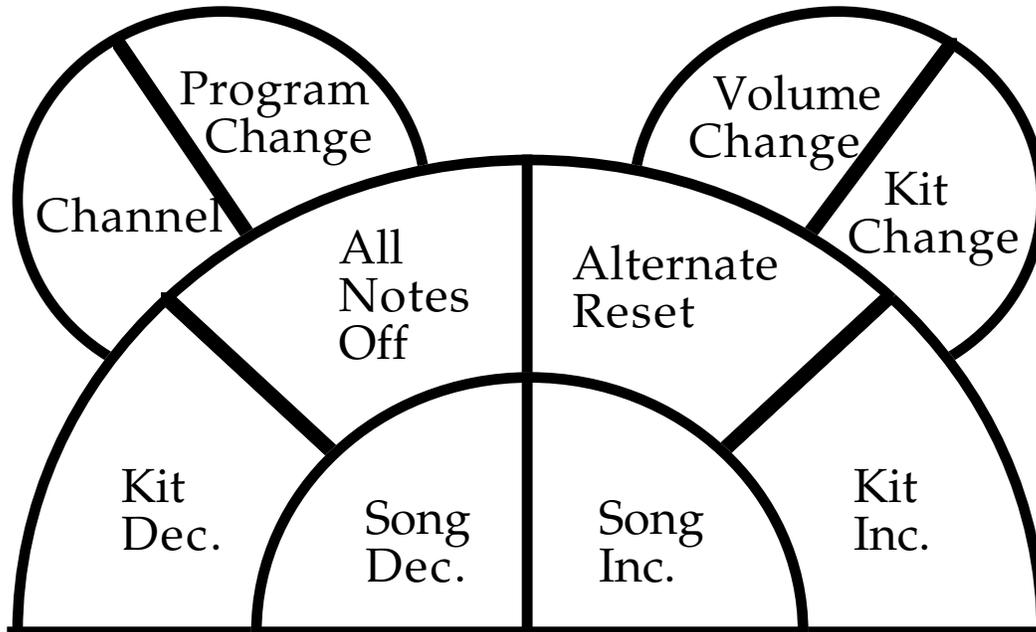


## 11. Footswitch Functions.

Footswitch1 gets you into EDIT MODE and back to PLAY MODE. That is probably clear to you by now. The other 3 footswitches have a variety of functions.

### FOOTFUNCTION 2:

You may have actually learned some of FOOTFUNCTION 2 already. When you do Kit Advances or Reverses with Foot 2 and Pads 3 or 6, or Song changes with Foot 2 and Pads 1 or 2, you were actually doing a FOOTFUNCTION. Now we will tell you what else you can do with Footswitch2.



## Footswitch2 Functions

If you press down on Footswitch2, and while it is still held down, hit **PAD4**, an **ALL NOTES OFF** burst will be sent out. This can also be done with the Screens under Pad 3 in "PRE-EDIT" mode. This is just another way to get at it.

If you press down on Footswitch2, and while it is still held down, hit **PAD5**, all of the **Alternating** Pads and Triggers will be **reset** to SOUND 1. If you are doing some kind of pattern with Pads in Alternating mode, you can be in serious trouble if you get out of sync. Hitting PAD5 while Footswitch2 is down will always put you back to the beginning. This is one of the functions of HOME BASE. It is included here by itself to give you more flexibility.

You can use Footswitch2 to send **live** PROGRAM CHANGES, VOLUME CHANGES, and KIT CHANGES! In this scheme, PAD7 will select the Channel, PAD8 does the PROGRAM CHANGE, PAD9 does the VOLUME CHANGE, and PAD0 does the KIT CHANGE.

Setting which Channel to send to is done live with PAD7 when Footswitch2 is down. On power-up, the setting of "send channel" on

## 11. Footswitch Functions

KIT DEFAULTS SCREEN #7, is installed as the “live footfunction channel”. To change that or **select** a new **Channel** on the fly:

- a) Press down on Footswitch2 and keep it down.
- b) Hit PAD7 to tell the drumKAT you are going to select a new “live FOOTFUNCTION CHANNEL”.
- c) The next 2 Pads you hit determine the Channel.  
If you want Channel 13, hit PAD1, then PAD3.  
If you want Channel 10, hit PAD1, then PAD0.  
If you want Channel 07, hit PAD0, then PAD7.  
Channel 01 is PAD0, then Pad 1.  
After the 2 Pads are hit to determine the MIDI Channel, you can choose LEFT SIDE ONLY by then hitting PAD9, or RIGHT SIDE ONLY by hitting PAD0. If you **skip** this, then **both** the LEFT and the RIGHT side will receive the ensuing PROGRAM or VOLUME CHANGES.
- d) Now release Footswitch2.

To send a live **PROGRAM CHANGE** :

- a) Press down on Footswitch2 and keep it down.
- b) Hit PAD8 to tell the drumKAT you are going to send a live PROGRAM CHANGE.
- c) The next 3 Pads you hit will determine the PROGRAM CHANGE #.  
If you want PROGRAM 125, hit Pad 1, then Pad 2, then Pad 5.  
If you want PROGRAM 91, hit Pad 0, then Pad 9, then Pad 1  
If you want PROGRAM 3, hit Pad 0, then Pad 0, then Pad 3.  
When the 3rd Pad is hit, the PROGRAM CHANGE is sent out immediately.
- d) Now release Footswitch2.

To send a live **VOLUME CHANGE** :

- a) Press down on Footswitch2 and keep it down.
- b) Hit PAD9 to tell the drumKAT you are going to send a live VOLUME CHANGE.
- c) The next 3 Pads you hit will determine the VOLUME CHANGE #.  
If you want VOLUME 125, hit Pad 1, then Pad 2, then Pad 5.  
If you want VOLUME 91, hit Pad 0, then Pad 9, then Pad 1.  
If you want VOLUME 3, hit Pad 0, then Pad 0, then Pad 3.  
When the 3rd Pad is hit, the VOLUME CHANGE IS sent out immediately.
- d) Now release Footswitch2.

To cause a live **KIT CHANGE** :

- a) Press down on Footswitch2 and keep it down.
- b) Hit PAD0 to tell the drumKAT you are going to do a live KIT CHANGE.
- c) The next 2 Pads you hit will determine the KIT #.  
If you want KIT 31, hit Pad 3, then Pad 1.  
If you want KIT 19, hit Pad 1, then Pad 9.  
If you want KIT 03, hit Pad 0, then Pad 3.  
When the 2nd Pad is hit, the new KIT is selected immediately.
- d) Now release Footswitch2.

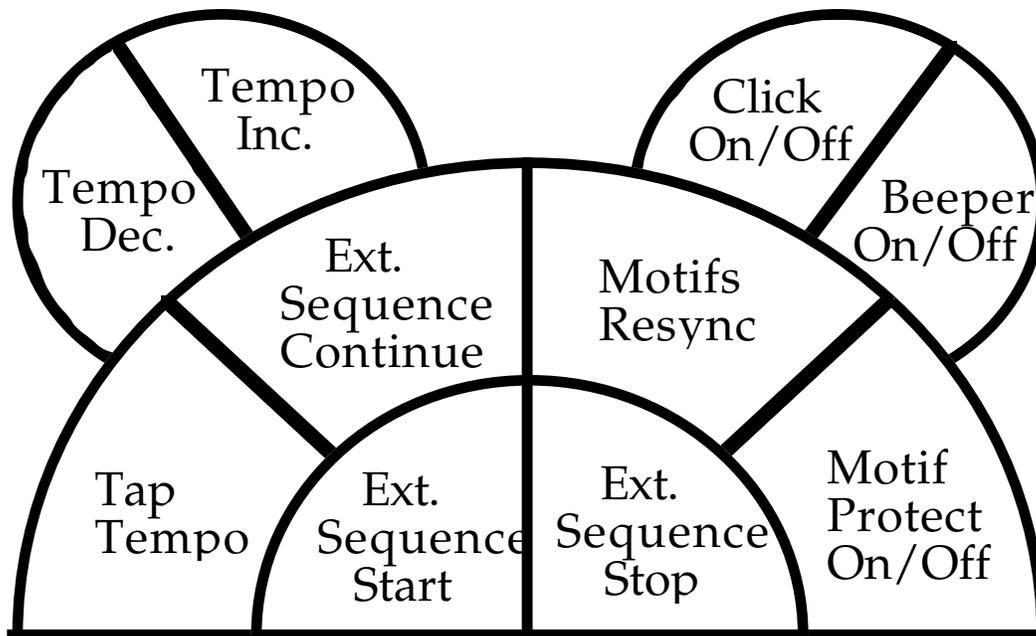
You are only allowed one type of change at a time. Footswitch2 **MUST BE RELEASED** after a change is done, before starting a new change.

**FOOTSWITCH 3 ASSIGNMENTS :**

Footswitch3 is assignable in each Kit. There is no footfunction operation with FOOT3 (like for FOOT2 and FOOT4) - while FOOT3 is down, the Pads all continue to be playing Pads - they don't start doing editing functions.

The choices are:

- SUSTAIN - You can select up to three different Channels (with Side) to send the Sustain Command to when FOOT3 is depressed.
- EXTSEQ STRT/STOP - FOOT3 will alternate sending a Sequence Start and sending a Sequence Stop out your left MIDI OUT.
- EXTSEQ CONT/STOP - FOOT3 will alternate sending a Sequence Continue and sending a Sequence Stop out your left MIDI OUT.
- CLICK ON/OFF - FOOT3 will alternate sending the MIDI Click out the Left MIDI OUT.
- HOME BASE RESET ALT, Motif, PRESSURE - Pressing FOOT3 does a full HOME BASE - It resets all Alternating Pads back to Note 1, restarts (resyncs) all Motifs that are currently playing, and resets pitch bend to Off
- FREEZE ALT8 OR ALTERNATING NOTE - All ALT8 or ALTERNATING (4) Pads will stay at the Note they are currently on until FOOT3 is pressed again to unfreeze the patterns.

**FOOTFUNCTION 4 :****Footswitch4 Functions**

If you hit PAD1 while Footswitch4 is pressed down, a MIDI SEQUENCE START command is sent out the LEFT pair of MIDI jacks. This also starts the sending of a continuous MIDI CLOCK to LEFT MIDI OUT. (No effect on internal Motifs).

## 11. Footswitch Functions

If you hit **PAD2** while Footswitch4 is depressed, a MIDI **SEQUENCE STOP** command will be sent to **LEFT MIDI** and the external **MIDI CLOCK** will be **stopped**. (No effect on internal Motifs).

If you hit **PAD3** while Footswitch4 is depressed, the Tap Tempo function is accessed. Every *pair* of hits on PAD3 (while FOOT4 is down) changes the tempo to that of the pair of hits you just played.

If you hit **PAD4** while Footswitch4 is pressed down a MIDI **SEQUENCE CONTINUE** command is sent out the **LEFT MIDI OUT**. (No effect on internal Motifs).

If you hit Pad 5 while Footswitch4 is pressed down, the internal Motifs will all resync to their beginning. The click track will also be resync to this hit and a MIDI SEQUENCE START will be sent to LEFT MIDI OUT to also resync any external sequencing.

If you hit **PAD5** while Footswitch4 is depressed, a Motif Resync occurs. If you are playing more than 1 Motif at a time, and you want to resync them, hitting this Pad will restart them all - resynced!

If you hit **PAD6** while Footswitch4 is depressed, global Motif Protection is toggled on and off. Global Motif Protection ON prevents you from accidentally recording over any valued Motifs.

While Footswitch4 is depressed, each hit of **PAD7** will **decrement** the **TEMPO** and each hit of **PAD8** will **increment** the **TEMPO** of the internal TEMPO CLOCK.

If an internal Motif is playing or if external MIDI CLOCK is being sent to LEFT MIDI OUT, their tempos will instantly change since both are driven off of the same internal TEMPO CLOCK. This allows you to do an accelerando or decelerando on Motifs or external sequencers that are running. Or you can use this to set up a specific tempo before running a Motif or external sequence.

If Footswitch4 is depressed, each hit of **PAD9** will **toggle** ON and OFF the sending of the **TEMPO CLOCK** out the **CLICK OUTPUT** in beats per minute.

If Footswitch4 is depressed, each hit of **PAD0** will **toggle** ON and OFF the sending of the **TEMPO CLOCK** to the **INTERNAL BEEPER** in beats per minute.