



FLAME ECHOMETER

midi sequencer

echo beat machine

analogue controller

cv-interface

loop generator

drum & bass box

product info

The echometer is a midi sequencer/looper where you can record and playback midi notes and/or controller values from three independent tracks over up to four bars length in realtime or quantized if you want. Over implemented buttons, external Midipads or keys you can just record the timing of the events up to Midi. You can also trigger them analogwise over the gate input switch per track.

The echometer is mainly designed to create, play and edit drums and percussion beats on the fly. Still you can edit basslines or melodies to be given out in addition or as it. Over up to six voltage control outputs for 0 to 5 volts you can also control and manage analogue components such as filters, analogue synthesizers or such stuff in a modular system. The enormous possibilities in combination with the midi are uncountable.

technical details

In opposite to a classical step sequencer the echometer always sets the real step directly to the beat scene, quantized or not, more as a looper does. To set/record steps there are several ways: SHOTS generate a note repeat quantized between 96th ticks over triolic scenes down to just quarter notes, The choice can be changed at any time on the fly. Alternatively you can also set single notes quantized or not. In realtime recording there will be also held the gate time, what is needed for notes and melodies at least. The loop quantization (LQ) can also be choosend afterwards.

The Echometer has several echo or repeat functions:

A loop with up to 4 bars length can be played either endless, once or - comparable with a real echo - slowly going down with the volume; this can be set with the RELEASE-pot. New steps can be added or deleted at any time that the loop can vary constantly.

Echos can be added or deleted from single steps with the echo-pots called TIME and DEPTH without changing the looped beat in his structure. These changes can be recorded over four bars length separately per track to be played back automatically, what is a part of the hold function.

further informations

The HOLD function is freezing the current state of the loops to play them back endless. To still get additional variations, you can go ahead playing more things with it without changing the loop. The echo still can be set on or off all the time.

With the MUTE function you can temporary cut one of the tracks, The length of the loops can be varied between one, two or four bars on the fly. With the VARIATIONS-pot you can add random functions to the running loops and the loop lengths. So you can easily realize playable arrangements live.

The sequencer can run with the internal clock in tempi from 20 til 240 bpm or externally synced over Midi-clock. Each of the three tracks can also be a monophonic line of notes, sending control changes and pitch bend in addition, the midi channel can be choosen free for every track. Two additional control-voltage outputs from 0 to 5V per track can be set as follows:

- Gate of note
- Velocity of note
- Note number of note
- Value of CC1 (control change or pitch bend)
- Value of CC2 (control change or pitch bend)
- Value of echo (velocity or control change value)
- All together (all data without Gate)

Many additional configuration settings can be choosen over the edit menu individually. All settings are stored in the unit and can not be lost by turning it off. They can be saved in addition externally over Midi-dump.

More informations, news, downloads and updates:

<http://flame.fortschritt-musik.de>