

# TriggerMatrix V0

yes there is a 8bit Prototype, built in a Techstar made it a TEKKSTAR, but also there it was soon replaced with a 32Bit Core,



it was a 8x8 LED-Matrix, with 2x8 Buttons, on Breadboard



a other 32bit Variante built in on the other Upper-Manual in Crumar 198, UI-controlled via a BCR2000

# TriggerMatrix V1

32 Bit PROTOTYPE



# TriggerMatrix V2

not supported anymore, it has timing issues, use the way more lightweight V3 or V4!





# What is Triggermatrix ?

a quick but not full view into triggermatrix and sequencing (german-austrian)

[Triggermatrix Teaching](#)

[Triggermatrix-basics](#)

[Echtzeit Musik](#)

## Teaser

You have spend time to program a cool rythm, and you already know which chords/melodys you want to play, and now its time to programm the timing/steps/the rythm in the melody... after quite a while of trying and looking on your drumline you have a fitting melody line for your drums...

now you change the drums a bit... o no i also have to change the melody now... i make a break, a intro...oh no so much work and time...and all because, the melody is fixed in arrangement,

you want a melody line that goes with beat? you want to change the beat note stream also (noteprocessing)? > read more... i have a tool for you!!! it will change your way doing LIVE! get ready for JAM!

## Features

### Short spoken:

- 16xdrumtriggers > Trigger-Routing-Matrix > Drum-Syntesizers
- Melody-lines > Trigger-Routing-Matrix > Melody-Syntesizers

### Rules:

- Drum-Trigger are Velocity Master > we dont care about the velocity of the Melodys
- There are Songs (ProgramChange), each Song has 16 different Trigger-Routings Presets> these are the Song-Parts
- 512 Songs saved on SD-Card, and Load-able while playing
- 512 System-Settings(Setups) saved on SD-Card...i use only one of it
- Triggermatrix midi-outs are connected to all synths, so it manage the program-change also
- 16x Trigger-OUTs with fixed Notes, on one midichannel - to connect Drum-Synths, Drum-Samplers
- 6x Polyphonic Melody-Retrigger-OUTs on 6 MidiChannels - to connect MelodySynths to it
- 12x Monophonic Melody-Retrigger-OUTs on 12 MidiChannels - to connect Monophonic Synths like pitchable Drums or Bass-Synths
- All 16 Trigger & ReTrigger-OUTs share the same Routing and Channelstrip UI (Mute, Solo, Roll...)
- Trigger, Poly, Mono-OUTs can be controlled seperatly by > **Random-Kill** & **Velocity-OFFSet**
- 6x Melody-Input-Matrix - Route & Mix Melody Inputs to the 16 Melody-Retrigger-Outs (saved in Song)
- 16x Melody-Input-Matrix-Hold-Buttons - hold the last Note, save it in the Patch - usefull when pitch drums.

V1: the Matrix has also a Trigger-Sequencer built in, the Melodys have to come from anywhere else, but @ the end, they have to be plugged into the matrix...

### **Trigger-sequencer, a few facts:**

- is a Drum-Step-Sequencer
- 256 Steps in total
- minimal LoopSection is 16steps = 1 Page, there are 16 pages to chain
- intro LoopSection, from step 0 until to the "minimal LoopSection"- is played once, then it loops the normal LoopSection
- The sequencer is made to give a static NoteStream, the Song-Structure is done by the TriggerMatrix
- Full Velocity control, visible with 3 different colours, each colour-Vel is set with its own CC
- Free programmable Swing to each Step, with 2 different swing Length-sets, which are controlled live via CC
- copy, paste, erase of pages
- copy, paste, erase of rows
- forward, backward, fw><bw - play direction
- Not only 4/4 are possible, all other things like 5/4 are possible! +++

## **Generic Interface**

Generic in sense of: PCBs that already out there:

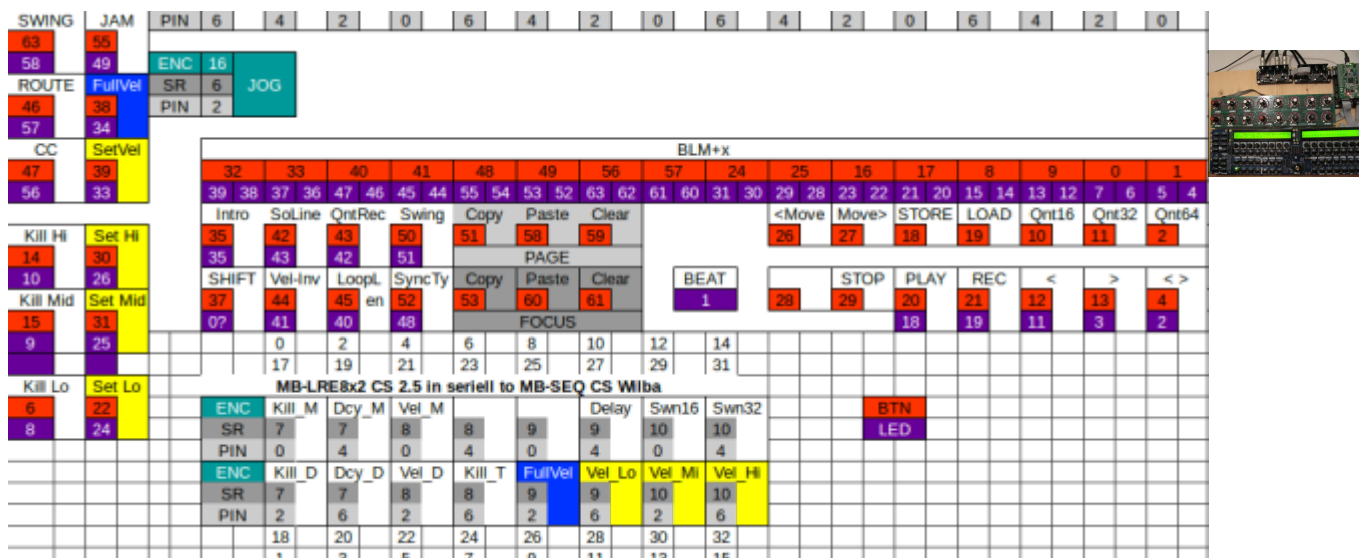
- [Wilba SEQ CS](#)
- [BLM16x16x](#)
- [LRE8x2CS\\_PCB](#)
- [CORE32 STM32F4](#)
- [2x 2x40Char Display](#)
- [2x Midi IO](#)
- SD-Card and some wires (which all are crimpable)

so when you have those things, upload [the Code](#) & watch the videos above

Serial Chain is: Wilba SEQ-CS and then LRE8x2

code is working, SEQUENCER timing is a mess, i was still a newbie in c > "learning by doing"

here is a ["FrontPanel+Pin-Out"](#) where the functions on the WILBA CS & LRE8x2 are explained



The screenshot displays the TriggerMatrix V4 software interface. It features a large grid of controls, including buttons, faders, and switches, arranged in a structured layout. The interface is divided into several sections, with labels such as SWING, JAM, PIN, ENC, SR, JOG, CC, SetVel, Kill Hi, Set Hi, Kill Mid, Set Mid, Kill Lo, Set Lo, MB-LRE8x2 CS 2.5 in serial to MB-SEQ CS Wlba, and MB-LRE8x2 CS 2.5 in serial to MB-SEQ CS Wlba. The grid is populated with various colored buttons and faders, each with numerical values and labels. A small inset image in the top right corner shows the physical hardware of the TriggerMatrix V4.

## TriggerMatrix V3



### Teaser

like V2, V3 is ready for JAM.

in V2 we had a lot of UI-Elements, Menues, and Settings.

V3 is stripped down and optimized: 8 Faders, 5 Tactial Buttons, 3 Switches, 1 Encoder, + BLM16+16X. in a Way it is more like V0 Tekkstar, there we had only a matrix a view buttons and Pots... more a instrument

3/4 4/4 4/5 and other settings are Set on the 16x16 Matrix with "on matrix text".

The Timing now is rock-steady.

New is the Clip-Launcher, here we can Ableton-Style switch Clip-Variations and Songs

Now we have a Roll-Variation Fader!

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### Rules:

- Drum-Trigger are Velocity Master > we dont care about the velocity of the Melodys
- There are Songs (ProgramChange), each Song has 8 different Trigger-Routings Presets> these are the Song-Parts
- 256 Songs saved on SD-Card, and Load-able while playing
- System-Settings, like Ports or MidiChannels are Hardcodet
- Triggermatrix midi-outs are connected to all synths, so it manage the program-change also
- 16x Trigger-OUTs with fixed Notes, on one midichannel - to connect Drum-Synths, Drum-Samplers
- 5x Polyphonic Melody-Retrigger-OUTs on 5 MidiChannels - to connect MelodySynths to it
- 11x Monophonic Melody-Retrigger-OUTs on 11 MidiChannels - to connect Monophonic Synths like pitchable Drums or Bass-Synths
- All 16 Trigger & ReTrigger-OUTs share the same Routing and Channelstrip UI (Mute, Solo, Roll...)
- Trigger, Poly, Mono-OUTs can be controlled seperatly by > **Random-Kill** & **Velocity-OFFSet**
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the Matrix has also a Trigger-Sequencer built in, the Melodys have to come from anywhere else, but @ the end, they have to be plugged into the matrix...

### Trigger-sequencer, a few facts:

- is a Drum-Step-Sequencer
- 256 Steps in total
- 32 th fixed rate
- 3,4,5,7,11,13/4 tact
- minimal LoopSection is 16steps = 1 Page, there are 16 pages to chain
- intro LoopSection, from step 0 until to the "minimal LoopSection"- is played once, then it loops the normal LoopSection
- The sequencer is made to give a static NoteStream, the Song-Structure is done LIVE by the TriggerMatrix-ROUTER
- Full Velocity control, visible with 3 different colours, Velocity Set via FADER
- Free programmable Swing to each Step, with 2 different swing Length-sets, which are controlled live via CC EDIT no CC for that right now
- copy, paste, erase of pages
- copy, paste, erase of rows
- fixed forward play direction

## U Interface

PCBs that already out there:

- [BLM16x16x](#)
- [CORE32 STM32F4](#)
- [2x Midi IO](#)
- SD-Card and some wires (which all are crimpable)

so when you have those things, upload [the Code](#) & watch the videos above

Extendet UI via GPIO via J10AB, J5AB:

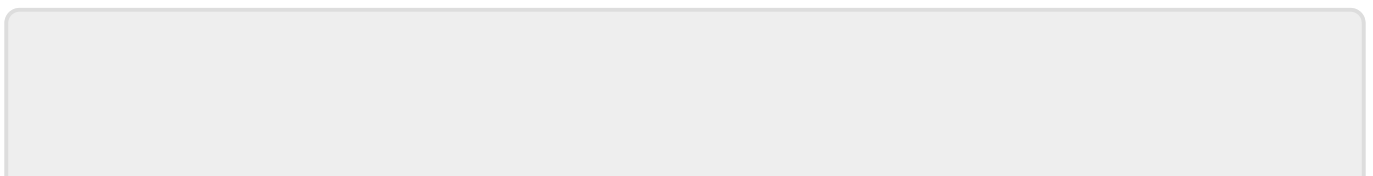


## Community users working on it

- [Phatline](#) = Programming, Documentation, Hardware-Prototype, Testing, Jamin...

## Getting Involved ?

Just let a Private message on the forum to user already involved



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