The Keyboard Menu

The Keyboard menu is used to control the effect of any MIDI keyboard attached to *ZEIT*'s MIDI In port.

A MIDI keyboard can be used to transpose sequences in real time, input note pitch and velocity data via the Step Input Menu and various other pitch related parameters.

There are just three pages to this menu.

Page 1: Active Range
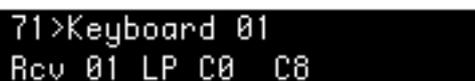
```
71>Keyboard 01
Rcv 01 LP C0  C8
```

This page contains three parameters and sets the active playable range and the MIDI Receive Channel for the attached MIDI keyboard. *LP* indicates the lowest note in the active range whilst *UP* indicates the highest note. You can set the *LP* and *UP* parameters using either the Data Wheel or an attached MIDI keyboard.

Notes within the active range are merged in with the MIDI data generated by the sequencer. Notes that lie outside of the active range are ignored. Use the *Enter* button to move between fields.

Hint: The **LP** *(Lower Parameter) cannot be greater than or equal to* **UP** *(Upper Parameter). You can set notes outside of the active range from within any of the Pitch editors such as the Note Editor and the Step Input Editor.*

Page 2: Transpose Range
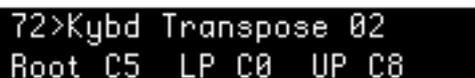
```
72>Kybd Transpose 02
Root C5  LP C0  UP C8
```

This page sets the parameters for the keyboard transpose function. Notes played on the attached keyboard that lie within the range set by the LP and UP (parameters) are used to transpose any sequence that has the **Keyboard Transpose Enable** flag set to **On**. See page 6 in the *Sequence Menu.*

The amount of Transposition applied to these sequences is the difference, in semitones, between the MIDI note number of the incoming note and that of the Root Note, as set in the Root parameter. If the incoming note number is above the Root pitch then the sequence will be transposed upwards. If the incoming note number is below the Root pitch then the sequence will be transposed downwards.

Page 3: Key Trigger Parameters

```
73>Keyboard 03    Seq 01
Mode FreeRun Note C0
```

Key Triggering was introduced in software revision 01-14 and is used to enable and disable sequences from an attached keyboard just by pressing a pre-defined *trigger note*. You can set up different *trigger modes* and *trigger notes* for each of the 8 sequence. Any number of the available sequences can be triggered from the same *trigger note*.

There are two parameters, the *trigger mode*, and the *trigger note.* There are 4 possible *trigger modes*:

Mode	Description
Free Running	This is the default mode. Sequences simply loop when the Play/Stop button is pressed.
Key Loop	When the trigger note is pressed, the sequence is enabled and the associated LED in the *Sequence Enable Strip* will switch on. The sequence will remain enabled until the trigger note is released.
Key Start	When the trigger note is pressed, the current step of the sequence is reset to the start step and the associated LED in the *Sequence Enable Strip* will switch on. The sequence will continue to loop as long as the trigger note is held. When released, the associated LED in the *Sequence Enable Strip* will go out.
Key Once	When this trigger mode is selected from the menu, the direction indicator will change to *Once*. When the trigger note is pressed, the current step of the sequence is reset to the start step, the sequence is enabled and the sequence will play through once in the forward direction until the end step is reached. The sequence will then be disabled and the associated LED in the *Sequence Enable Strip* will go out.