the Skipped Step push buttons whilst you are in Normal Mode will take you to this page and the cursor will highlight the currently selected step. Pressing the same push button again toggles the state of the step, i.e. if the step was *normal* then it becomes *skipped* and vice-versa. You can also use the data wheel to change the state of the step. Turning the wheel clockwise sets the step to *normal* and turning anticlockwise sets the step to s*kipped*.

Page 7: Start Step/End Step

```
07 DeltaCityBlues Seq 01
Start>04  End 14
```

This page sets the **Start** and **End** steps for the **Note Stream.** In Normal Mode, the start and end steps can be set from the Note Editor Menu.

Hint: There is a faster way to set the Start and End Steps. On the front panel, set the Current Mode to Shift Mode and press any of the buttons in the Skipped Step bank of push buttons. The Start and End Steps will change accordingly.

We advise that you experiment with this facility. Suppose that you are attempting to set a new End Step. The sequencer looks at the step you just selected and tries to work out if it is closer to the End Step or the Start Step. If it is closer to the Start Step then the step you just selected becomes the new Start Step. If it is closer to the End Step then the new step becomes the End Step. The preference is always towards the End Step**.**

Page 8: Effects Send

```
08 DeltaCityBlues Seq 02
Send Off On >On  Off  03
```

The **Effects Send** page determines which steps in a sequence are sent to the **MIDI Effects Processor**.

Hint: The **FX Send** parameter must be switched to 'On' for this page to have any effect.

You can set the state of each step using the *Enter* Key and the Data Wheel. Equally, you can directly set the On/Off state of each step by pressing the Step Active push buttons whilst the sequencer is in Shift Mode. When a step is 'On', the Note Event is sent to the MIDI Effects Processor. When a step is 'Off', the Note Event plays normally but is not passed to the MIDI Effects Processor.

This facility is best used to create intense rhythmic variations such as *ratchetting*!