

Column Jacks



Row Jacks

BEND MATRIX



Tempo LED



Display

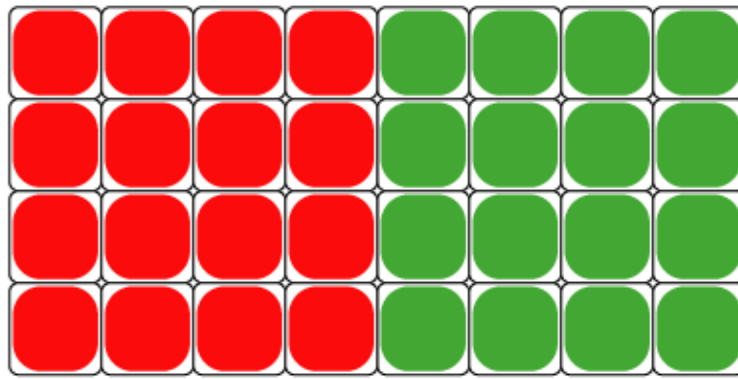


Tempo set



Value +1000

Play Bank mode



Button Matrix



Knob Effects



Patch buttons

save bank



save

clear bank



clear

shift



shift

play banks



play pause



Real-time effect knobs

# BEND MATRIX USER MANUAL

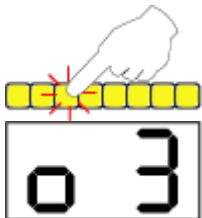
v2.2.1

## Button Matrix



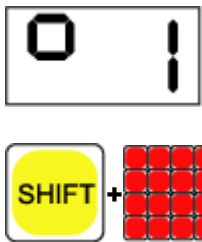
- ▶ The Bend Matrix has 4 rows of 8 buttons, totaling 32 buttons in the **BUTTON MATRIX**
- ▶ Each button represents a switch between a "column" jack (columns 1-8) and a "row" jack (rows A/B/C/D in normal mode, and also rows E/F/G/H in dual mode). See the panel layout diagram for jack locations.
- ▶ When a switch is activated, a signal can flow between the corresponding row and column jacks. The signal can be audio, video, digital data, control voltage, etc. *Normally, the signal can flow in either direction, although your Bend Matrix may optionally be wired with buffers to only allow the signal to flow in one direction.*
- ▶ For example, pressing the third button from the left on the second row (diagram at left) will connect Column 3 Jack with Row B Jack. A signal can now flow between whatever you have plugged into Column 3 and Row B.
- ▶ When you press a button, it will light up. The button will stay lit and the switch will be activated until you press it again *Note: in Momentary Mode, the button will only stay on as long as your finger is holding it down..*
- ▶ Pressing buttons on the button matrix will not effect what's stored in memory unless you save it. You can undo your changes by re-loading the current patch (see below)

## Load Patch



- ▶ The patches are access by the yellow **PATCH BUTTONS**.
- ▶ There are 8 patches per bank, each patch stores button matrix state into memory.
- ▶ Press a yellow **PATCH BUTTON** to load a patch. The patch number is shown on the display (for example, the picture on the left indicates patch #3)
- ▶ When you press a **PATCH BUTTON**, the stored patch will be loaded into the button matrix
- ▶ The current patch is indicated by a yellow patch button being lit up. You can press the current **PATCH BUTTON** to re-load it and undo any changes you've made on the button matrix.

## Load Bank



- ▶ There are 16 banks, each bank stores 8 patches in a sequence.
- ▶ In **PLAY** or **PAUSE** mode, the current bank # is displayed. The picture on the left means "Bank 1".
- ▶ You can also see what bank you're in by holding down **SHIFT**: the current bank will flash on the button matrix.
- ▶ The red matrix buttons are the bank buttons. The top row is banks numbers 1-4, the next row is 5-8, etc. (total of 16 banks)
- ▶ To change to another bank, hold down **SHIFT** and press a bank button: the display will indicate which bank you selected and the button matrix will immediately be loaded with a patch from the new bank.

## Clear patch



- ▶ Press **CLEAR** to clear the current button matrix. This will not erase the current patch in memory: you can undo a clear by pressing the current **PATCH BUTTON**.
- ▶ If the button matrix is already clear, pressing **CLEAR** again will turn all the buttons on.

## Clear bank



- ▶ Press **SHIFT+CLEAR** to clear all 8 patches in the current bank.

## Save patch



- ▶ Press **SAVE** to save the current button matrix to a patch
- ▶ The 8 **PATCH BUTTONS** will flash, with the current patch flashing rapidly
- ▶ Press a **PATCH BUTTON** to save to that patch number.
- ▶ To cancel, press **CLEAR**
- ▶ *Hint:* press **SAVE** twice in a row to save to the current patch and step the sequencer ahead. You can quickly program an entire bank this way: make the first patch, hit **SAVE** twice, make the second patch, hit **SAVE** twice, make the third patch, hit **SAVE** twice, etc..
- ▶ Note: saving a patch does not store it into long-term memory. The patch will be saved as long as the power is on. In order to have it saved after you turn the Bend Matrix off, you must save a whole bank (see "Save Bank" below).

### Save Bank



- ▶ Hold **SHIFT** and press **SAVE** to save the current bank
- ▶ The 16 **BANK BUTTONS** will flash on the button matrix, with the current bank flashing rapidly
- ▶ Press a flashing **BANK BUTTON** to save into that bank. The bank will be stored in long-term memory even after the Bend Matrix is turned off. The display should briefly flicker to indicate long-term memory is being written to.
- ▶ Press **CLEAR** to cancel.
- ▶ Saving a bank will also save the Length settings (see below).

### Play mode



- ▶ Press **PLAY** : the 8 patches in the current bank will be played in sequence and repeated.
- ▶ The method of playback and repeating can be changed with the Path and Length features (see below)
- ▶ The **PLAY** button will be lit up continuously, the **TEMPO** light will flash, and the display will animate while continuing to show the current Bank # (e.g. Bank #5)
- ▶ Press **PLAY** again to pause.
- ▶ In Play mode, you can press and hold a **PATCH BUTTON** to force the Bend Matrix to hold at that patch. As soon as you release the **PATCH BUTTON**, it will continue playing from that patch. In this way you can play different patches like a keyboard, and the Bend Matrix will fill when you're not playing.
- ▶ You also can change banks while playing. Simply hold **SHIFT** and press a red **BANK BUTTON**.

### Play bank



- ▶ Press **SHIFT + PLAY** to play multiple banks. By default, banks 1 through 16 will be played, and then repeated.
- ▶ The direction of playback and range of banks to repeat can be changed with the Path and Length features (see below)
- ▶ The right-most dot on the display indicates Play Bank Mode
- ▶ The current bank number will continue to be shown on the display and will be updated as new banks are loaded
- ▶ Press **SHIFT + PLAY** again to return to Play mode

### Tempo/BPM



- ▶ Turn the **TEMPO** rotary knob to change the current BPM by +/-50
- ▶ Hold down **SHIFT** while turning **TEMPO** to change the BPM by +/-5 (fine tuning)
- ▶ Hold down **SHIFT** for two seconds to display the current BPM
- ▶ Each patch represents one beat (e.g. 120 BPM means 120 patches will be played in 1 minute, or 2 patches per second)
- ▶ The minimum BPM is 2 (or 30 seconds per patch)
- ▶ The maximum is 1995 (about 30 microseconds per patch)
- ▶ The left-most dot on the display indicates +1000 (e.g. the bottom picture means "1500 BPM")

### Set Length



- ▶ To set the beginning and ending patches or banks for playback, hold **SHIFT** and press **LENGTH**
- ▶ The 8 patch buttons and the 16 bank buttons will flash and the display will say "BEG" (for beginning)
- ▶ At this point, you can choose between setting the **patch** length or **bank** length:
  - To set the beginning/ending **patches** for the playback: Press a yellow Patch Button to set the beginning patch. The display will change to "END" and you can press another yellow Patch Button to set the ending patch.
  - To set the beginning/ending **bank** for bank playback: Press a Bank Button to set the beginning bank. The display will change to "END" and you can press another Bank Button to send the ending bank.
  - To cancel, press the red **CLEAR** button.
- ▶ For example, if you want playback to repeat patches 3 through 6, press **SHIFT+LENGTH** and then press the 3rd **PATCH BUTTON**, and then press the 6th **PATCH BUTTON**.
- ▶ Or, for example, if you want playback to repeat banks 2 through 14, press **SHIFT+LENGTH**, and then press Bank 2 and then Bank 14.
- ▶ Note: The patch and bank length settings are stored in long-term memory.

## Set Path



- ▶ Press **SHIFT+PATH** to set the "path" or repeat mode. The display will indicate the current mode:
  - Fwd (default mode): repeats the sequence *forwards* (counting up).
  - rEv: repeats the sequence in *reverse* (counting down)
  - onE: plays the sequence forwards *once*, and then stops
  - rAn: plays *random* patches. In Play Bank Mode, random banks are also selected
- ▶ Keep pressing **SHIFT+PATH** until the display shows the mode you want.
- ▶ The selected path will always work within the bounds set by Length. For instance, if you set the Patch Length to be from patch 5 to 7, and Bank Length to be from banks 9 to 12, and Path to be Reverse, the Bend Matrix will play:
  - Bank 12, Patch 7, then
  - Bank 12, Patch 6, then
  - Bank 12, Patch 5, then
  - Bank 11, Patch 7, then
  - Bank 11, Patch 6,
  - ...etc. until it reaches
  - Bank 9, Patch 5, and then repeats starting at
  - Bank 12, Patch ...

## Effects

- ▶ You can apply real-time analog-controlled effects to the current button matrix using the knobs.
- ▶ The effects are typically laid over the current patch or playback. This allows you to let a repeating or random sequence run while you modulate effects in a separate layer. At any time, the layers can be "flattened" and the current button matrix (consisting of a loaded patch plus effects) can be saved into a patch.
- ▶ You can select one of four effects: Strobe, Arp, Gloob, or Random.
- ▶ Each of the four effects has four modes numbered 1/2/3/4.
- ▶ Each of the four knobs modifies the effect for *one section* of the button matrix.
- ▶ To select an effect, hold **SHIFT** and press the appropriate yellow **KNOB EFFECT** button. The display will indicate the first letter of the current effect (S/A/G/R), and current effect mode (1/2/3/4)
- ▶ To cycle through the effect modes, press **SHIFT+KNOB EFFECT** button again.
- ▶ The way the button matrix is sectioned up is set by the Knob Layout Mode (see below). In this way, the effect can be applied in different ways to different parts of the button matrix.
- ▶ **To turn the effects off**, press **SHIFT+KNOB EFFECT** (any effect) to cycle through the effect modes until the display shows three dashes.

## Strobe effect



- ▶ Strobe effect flickers, or strobes, the current patch. It only is active in play mode (or play banks mode). In pause mode, the knobs have no effect.
- ▶ When a knob is at zero, its corresponding button matrix section is "off" (nothing is lit up)
- ▶ As the knob is turned up from zero to mid-way, the current patch will flicker or strobe "on" when the sequencer loads a new patch. The duration of the strobe will become longer and longer as the knob is turned up.
- ▶ When the knob is at mid-way, the patch will behave normally (full strobing, or no flicker).
- ▶ As the knob is turned up from mid-way to full, the patch will strobe between two patches that depend on the effect mode. The duration of the strobe will become longer and longer as the knob is turned up.
  - Effect mode 1: Start at the current patch, flicker to an overlay of the current patch and next patch
  - Effect mode 2: Start at an overlay of the current patch and next patch, flicker to the current patch
  - Effect mode 3: Start at the current patch, flicker to the next patch
  - Effect mode 4: Start at the next patch, flicker to an overlay of the current patch and next patch.
- ▶ Strobe effect mode 1 and 2 can be used as a sort of mixer, with each knob being a sort of "level" control. When the knob is turned down, the section is off. As the knob is turned up, the patch becomes more and more present (analogous to "louder"), until mid-way when the current patch is fully present and then starts to "bleedthrough" to the next patch. This is especially useful with 4 audio inputs and 8 speaker outputs on "row" Knob Layout Mode: each knob controls the "level" of each instrument.

### Gloob effect



- ▶ Gloob effect pushes bits and blocks around the button matrix as the knobs are turned. The bits and blocks are overlaid on top of the current patch.
  - Effect mode 1: A single button is lit up, and moves around the knob's section.
  - Effect mode 2: The knob's section is filled up with bits in a digital counting fashion (0000, 0001, 0010, 0011, 0100, 0101, ...)
  - Effect mode 3: A block moves into the section from the left (or top) until it completely overlays the section, and then exits to the right (or bottom).
  - Effect mode 4: The knob's section is filled up with bits in a digital counting fashion, and this is XOR'ed with the current patch. This can be used to "punch out" bits in a patch
- ▶ Gloob is a useful effect for moving sounds or connections around manually. The knobs can be turned in real-time until an interesting patch results, and then it can be saved. This can be repeated to fill up a bank with patches.

### Arp effect



- ▶ Arp is an arpeggiation effect. Arp will light up, one at a time, the buttons in the current patch.
- ▶ For instance, if a patch has three buttons lit up, numbers 2,4, and 5, then Arp will first light just button 2, then just button 4, then just button 5... In this way a "chord" can be defined within a single patch and Arp will play individual "notes" of the chord.
- ▶ The knobs set the speed and direction of arpeggiation.
  - At center, the effect is held or frozen at the first "note".
  - When the knob is to the right of center, the arpeggiation goes upwards.
  - When the knob is to the left of center, it goes downwards.
  - As the knob is turned up or down, the arpeggiation plays slowly when it's closer to center and faster at the extremes (up to 64 times the current tempo BPM).
- ▶ The effect modes change the way the arpeggiation happens:
  - Effect mode 1: repeat the arpeggiation indefinitely
  - Effect mode 2: play the arpeggiation once, then go blank
  - Effect mode 3: play the arpeggiation once, then hold on the last "note"
  - Effect mode 4: play random "notes" in the arpeggiation. The knob still controls the speed, but has no effect on direction.
- ▶ An interesting feature of the Arp Effect is that each section of the button matrix can change at different rates relative to each other, while the overall rate will always be dependent on the tempo BPM (even when the sequencer is not playing).

### Random effect



- ▶ Random mode turns random bits on and off within the current patch.
- ▶ The speed at which bits are flipped is determined by the knobs: from 0 (no effect) to 64 times the current tempo/LED.
- ▶ The effect modes determine the number of bits that are flipped at a time:
  - Effect mode 1: one bits flipped at a time
  - Effect mode 2: two bits flipped at a time
  - Effect mode 3: three bits flipped at a time
  - Effect mode 4: four bits flipped at a time

### Knob Layout

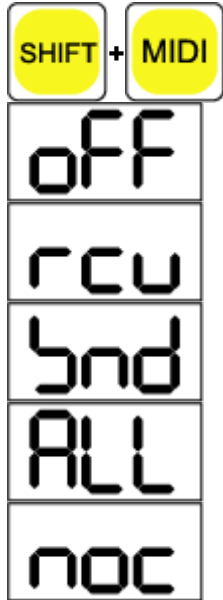


- ▶ The Knob Layout Mode chooses how the 32 buttons are split into 4 sections, one for each knob. To cycle through the knob modes, press Shift+Knobs until the display indicates the mode you want:

Row mode (default):			4 rows of 8
Column mode:			4 double columns
Corner mode:			4 corners
Red mode*			Red rows only Green side off

\* *Red mode* is a special mode where the red side of the matrix operates in row mode and the green side stays off unless a button is pressed (or a MIDI note received). Playback of patches/banks and knob effects will only change the red side. This is useful to use the Bend Matrix as a circuit bending controller, where the red side is connected to sound-generating trigger points (e.g. drum pads, a keyboard keys, sound-making buttons a kid's toy) and the green side is connected to control and selection points that you would not want to accidentally trigger (e.g. a reset button, patch changes, a self-destruct button). See Dual 4x4 mode below.

### MIDI mode



- ▶ The button matrix is linked to MIDI notes. You can enable or disable the sending and/or receiving of MIDI messages by pressing **SHIFT+MIDI** to cycle through four modes:
  - OFF: no MIDI messages are sent or received
  - RCV: MIDI is only received
  - SND: MIDI is only sent
  - ALL: MIDI is sent and received
  - NOC: (“no clock”) MIDI is sent and received, except for MIDI CLOCK messages
- ▶ Sending MIDI: each button is mapped to a MIDI note, so pressing buttons is like playing a keyboard. Button 1 (upper left corner) corresponds to C3, and Button 32 (lower right corner) corresponds to G#5
- ▶ Receiving MIDI:
  - Note commands: Every key on a MIDI keyboard is mapped to a button on the Bend Matrix. Playing a keyboard will turn buttons on and off. C3-G#5 is mapped to the button matrix, and outside this range the notes are simply repeated
  - CC: Continuous Controllers are mapped to the analog knobs. Most Bend Matrices will be custom set to particular CC#'s you desire.
  - Patch changes: Patch change commands 1-8 trigger the Bend Matrix to load a new patch within the current bank. Commands 9-? cause a new bank to be loaded
- ▶ Note: The MIDI mode is stored in long-term memory.

### MIDI Clock

- ▶ **Clock input:** The Bend Matrix will automatically sync to MIDI clock messages in play mode. In pause mode, MIDI clock messages have no effect. The Bend Matrix's own internal clock will be merged with the external clock source, therefore to normally sync the Bend Matrix to another clock source, set the Bend Matrix's tempo *slower* than the external clock source. To get interesting poly-rhythmic swagger effects, set the Bend Matrix's tempo faster than the external clock source.
- ▶ **Clock output:** The Bend Matrix also sends MIDI clock messages 24 times per beat. This can be used to slave another device to the same tempo as the Bend Matrix

### 4x8 / Dual 4x4



- ▶ The Bend Matrix has two major modes: 4x8 (default) or Dual 4x4.
- ▶ To change between modes, hold **SHIFT** when turning the power on. The display will indicate 4-4 or 4-8 to show what mode we're in.
- ▶ 4x8 mode is the default mode: the button matrix acts a single grid
  - There's 4 row jacks (A/B/C/D) and 8 column jacks (1-8).
  - Each row can connect to each column.
  - Row jacks E/F/G/H aren't used.
- ▶ In Dual 4x4 mode the Bend Matrix functions as two separate 4x4 matrices:
  - The Red matrix connects Row Jacks A/B/C/D and Column Jacks 1/2/3/4.
  - The Green matrix connects Row Jacks E/F/G/H and Column Jacks 5/6/7/8.
  - This is a useful mode for using a single Bend Matrix to control two separate signal paths: for instance one side routes audio signals and the other side controls circuit bending points (or video, etc..)
  - Dual 4x4 mode is also useful for re-ordering up to 6 effect pedals in a serial chain. See the sample patch diagrams.

### Momentary mode (optional)

- ▶ Normally pressing a button on the button matrix will enable that switch until you press the button again. This is non-momentary (or latching) mode.
- ▶ Flip the tap/latch switch down to enter Momentary mode. In this mode a button on the matrix will be active only as long as you hold the button down. As soon as you release the button, it will go off again. This is useful for playing the Bend Matrix like a keyboard
- ▶ Note: playing a blank bank is the same as being in momentary mode.

## Specifications:

- Dimensions: 10" x 12" x 3" (25cm x 30cm x 7cm)
- Weight: 3.2 lb (1.4 kg)
- Power supply: 9VDC, negative center 2.1mm barrel plug, 800mA or greater
- Signal switching
  - On-state resistance: 60-120ohms typical
  - Off-state feedthrough: -95dB typical ( $V_{in} = 2V_{p-p}$  1 kHz sine-wave over 1kohm load)
  - Frequency range: 0Hz (DC) to 45MHz
- MIDI:
  - Send/Receive Channel: 1
  - Receive:
    - MIDI CLOCK (24 clocks cause a patch change)
    - MIDI NOTE ON
    - MIDI NOTE OFF (or NOTE ON with velocity 0)
    - MIDI CC (default: 20, 21, 22, 23)
  - Send:
    - MIDI CLOCK (24 times per patch change)
    - MIDI NOTE ON
    - MIDI NOTE OFF (simultaneous with NOTE ON velocity 0)
- Long-term memory (EEPROM)
  - Total size: 1MB
  - Bank/patch storage: 512B
  - Bank/patch "length" storage: 32B
  - Globals (MIDI, optional): 5B
  - Reserved: 475B
  - Maximum writes per bank: 100,000 (typical)
- Components
  - Illuminated tactile buttons (44)
  - Three-digit seven-segment LED display
  - Rotary encoder
  - Analog potentiometers (4)
  - LED
  - 1/4" jacks (16) typical
  - Banana jacks (16) typical
  - 1/8" jacks (16) optional to replace 1/4" or banana jacks
  - RCA jacks (16) optional to replace 1/4" or banana jacks
  - Power plug, 2.1mm barrel
  - MIDI jack, standard 5-pin female DIN (2 typical)
  - 2mm aluminum top panel