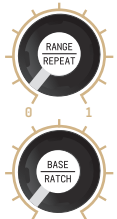


P2B8



The knobs of the P2B8 control each two sets of parameters:

Knob functions when arpeggio (ARP) is off:

Knob 1: note shift per repeat
Knob 2: note shift per ratchet

Knobs functions when arpeggio (ARP) is on:

Knob 1: pitch range of arpeggio
Knob 2: lowest pitch of arpeggio

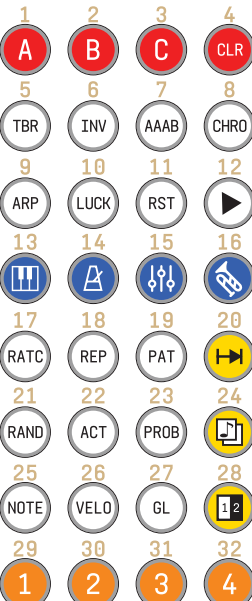


The concept of the sequencer is about scales and scale notes. There is always one scale selected.

Buttons (ROOT)-(13TH): Select notes from the current scale to use for sequencer/arpeggio (per track)

The button CTRL is for selecting an alternate function.

B32



Hold CLR for 1.5 secs to perform a factory reset.

All those moments will be lost in time ...

Press CLR to reset Start/End, skips, Autoreset, movement pattern.

Press CTRL + CLR to reset the melody and all other settings of the current track (doesn't affect the presets).

A Presets (buttons A, B, C): Store a preset of the current melody of a track together with all settings. Short

press of a preset button does nothing (safety), long press (from 1.5 secs) saves the preset, pressing a preset button while CTRL is held, loads preset.

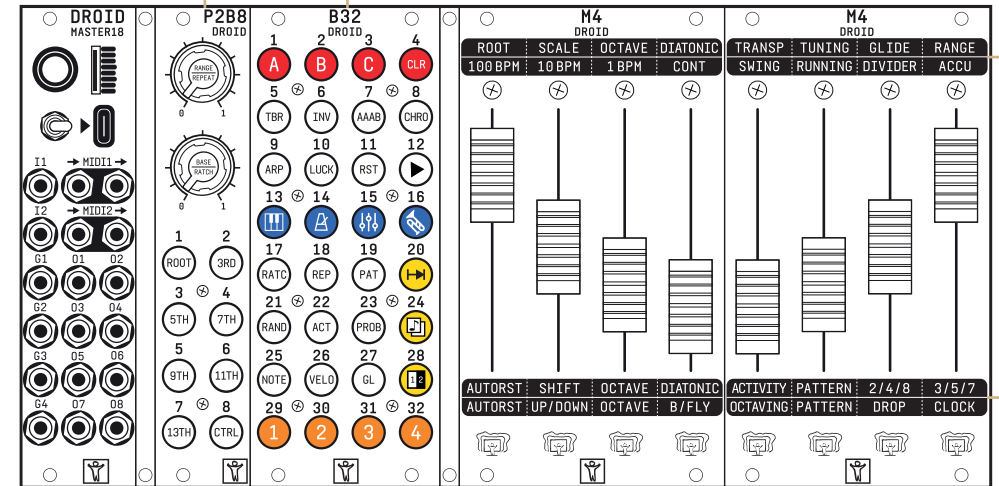
Hint: Settings of buttons 5-10 are per track!

- TBR** Transpose by root - transpose the melody along with the root note.
- INV** Vertically mirror (invert) the melody when on (per track).
- AAAB** Cycle through the song forms A, AAAB and AABB. In AAAB and AABB, the first half of the steps is „A“, the other half is „B“.
- CHRO** Switch to a chromatic scale and allow all 12 notes to be used - ignoring the scale and the note selection.
- ARP** Switch current track to arpeggiator (algorithmic melody creation instead of sequence).
- LUCK** Either randomize current fader settings or - when pressed together with CTRL - touch button settings.
- RST** Reset the current track to step 1 (Together with CTRL: all tracks)
- ▶** Play: Do it!
- RATC** Set ratchets from 1 (normal, fader at bottom) to 8 (fader in top position).
- REP** Repeats: Set the duration of the step in clock ticks.
- PAT** Gate pattern: Decide how gates are played when Repeats is 2 or larger.
- ▶** S/E (Start/End): Set start/end of sequence with touch buttons (green = start/red = end). Set start: hold end and press desired step button. Reset start/end: hold CTRL and press S/E.
- RAND** Pitch randomization and pitch accumulator. Please refer to the manual :-)
- ACT** Set activity level of each step. Then use the activity fader in the track menu to set the activity level needed for a step to be played.
- PROB** Propability that a step is actually played (see „gate probabilities“).
- 📄** Copy the current page. Press Ctrl+COPY to paste to another page.
- NOTE** Edit pitches (faders) and gates (touch buttons below faders).
- VELO** Edit additional CV (MIDI: velocity) per step.
- GL** Edit gate lengths (faders), switch on glides (buttons). Set glide length in tonality menu.
- 1/2** Page: Switch from steps 1-8 to 9-16.
- 1** Buttons 1, 2, 3 and 4 are track selectors. Hold CTRL and press track to mute/unmute it.



DROID Motorfader Sequencer

4 voice default configuration



Tonality menu - root, scale, other tonality things: Settings of faders 1-6 are global and affect all tracks at once. Faders 7 and 8 just affect the current track. Faders 1-4 work together with the first 7 buttons of the P2B8, which are used to select intervals of the current scale.

Root note	Scale	Global octave switch	Diatonic transposition	Absolute transposition	Tuning/compose mode	Glide duration (per track)	Note range (per track)
ROOT	SCALE	OCTAVE	DIATONIC	TRANSP	TUNING	GLIDE	RANGE
100 BPM	10 BPM	1 BPM	CONT	SWING	RUNNING	DIVIDER	ACCU
Set 0, 100 or 200 BPM	Add 0, 10, 20 ... 90 BPM	Add 0, 1, 2, ... 9 BPM	Continous clock bend	Swing/Shuffle	Start/stop internal clock	Clock divider (optional)	Pitch accumulator (per tr.)

Clock menu: First three faders set BPM of internal clock in 100s, 10s and ones. Fader 4 modifies clock speed in continuous way. Fader 5: Swing/shuffle. Fader 6: Start/stop of int. clock. Fader 7: Divider for extra clock output (can be configured in patch generator). Fader 8: Reset pitch accumulator every Nth sequence.

Track menu: Faders control settings of current track. Switch tracks with buttons 1-4. Reset each setting to neutral position (bright LED) by touching the button below the fader. Autoreset after N clock ticks.

Autoreset	Shift steps	Octave switch	Diatonic transposition	Activity	Movement pattern	Even clock divisions	Odd clock divisions
AUTORST	SHIFT	OCTAVE	DIATONIC	ACTIVITY	PATTERN	2/4/8	3/5/7
AUTORST	UP/DOWN	OCTAVE	B/FLY	OCTAVING	PATTERN	DROP	CLOCK
Autoreset	Up/ping pong/down	Octave switch	Butterfly	Octaving pattern	Movement pattern	Drop notes from scale	Clacking

Arpeggio menu: Set the pitch base and range with the two knobs of the P2B8.

Performance menu: Directly access the octave switch and diatonic transposition via the faders for each of the four tracks at once. Faders 1+2=track 1, 3+4=track 2 and so on. Change accessible parameters in the patch generator to your liking.

Get started here!

Thank you for buying the Moto Kit. To get you started with the assembly of your sequencer find a video of the proper setup procedure via the QR code. We recommended to watch it.

The other QR links to the latest firmware as well as the latest DROID Forge which contains the patch generator.

With the patch generator you change the sequencer configuration, including the MIDI setup.

The Moto Kit comes with an SD card that contains the "4 voice default configuration" as described on this quick start guide, so you can jam straight away.

If you don't like videos, do the following to set up your DROID modules:

- Put all the modules in front of you, from left to right M18, P2B8, B32, M4, M4
- Flip them towards you (keep the order LTR), so you see the backside and connect the modules using the small ribbon cables: M18 -> P2B8 -> B32 -> M4 -> M4
- Set the jumper of the rightmost M4 (last in order) to "last" - set the jumpers on the other modules to "park"

- Connect the M18 and the two M4s to the power supply of your system and mount the modules in your case.
- Power your system and enjoy the start up animation. The M4s need a little to fill up the super caps responsible for smooth fader operation.

You're all set.

The infos on this leaflet give you a brief overview of the functionalities of the sequencer.

The 7 tables to the right are a cheat sheet of some important parameters located on fader menus.

Have fun!



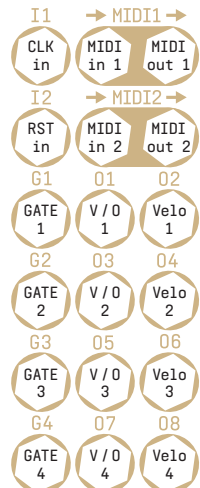
Setup video



DROID Forge & firmware download page

DROID M18

Jack Assignment



MIDI

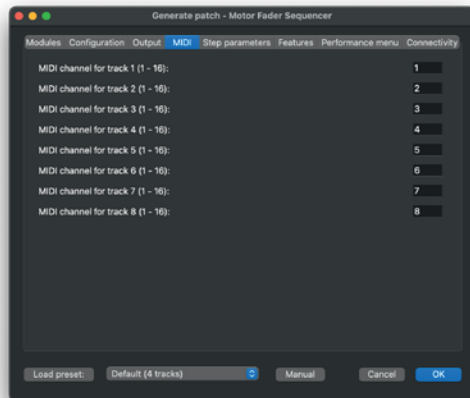
Output Assignment

Track	MIDI Ch.	Out
1	1	MIDI TRS 1
2	2	MIDI TRS 2
3	3	MIDI USB
4	4	MIDI USB

MIDI Info

If MIDI via USB is used, the switch on the M18 needs to be in the rightmost position.

Please configure your MIDI setup in the patch generator. It's part of the DROID Forge starting from version 1.5



Tonality menu, fader 2 (SCALE)

Scale
12 augmented
11 diminished
10 phrygian minor (with b9)
9 harmonic minor
8 natural minor (aolian)
7 dorian minor (with #6)
6 spanish (harmonic minor from 5th)
5 altered
4 mixolydian with 3 and 4 swapped
3 mixolydian
2 natural major (ionian)
1 lydian major (with #4)



Selected with button PROB. Each fader is a step in the sequence.

Gate probability
8 played always (100%)
7 50% chance (50%)
6 played every even turn (50%)
5 played every odd turn (50%)
4 random chance of 25% (25%)
3 played every 4th turn (25%)
2 random chance of 12% (12%)
1 played if last random was positive



Selected with button RAND. Each fader is a step in the sequence.

Pitch randomization (RAND)
8 Accu: pitch up by 2 notes per cycle
7 Accu: pitch up by 1 note per cycle
6 Accu: pitch down by 1 note per cycle
5 Accu: pitch down by 2 notes per cycle
4 strong randomization
3 medium randomization
2 slight randomization
1 no randomization



Track menu, fader 6 (PATTERN). Changes how the track is sequenced.

Track movement patterns
10 random to any allowed (other) note
9 ? →
8 ? ←/→
7 → → ← ← →
6 → ← →
5 → ←
4 → → ← ←
3 ping pong - forth and back
2 backward
1 forward



Arpeggio menu: Activate ARP button and press track menu

Arpeggio menu, fader 6 (PATTERN)

Arpeggio movement patterns
7 random to any allowed (other) note
6 ? ←/→
5 → → ← ← →
4 → → ← ← →
3 → → ← ←
2 → → ← ←
1 step forward through selected notes

Arpeggio menu, fader 8 (CLOCK)

Arpeggio clock
8 Master clock x 8
7 Master clock x 6
6 Master clock x 4
5 Master clock x 3
4 Master clock x 2
3 Master clock x 1.5
2 Gates from sequence
1 Master clock

Arpeggio menu, fader 7 (DROP): Select notes to be dropped/not played

Arpeggio drop patterns
4 1 2 3 4 5 6
3 1 2 3 4 5 6
2 1 2 3 4 5 6
1 1 2 3 4 5 6

Join our Discord server, if you want to discuss ideas, need help or want to report a bug.

