

**Part-Section and Num-Button-Assignment-Section:** These buttons are used to select the assignment of numeric-buttons 1-16. Only one assignment can be activated at a time.

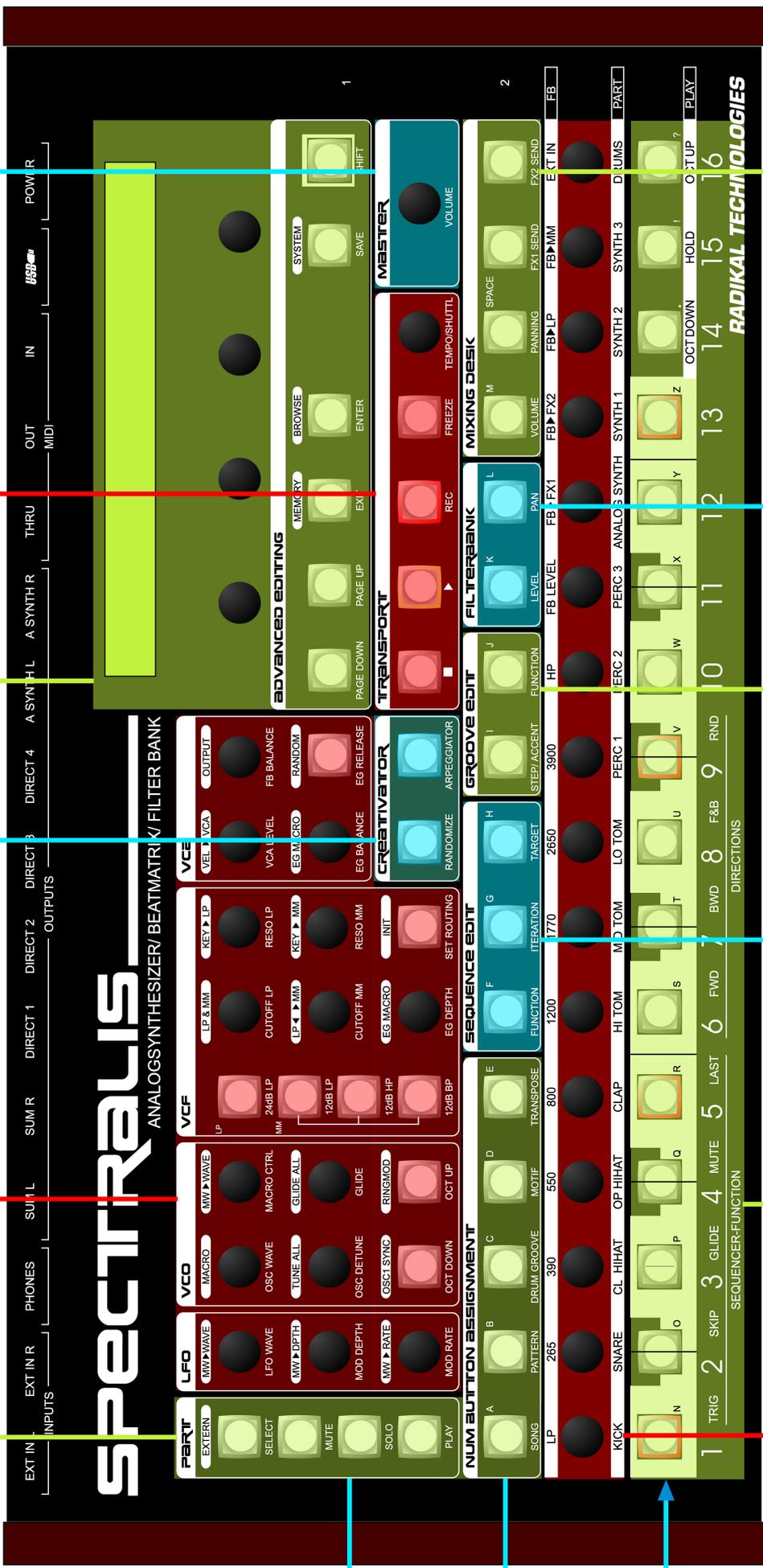
**Synth-Editing**  
These encoders and buttons are used to change/edit the Spectralis' sounds. They always affect the currently selected part. Use [Select] + one of the numeric-buttons to select the desired part.

**Creativator**  
The two buttons access functions intended to provide you with creative inspiration. The arpeggiator, the random pattern and the random sound creation can be found here.

**Advanced Editing**  
Not all parameters of the synth edit section are directly mapped to a dedicated encoder. Further parameters will pop up inside the advanced edit section by pushing a parameter encoder button.

**Transport**  
This area provides access to the transport controls. In some edit menus, the tempo encoder can be toggled between tempo control and shuttle operation - allowing to reach different segments of a motif.

**Master**  
Is used to adjust the volume of the outputs directly. The level setting is memorized even after switching the unit off. The level setting affects all songs, patterns and sounds.



The encoders 1-16 can be assigned to different parameters. They can be used for example as level controls for the individual parts but also as step controls for the sequencer.

Numeric buttons 1-16  
The function of the numeric buttons is selected in the "part"- and "num-button-assignment"-section. Additionally they are used for the rhythm programming in the sequencer and beatmatrix grid editor.

**Sequence-Edit**  
This section opens the display menus for the editing of the step-sequencer. By entering this menu, the encoders 1-16 and the numeric-buttons will automatically be assigned to sequencer functions.

**Groove-Edit**  
Opens the menu for the beatmatrix drumgrid editor. This menu assigns the numeric buttons 1-16 automatically for entering trigger points for the selected drum-instrument.

**Filterbank**  
These buttons assign encoders 1-15 to filterbank level and stereo panorama control. Further parameters will appear in the advanced edit section by hitting one of the encoder buttons 1-15.

**Mixing-Desk**  
Volume, stereo panning and FX-sends can be controlled with encoders 1-16 according to the selection you made inside the "mixer"-section.

# SPECTRALIS - First Steps

## Setting Up the Spectralis

Place the Spectralis on a level, clean and sufficiently spacious surface, connect the power-plug with the current and connect the sum-L and sum-R outputs with two instrument cables to a mixer, amplifier or an active monitor speaker system.

You also should connect a MIDI masterkeyboard to the MIDI-input of the Spectralis and change the MIDI send channel of this keyboard to MIDI-channel 1. Adjust the mixer level or speaker-level to minimum setting and turn the Spectralis on. After a boot procedure and sample loading, the Spectralis is ready for your first steps.

## Listen to Demosongs

After the boot-procedure, the spectralis will start with song 1 preselected. Now push the green **[Play]**-button in the Spectralis transport field, set the Spectralis master volume to maximum and adjust the level of your amplifier or mixer to the desired volume. You can select another song directly by hitting one of the 16 number buttons and pressing **[Play]**, the **[Page-Up]**- and **[Page-down]**-buttons allow to increase or decrease the songstep-pointer. The songstep always changes at the end of the bar. After pressing **[Stop]** two times, the Spectralis jumps back to the first songstep and stops.

## Entering Pattern-Jam-Mode - Select the **[Pattern]**-button in the Num-Button Assignment section.

Jump into the Pattern-Jam mode whenever you want. The song chain will temporarily interrupted and you can now use the 16 Num-Buttons to select other patterns. The pattern change always happens at the end of a full bar. After pushing the **[Song]**-button again and pressing **[Page-Up]** one time, the songchain will be activated again to play the song from the last active songstep until the end.

## Checking the Select, Solo, Mute and Play functions

At the left side of the panel-controls are buttons for **[Select]**, **[Mute]**, **[Solo]** and **[Play]**. These buttons change the assignment of the 16 num-buttons.

**[Select]** - If this button is active, the 16 buttons assign the according part to the synth-edit controls and assign the selected part to MIDI-Channel one - the masterkeyboard channel. Further functions like Realtime-Recording, Drum-Grid Editing etc. will always affect this part.

**[Mute]** - Assigns the 16 buttons to a mute functionality. Num-button 16 "Drums" mutes the whole drum section with parts 1-11.

**[Solo]** - Assigns the 16 buttons to a solo functionality. Num-button 16 "Drums" sets the whole drum section with parts 1-11 to solo.

**[Play]** - Lets the 16 buttons act as a MINI Keyboard. The current selected part can be played with the buttons 1-13. Button 16 transpose one octave up and button 14 one octave down. Button 15 sets the note into a hold mode.

**[Shift]** - When pressing down the **[Shift]**-button while have been selected Solo or Mute, the 16 LED's of the num-buttons show the part activity.

## Using the Mixing Desk

At the right side of the control panel directly above the 16 encoders row you can locate the Mixing-Desk section.. If you select **[Volume]**, **[FX1-Send]**, **[FX2-Send]** or **[Panorama]**, the selected parameter can be controlled for all parts simultaneously with the 16 encoders. The part 16 encoder controls the selected parameter for the whole subgroup drums.

## Trying and playing the preset sounds

Please stop the sequencer now with the **[Stop]**-button and press **[Select]**. Now select the desired part with the according num-button. The selected part is now assigned to the attached MIDI keyboard. The sound can be selected in the display-menu. All sounds of the spectralis are organized in categories and subcategories. The third encoder selects a sound from the selected subcategory. Dial the desired sound and press the third encoder-button down to confirm the selection. The **[page]**-buttons work as soundselection buttons as well. Now the sound can be played on the attached keyboard. The sounds do not memorize the FX-send level. So feel free to use the mixer functionality to decrease or increase the FX-send level. The knobs of the synth editing section are assigned to the sound-parameters.

## Encoder functionality and spectralis integrated help system

Some edit sections of the spectralis may contain multiple edit pages. You can reach edit sections by simply pressing an encoder button in the desired area of the control panel. Inside these edit sections you can choose additional edit pages with the **[Page-Up]** and **[Page-Down]**-buttons. Wondering, what a display parameter exactly means? You always can get additional informations by holding down the **[Shift]**-button and pushing the encoder button, that is assigned to the unknown parameter. Help texts with multiple text lines can be browsed with the **[Page]**-buttons. Links, marked with brackets, can be visited by hitting a display-encoder button.

## Entering notes into the Step-Sequencer

Press **[Pattern]** in the num-button assignment section. Press **[Edit]** in the display dialog and there **[Page-Up]** one time. The 4th encoder button allows to **[Init]** the pattern. Now select part 12 Analog Synth by choosing **[Select]** and pushing encoder button **[12]**. Select a sequencer sound in the display dialog like described above and press the **[Function]**-button in the sequence-edit section. Select Seq:L11 with the first encoder. Now you can enter trigger points with the num-buttons. The encoders above the num-buttons control the pitch of the sequence.

## Adding a Drum-Groove to your sequence

Press **[Step/Accent]** in the Groove-Edit section in the middle of the edit panel directly above the 16 encoders row. Select the part you would like to add or remove some drum triggers with the encoder buttons 1-11. Enter steps with the num-buttons. The velocity of the steps you enter can be selected in the display with encoder 3. Select other segments of the selected drum-motif with the **[Tempo/Shuttle]**-Encoder. Change the grid resolution at the second menu page by hitting **[Page-Up]** and selecting the desired resolution with the first display-encoder. Now it's time to look into the manual. (The Save pattern function is described at page 32;-)