







YOCTO²







YOCTO² USER MANUAL

1 SELECTING MODE

-  => Ptrn Play / Ptrn Edit
-  +  => Pattern Edit Tap mode
-  => Track Play / Track Edit
-  +  => Config mode (To access the Second page press SHIFT + TEMPO again)

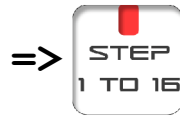
2 PATTERN PLAY MODE



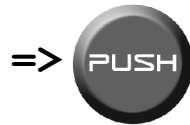
-  => Select pattern to be Played (0 to 15)
-  +  => Select pattern bank (A to H)
-  +  => Group pattern
-  => Change tempo



=> Mute mode active
(Mute mode led ON)
Work in any mode



=> Mute instrument using
1 to 16 steps buttons



=> Unmute all
Instruments



+



=> Copy selected pattern
in the buffer
Work in edit mode too



+



=> Paste the buffered pattern
To the selected pattern
Work in edit mode too




=> Enter led is blinking
to indicate that
pattern was edited.
To save it press Enter






=> Shift left entire pattern
Work in edit mode too



=> Enter led is blinking
to indicate that
pattern was edited.
To save it press Enter

 => Shift right entire pattern
Work in edit mode too


=>  Enter led is blinking
to indicate that
pattern was edited.
To save it press Enter

 +  => Change pattern direction
(forward -> backward ->
ping-pong -> random)

≡ PATTERN EDIT STEP MODE



.ptr = edited pattern
.len = length of the pattern
.scl = pattern scale
.ins = current edited instrument

 => When sequencer stopped,
select edited pattern



=> When sequencer is running edit current instrument



=> Enter led is blinking to indicate that pattern was edited. To save it press Enter



+



+



=> change pattern length



=> Enter led is blinking to indicate that pattern was edited. To save it press Enter



+



=> change pattern scale (1/16 -> 1/32 -> 1/8t -> 1/16t)



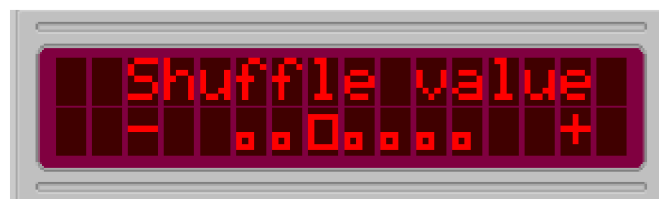
=> Enter led is blinking to indicate that pattern was edited. To save it press Enter



+





=>





=> ROTATE change shuffle value




=> Enter led is blinking to indicate that pattern was edited. To save it press Enter



 +  => When sequencer stopped, Clear entire pattern and set default scale 1/16, length 16 steps.




=>  Enter led is blinking to indicate that pattern was edited. To save it press Enter

 => When sequencer is running clear current instrument Work in Tap mode too

=>  Enter led is blinking to indicate that pattern was edited. To save it press Enter

 +  => Select edited instruments


 +  => Change Pattern Direction (Forward>Backward>PingPong >Random>Forward...)


 +  +  => Change selected instrument direction


NB: Scale, Shuffle and length could be set by instrument. Simply do not Push "SHIFT" when setting one of those parameters ;)




=> Select external instrument
Stop sequencer

=>  Keyboard mode actived
back and fwd leds ON


=>  Decrease note index and
send Midi note On


=>  Increase note index and
send Midi note On



=>  Store played note in
the sequence, send
Midi note On and
Increase note index


=>  Increase KeyB octave



=>  Decrease KeyB octave



=>  Increase Lcd edited zone. A capital letter on the beginning of the name show you selected parameter


=>  Edit selected parameter value.
In/Decrease by 1

=>  +  In/Decrease by 10 length and index.
In/Decrease by Octave.

=>  Enter led is blinking to indicate that pattern was edited.
To save it press Enter

 +  => Shift left current instrument

 +  => Shift right current instrument

=>  Enter led is blinking to indicate that pattern was edited.
To save it press Enter

4 PATTERN EDIT TAP MODE



=> Active metronome
Press a second time
to stop metronome



=> When sequencer is running
Tapped instruments are
Recorded in the scale



=> Enter led is blinking
to indicate that
pattern was edited.
To save it press Enter

5 TRACK PLAY MODE



.pos = current track position
.ptrn = current played pattern



=> Select a Track (1 to 16)




=> Reset Track position


6 TRACK EDIT MODE





.pos = current track position
 .ptr = pattern on this position
 .len = track length
 .num = selected track

 +  => Select edited track

 => Increase Lcd edited zone. A capital letter on the beginning of the name show you selected parameter



 => Edit selected parameter value. In/Decrease by 1

 +  => In/Decrease by 10 position and length. In/Decrease by pattern bank


 => Increase track position


 => Decrease track position


 +  => go to the last measure

 +  => Insert current pattern to the current position

 +  => Delete current position

 => select pattern

 => store current to the position and increase Track position

 => Hold Enter button 2s to Save Track

7 CONFIG MODE




First Page =>


.syn = Sequencer synchro MST or SLV
 .bpm = Default sequencer BPM
 .mTX = MIDI transmit channel
 .mRx = MIDI receive channel




Second Page =>

.Pch = Pattern change Free or end measure SYNchronized

 => Increase Lcd edited zone. A capital letter on the beginning of the name show you selected parameter

 => Edit selected parameter value. In/Decrease by 1

=>  Enter led is blinking to indicate that seq setup was edited. To save it press Enter



8 MIDI PLAY

You can play Yocto instruments via MIDI in any Mode. Yocto is standard GM format :

34 :RimShot	47 :MiddleTom
35 :BassDrum	48 :MiddleTom
36 :BassDrum	49 :Cowbell
38 :SnareDrum	50 :HighTom
39 :HandClap	51 :Cymbal
40 :SnareDrum	53 :PC-2
41 :LowTom	54 :PC-2
42 :Closed Hi-Hat	55 :PC-2
45 :MiddleTom	60 :Trig OUT
46 :Open Hi-Hat	

9 INIT EEPROM

If you initialize your EEPROM, all your patterns and tracks will be lost. All patterns will be initialized with 16 steps, 1/16 scale.

 +  => when power Up Nava hold Start and Stop keys to enter in Bootloader mode

=>  +  To init EEPROM

If you don't want to init EEPROM simply wait 5s, Nava will run normal mode.

10 BOOTLOADER MODE

Bootloader mode allow you to update Nava firmware via Midi Sysex messages. You need a Sysex transmitter software (MidiOx should be perfect : <http://www.midiox.com>) and a Midi interface. Connect Nava Midi IN to your Midi interface OUT. Set MidiOx Sysex buffer to 64 bytes. Turn on Nava while holding 1, 3, 5 keys buttons. All Leds will blink two times. Then send Midi Sysex Nava firmware. Wait until the end of upload process then Nava should start automatically.

11 SPECIFICATION

▪ **Memory capacity**

128 rhythm patterns (16 x 8 banks)

▪ **Tracks**

16 tracks : continuous maximum measure
999

▪ **Steps (per measure)**

1 to 16 steps

▪ **Sound Sources (and controls)**

Bass Drum* (Level, Tone, Decay)

Snare Drum* (Level, Tone, Snappy)

Low Tom* (Level, Tuning)

Middle Tom* (Level, Tuning)

Hi Tom* (Level, Tuning)

Rim Shot* (Level)

Hand Clap* (Level)

Cowbell* (Level)

Cymbal* (Level, Tone, Decay)

Open Hit Hat* (Level, Decay)

Closed Hit Hat* (Level)

PC-2* (Level, Pitch, Mods, Rate, Sweep,
Decay)

The ones with * mark features the sound
with and without accent.

▪ **Controls and Indicators**

Start key

Stop/Continue key

Rotary encoder Data

Tempo : 30 to 250 Bpm

Track Play button
Track Backward button
Track Forward button
Track number button
Pattern Play button
Pattern Shift Left button
Pattern Shift Right button
Pattern Guide button
Bank button
Mute button
Tempo button
Last Step button
Scale button
Shuffle button
Clear button
Instrument Select button
Shift button
Enter Key
Volume knob
Main Keys (1 to 16)

▪ **Rear Panel**

Master Out (L, R/Mono) [6Vp-p, 1Kohm]

Multi Out :

BassDrum, SnareDrum, LowTom, MidTom,
HiTom, RimShot, Clap, Hi-Hat, Crash,
Ride

MIDI : In/Out/Thru

Trigger Out : +5V, 2ms Pulse

Sync Out :

1 :Run/Stop

2 :GND

3 :Clock

5 :Unused (could be modify)

• **Power**

15Vac 1000mA



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