

LBH VIII - v 1.5 - Optimized

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Manual installation:

- 1- Download and unzip in a temporary folder
 - 2 - Select and copy the 2 folders ("Devices" and "App")
 - 3 - Go inside your own "Scope" folder so you can see all scope folders (App, Devices...)
 - 4 - "Paste" or press "Ctrl+V" to paste the installation folders
 - 5 - Say yes/ok to any message.
- 6 - Restart Scope, load LBH VIII from the Plug-ins folder and send me the "request string" to get the activation key..

Keys: when activating, it is sometimes better to do it on one device, and restart scope (but not doing this is ok in general) The key is the same for LBH VIII and all T-Drums so you need to activate once only.

The presets use a lot of BlackBox II Osc & Filters. A few of them are being selected to make it to a LBH survival kit for christmas.

Where is the plugin?

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LBH VIII in the folder "Plug-Ins/SpaceF BlackBox"

T-Drums, osc and filters are in Effects/Mono/BlackBox/....

MANUALS AND PRESETS

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- Presets will be found shortly in the [LBH VIII Presets downloads](#) of the site.
- Manual will be uploaded before christmas. We can make videos in case of emergency.

QUICK START

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FIRST USE

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- Load LBH VIII, open the main preset list and select a preset. This should load a number of Oscillators and Filters. If you play the lower octave, you should hear some rythms and bass lines now. The keyboard range is limited to the lower part of the keyboard by default.
- Also, you should locate a button that is turned on in the pan section, and turn it off, please. It is a "fast dezip" function that cannot work on LFOs and cause clicks. it works only on fast modulation like un-smoothed step sequencers.
- Sequencing of pattern. This will need explanation by video please stand by until the week end.
- Only banks 0 to 7 can be sequenced. other banks cannot (for the moment). Fortunately, it is possible to rename the banks and re-order them (i put number like "00-bank name" and so it is easy to edit.
- You must auto index banks and presets before it can be sequenced (most of the factory is done).

- Preset lists:
- Pattern: can import presets from the main list. It is every parameter of the main list, without the instruction to load/unload an insert, for stability reasons.
- G.All (All gates) that's the buttons of the grid. To import a Mai/pattern preset, you can only select that preset and "store" a ne preset in the G.ALI preset list. Then, the G.All preset list can be imported into all "G" presets (G 1-4, G5-8 etc etc).
- Length presets: length 1 and 2 use the same preset list.

Difference between Triggered and Pitched oscillators:

- Pitched oscillators are the ones you know, like BB2 oscillators. They will produce a sound in LBH VIII only if the little display at the left of the insert slot is set to "**Frq**" (Frequency, for frequency based oscillators)
- T-Drum or Triggered oscillators must be set to "**Trg**" or no sound will be produced.

Additionally:

Next to the "grid" (gate lines) , you can select a trigger type. The trigger type is independant from the Oscillator but it is better to do the following:

- if you use a Triggered osc, you should also select the trigger type to "OFF" . You can use another trigger type, but as the T-Osc have their own envelopes, it is not necessary. If you use a T-Drum with trigger type ="Norm" then it will cut the release of the drum sound: it can be useful for RnB or simulate a sample that is suddenly cut.
- If you use a Pitched oscillator, you should use "Norm" but any of the other mode is fine.

Trigger type definitions:

Off = no trigger or gates and the sound will be a long continuous sound: it is good to use with a VCA as a volume modulator (see "doing a pad", below).

Norm: use the normal gates which are the length sequencer 1 or 2. This is the most common mode for Pitched ocillators.

T.EG1 or T.EG2: uses the T-EG (triggered envelopes) which is in fact the "true step sequencer mode" of LBH VIII. TEG are interesting because they have modulated release and have a different result than the "normal" gates. T.EG can be triggered by any gate line.

When you save a preset for a "Kit" or Oscillator section, it saves also the setting of the oscillator (ie "Frq" or "Trg").

Also, a kit saves the trigger type (off, norm, T.EG etc).

This is made to avoid redoing the settings each time.

Doing a pad:

- 1 - A pad is a long note without any trigger. So choose Trigger mode = OFF
- But only this is not enough because it doesn't re-create an adsr on the pad.

- 2 - Assign the "EG" as a modulator for the velocity of that sound, and press the blue button next to the "velocity source selector".

What we did is to assign the non triggered "EG" to the levels of sound.

nb: EG is found at the extreme right of the device (just above the two "T.EG"

Now if you play the keyboard, you will have a long sound with the shape of the EG.

EDIT MODE of sequencers:

Edit mode is a small utility found in the sequencers: velocity, pitch, and even the 441 and 442 sequencers

It allows to programm 32 steps very quickly, minimizing the time and number of clicks to do.

Most sequencers have their own presets too, which already contain a few basics to start programming.

PS: the Length sequencers can't have a "edit mode" program, but they have presets: length 1 and 2 use exactly the same preset list.

Example:

- Repeat 4 = repeats the first four steps 8 times.
- By 4: allows to edit the 32 steps as if they were 8: editing one step will edit the whole section of four.
- By 2: edit by pair.
- Reverse16: the 16 first steps are repeated in reverse order on the steps 17-32

Reinitialisation;

- You can change edit mode securely by using the list (select an entry in the list).
- You can destroy all edition by using the Pot and going back to '32 step': this will apply all edit modes one after the other, and at the end, all 32 steps are at the same position.
- Think of presets : once you have a nice sequence, save yourself a preset.

PRESETS / SUB PRESETS

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The following sections use the same preset list: something you save in one will be available in the others in next restart.

- Delay 1 and 2
- Length 1 and 2
- Gate lines 1 to 8 (individually; the preset buttons found at the left of the gate lines).

PRESET SEQUENCING

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You can only sequence a few preset list, the most interesting one being the "Patterns". You can also sequence the "mutes" only, or the "All Gates" only.

- A pattern is everything on LBH VIII, except the instruction to load/unload an insert. Parameters of inserts will also be recalled. This is the most sophisticated sequencer mode, as you can sequence all your changes in sounds and even inserts settings.....

- the 'All Gates' preset list has only the on/off of the "Grid" ie all the yellow buttons which makes the rythm. Eventhough the Gate preset list are made to allow loading parts of presets into other presets, it can be sequenced too: as there are much less parameters (256 only) it can be faster. But this will not change the sounds themselves, only the rythm.

- The "mutes" only sequence the mute buttons. It is not useful everyday, but you never know, sometimes it is enough to make something nice.

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You can only select the 8 first banks of a preset list (bank 00 to bank 07). And no limit inside each bank (preset 999 is ok). You can rename banks in order to change their order and make them part of the 8 first ones. Also, the banks and the presets must be "autoindexed" so they have a number that can be recognized by LBH VIII.

Then, in the preset sequencer, just type numbers and select a target list.

A suite of presets in the preset sequencer, is called "**a cycle**".

- You can change preset with the buttons when cycle is OFF
- When cycle is On, presets are changed automatically. To edit a preset you don't like, you must put "Cycle Off" and then press the button of the said preset to select it. If you do not do this, it will continue changing presets so your changes are lost every 32 steps.

Refill sequencer:

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- It has a preset list that saves the preset numbers of the preset sequencer (PS).
- The refill presets also save the preset sequencer "restart mode" so it is possible to alternate cycles that are triggered by any note or by one note in particular.
- In order for the Refill sequencer (Rf) to work, you must also determine, for each preset, what is the next one.

- so basically it works like this

- A. I put various numbers in the PS and save a preset in the Refill preset
- B. I do this two or three more times with other preset number.

So at this point, we have several cycles to use in the song, but now we have to chain them together. If you select the various presets you just made, you should see the number change in the PS preset numbers.

C. Select the first preset of the refill sequencer. and let's pretend it's number is "00" (this appears when you 'autoindex' the preset list.)

Now, in the refiller section, input "1" in the "Next" field and resave the preset.

What we just did is to say, "when this cycle is active, get prepared to load the next cycle". Easy !

D. So now in your preset 01, select "next = 2" and so on.

Now, when you select the various preset, the "Next" display should show you which cycle is next.

E. I thought it is more powerful to let user input the next cycle number, because it allows to chain them as you want.

F. Now, put the Refill sequencer on by choosing a trigger event "On cycle end" or "If note="

On cycle end; when the cycle has finished playing, preset numbers of the cycle are changed, so when the cycle loops back, it will play a totally different list of presets.

If Note= the refilling of numbers will happen when a certain key is pressed.

The IF note is saved in the Refill sequencer, but it does not allow to assign a cycle to certain note (for the moment). It is always bound by the "Next" instruction:

More has to be said on the preset sequencer and refiller, but i will do a video, because words make it sound too complicated.

TROUBLESHOOTING:

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- **Clicks?** the PAN has a button that deactivate unzipping. So it can make clicks on some modulators. Deactivate them to remove clicks. (there is one activated by default). This option is there for fast modulation to pan Toms. It is to be used carefully because of these clicks.

- **No sound or weird sound;** this is often due to the oscillator type not set correctly. It must show "Frq" for pitched oscillators, and "Trg" for T-Drums.

- **or Keyboard Range:** I have limited the keyboard range by default. So it plays only on the lower octaves. If you change the keyboard range, it is necessary to "re-init" the midi channel by changing it back and forth once.

- **Continuous notes:** (concerns Reaper, or sometimes other sequencers when "stopping" it in the middle of a note, causing the sequencer not to send note off messages).

--- the LBH VIII is triggered by 2 type of VCA: a regular ADSR, or a "sample switch" (a very fast on/off with fixed attack and release (very fast).

The Switch is the quickest mode, but it needs a well defined note-off message to shut down.

Sometimes, it does not shut off the note when doing "stop" with some sequencers (not often and most sequencers= ok).

If this is an annoyance, there are 2 way to solve this:

- change the midi channel back and forth once (it cuts the midi note).
- or use the ADSR VCA which is slightly less performing than the switch, but useful for cutting sustained notes during editing. A sequencer like reaper doesn't send midi notes-off well when pressing "stop" , and if the above methods don't work, the only way is to... select another app in the task bar and show its window; it cuts the midi note sustain.... (!!! yes, it works like that, and the app you open can be scope window or any other program. for some reason, it acts like a midi panic button and resets sustained notes caused by reaper).

KNOWN BUGS

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There is no known bugs on the LBH VIII v 1.5.

If you find any , feel free to mail me or to report on the forum

www.spacef-devices.com