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ABMk2 Alpha Base MkII Synthesizers and Drum Machines

jomox ABMk2 Alpha Base MkII Synthesizers and Drum Machines Instructions

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Comox ABMk2 Alpha Base MkII Synthesizers and Drum Machines

Dear customer,

Thanks for using the Jomox Alpha Base MkII! To save wood and our environment, you can download the complete operating manual here: **https://www.jomox.de/upload/manuals/AlphaBaseMk2_E.pdf**

For a quick overview see the quick edit instructions here and some of the tutorial videos that are online already. I apologize for any inconvenience Jürgen Michaelis and your Jomox-Team

Alpha Base MkII Quick Edit Instructions

- **Select Presets:**

  The KIT/SEQ button switches between preset selection and parameter mode. In Kit select mode, use the data encoder or up/down buttons to select a kit and load it with data click or enter.

- **Select Patterns:**

  Whilst Edthe it/Trig LED is off, press one of the 16-step buttons to select a pattern. Use the bank button to select one of 4 banks.

- **Select Instruments (=tracks):**

  - Press EDIT/TRIG (LED on) and press an Instrument key to select the track. The instrument/track LED lights up indicating the currently selected track.
  - Press EDIT/TRIG again (LED off) and trigger the instrument with the key button.

- **Mute Instruments:**

  Click on the knobs that correspond to the instrument (1=Kick, 2=MBrane, 3=CH aso.). If the LED blinks, the instrument is muted. Press again to unmute.

- **Solo Instruments:**

  Hold the (REC Para) button and click one of the encoders 1-11. This mutes all other instruments and opens the clicked one.

- **Edit Instrument:**

  Turn the desired encoder knob – the parameter of the currently selected instrument gets changed. One row of 4 parameters is displayed. The rows switch automatically when a knob is turned. Press the Page A/B button to reach the second set of parameters (max 32 per instrument). When in parameter mode (KIT/SEQ = not kit

select), the right/left buttons switch between the rows of parameters and show the actual parameters.

- **FX page on/off:**

  (Encoder 13) click = "FX Page on/off"

- **Store Kit Preset:**

  Press (STO KIT) to store to permanent flash memory. If you have edited the preset, the system asks you to press again (STO KIT), which performs storing and overriding to flash memory. Pressing (SHIFT/CANCEL) cancels the storage process and brings back the previous version.

- **Store Pattern:**

  Press (STO PATT) to store to permanent flash memory. The same considerations as with Preset Store apply here (see above), just use Store Pattern (shift 3) to transfer to flash memory.

- **Preset – Pattern link on/off:**

  Hold (REC Para) + (Encoder 16) click = "Preset – Pattern link on/off " If on, the selected pattern loads automatically a kit that was linked to the pattern. The link is created when a pattern is stored. The currently loaded kit is then linked to this pattern.

- **Edit Tempo:**

  Press BPM/Midi and change the tempo with the data knob.

- **Edit Patterns:**

  Whilst in Edit Mode (EDIT/TRIG LED on), set the notes with the 16-step buttons of the wanted 16th to be played in a measure. Press Start to start the sequencer, and the running LED spot shows the currently played step.

- **Set/Clear Accents:**

  Hold the instrument key and press the stop button at the same time. The color changes from red to orange=accent or vice-versa. All instruments have an individual accent level that defines how strong the accent is played.

- **Set/Clear Flams/Rolls:**

  Press (ROLL/FLAM). Double click a step button to set or unset a flam/roll–step LED blinks. Use the (Data) wheel to select the 60 possible flam patterns. See the bar move and you can hear the result immediately.

- **Select Bar:**

  The instrument tracks can be as long as 64 steps. Whilst in Edit mode, use the BAR button to switch between bars of each 16 steps. The last step value (1-64) of the instrument track limits the number of bars to select. The LED of the currently played bar is blinking.

- **Pitch Sequence:**

  Press the SEQ button (LED on). Now the pitch of every instrument is being played by the sequencer. The bars in the LCD mark the pitch change, and the crossed steps are not played. Turn the corresponding knobs of the 4×4 knob matrix to change the pitch of the played step. Every pixel resembles a semitone. You can add a pitch of up to 2 octaves higher than the original tuning. Flip between sequencer mode, parameter mode, and kit select mode with the KIT/SEQ button.

- **Step edit locks:**

  Flip to parameter mode with the KIT/SEQ button. Set EDIT/TRIG to on. Press and hold a step button and turn the desired parameter knob, and it gets recorded into that stepThe OLED briefly shows 'Step edit lock 1-3'. Please note that if you make only one change of one parameter it will stay that way forever until you rechange that parameter at another location or reload the kit as described in section Select Presets.

- **Track edit locks:**

Hold the (REC PARA) button and turn the desired parameter knob, e. g. CLAP cutoff. Holding the (Instr) key of your desired track and turning a knob does the same. All steps of the bar get overridden with filter edit lock as long as you change the value when the sequencer comes across a step.

- **Set or unset edit locks:**

  Hold (REC Para) + (Step 1-15) = set or unset one edit lock of the current track in sequence mode.

- **Erase all edit locks:**

  Hold (REC Para) + (Encoder 12) = erase all edit locks of the current track in sequence mode.

Note: you can set p-locks to any step, even non-played steps. So, for instance, multiple pitch changes could be programmed for one long decaying note. Any new programming the previous p-lock of that step. Pitch sequence and p-locks are not played when SEQ is off.

Editinsample-based instruments

When you are editing a sample-based analog instrument (CH to RIDE), select the sample with knob 4 = Sample Select. If Sample Select = 0, the sample is off. The sample is always routed through an analog VCA with its envelope. Filter Routing (knob 8 page A) decides if the sample and metal noize are routed through a filter.

If Rout = 0, no filter and no metal noize are applied and only the sample passes the VCA. If Filter Rout > 0 and Sample Select = 0, the VCA envelope just plays back metalized (knob 8 page B) or self-oscillating filter tones. If Metal Noize = 0, the noise is off. Metal Noize = 1 is always white noise. If both Metal Noize and Sample Select are > 0, they are mixed.

Loading samples from the disk

Please use the provided SD Card. The card must be FAT32, not exFAT32 as this is Microsoft licensed and not supported. The file format is WAV 48kHz 16bit mono or RAW 48kHz 16bit mono. The Alpha Base MkII is only stored in RAW format. Copy the files to the SD card root directory and insert the SD to the Alpha Base MkII, then press DISK. The root directory should show up (if it doesn't do the first time, press disk again). Select the file with the data wheel or the up/down buttons – a quick prelisten function will play the start of the file.

Then go with the cursor right and select Target xxx. That is the sample memory slot the file gets copied into. Above 252 there are some free sample slots. Then again go cursor right and the display changes to "Flash=Ent" – now press enter and the machine copies the file into the flash memory.
Then switch to a sample instrument (or do it before you press disk), select the target sample and it should play if the envelopes are open (and the filter too if selected with rout > 0).

Documents / Resources

References

- 🌐 **jomox.de**
- **User Manual**

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