

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.

