

Big City Flippn'Grooves Guide

1- Uploading the pack

1.1 Connect your Circuit Monostation by entering in 'bootloader' mode.

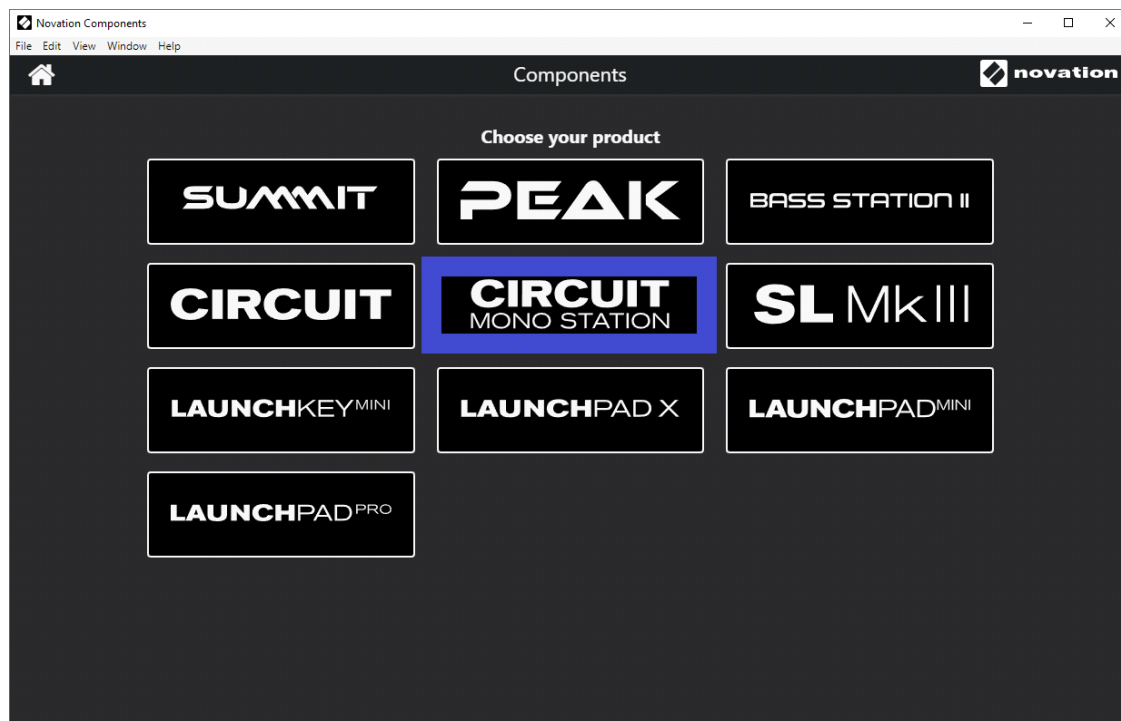
N.B. This restarts your Circuit Mono Station and puts it in 'bootloader' mode. Please make sure you have saved what you are working on first.

- > Turn Circuit Mono Station off
- > Hold down the Scales , Note and Velocity buttons
- > Power Circuit Mono Station on again

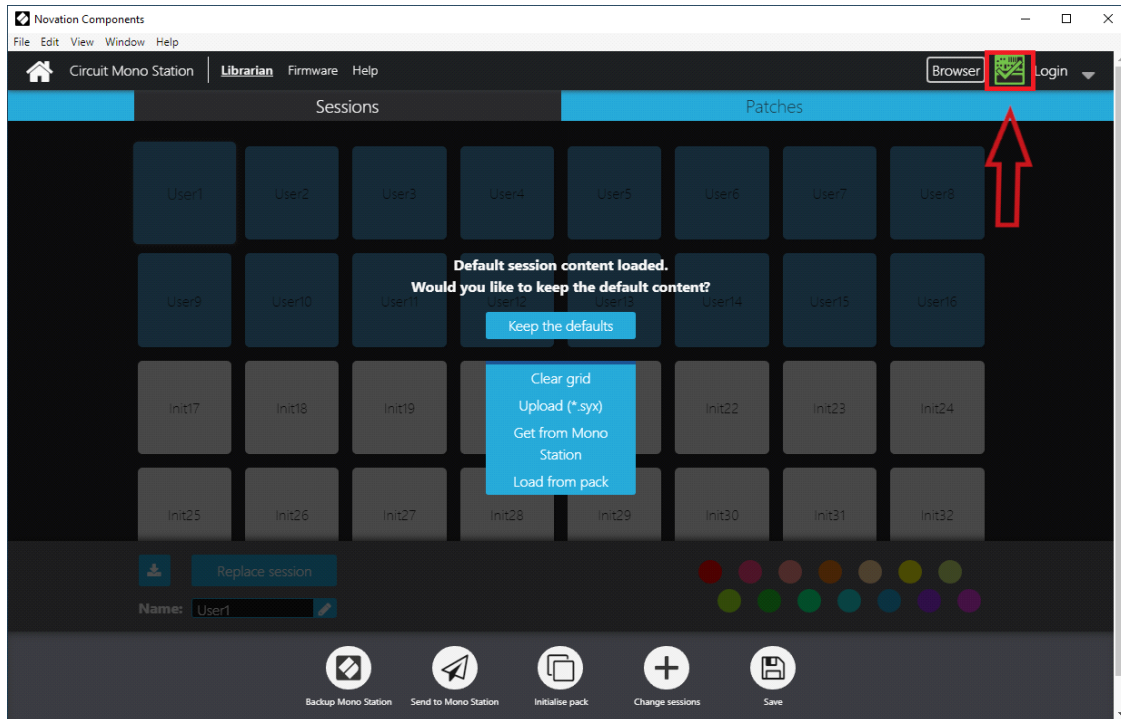
Circuit Mono Station will now be in Bootloader Mode, and the grid display will look something like this :



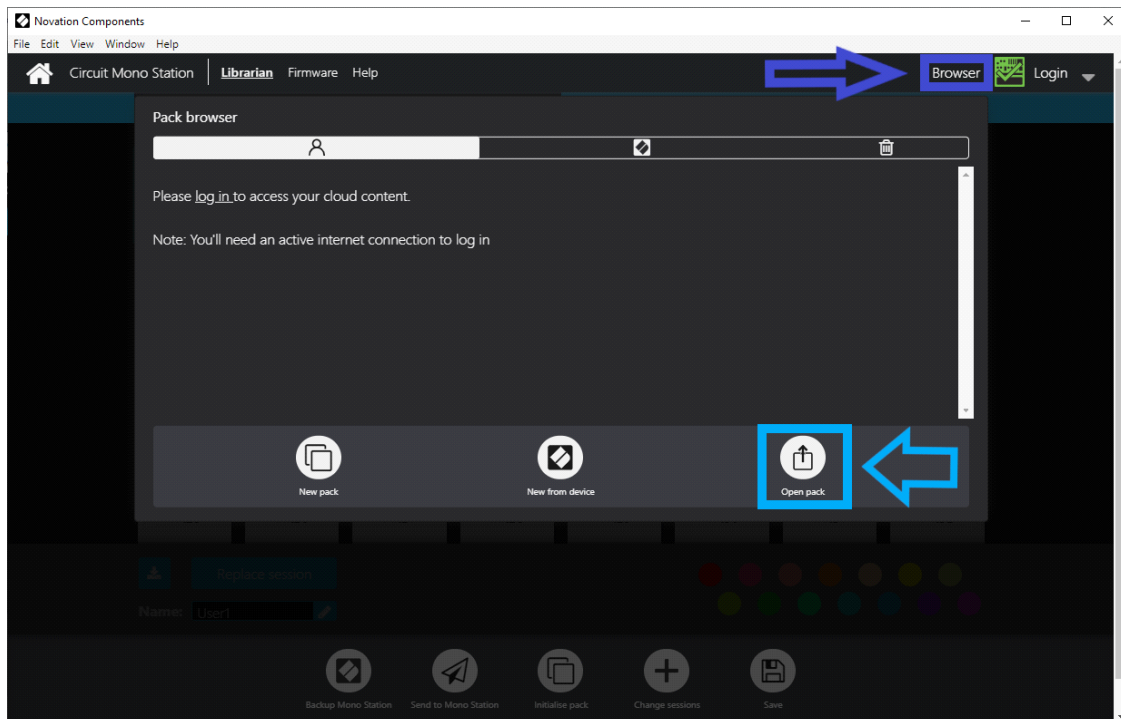
1.2 Launching Novation Component software and select Circuit Mono Station in the product list



1.3 On the 'Librarian' and 'Firmware' pages, you will see a status icon in the top right of the page. This tells you if your Circuit Mono Station is connected to Novation Components.



1.4 Click on 'Browser' and then 'Open pack'

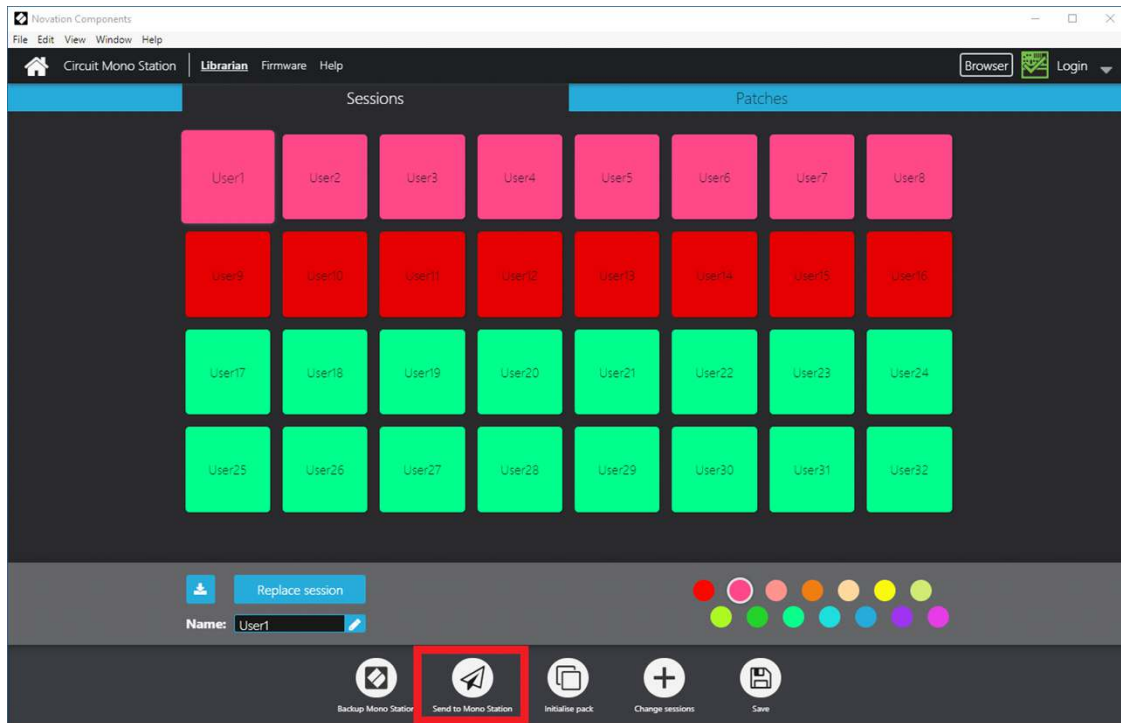


1.5 Select the file "Big City Flippn'Grooves Pack" For Mono Station or "Big City Flippn'Grooves Alternative Flip Pack For Mono Station" depending of your patch flip style.

Please report to section "2 : Bank overview" to understand the difference.

1.6 Click on 'Send to Mono Station'

Please do not forget to backup your Mono Station before any upload



2- Bank overview

There is **two versions** of the pack :

The **standard** and the **alternative** flip version

The reason i create this alternative version is to give you a new choice to play patch flip.

Please keep in mind that the alternative version is just a different patch organization,

(All the patches settings remain the same)

!! Each version has it own patch flip sessions too !!

2.1 Big City Flippn'Grooves For Mono Station standard configuration

(File : Big City Flippn'Grooves Pack For Mono Station)

Patches Page 1 :

The 32 synth patches



Patches Page 2 :

The 32 drum patches divided in 8 kits



2.2 Big City Flippn'Grooves For Mono Station Alternative configuration

(File : Big City Flippn'Grooves Alternative Flip Pack For Mono Station)

Patches Page 1 :



Patches Page 2 :



3- Playing with patch flip

Press RECORD during playback and select a patch on the "Patches View" to record a patch flip; hold SHIFT to record the change without playing a note.

Edit Patch Flips: While stopped, press record and select a step. Then go to the Patches View to see if a patch is assigned or select a new patch to assign the patch to the selected step.

Press CLEAR + PATCHES to clear patch flips for the entire pattern or do this while in step edit mode to remove patch flips from the current step only

You can find a video demonstration of the patch flip function here :

https://www.youtube.com/watch?v=Bt_54cEE8JU

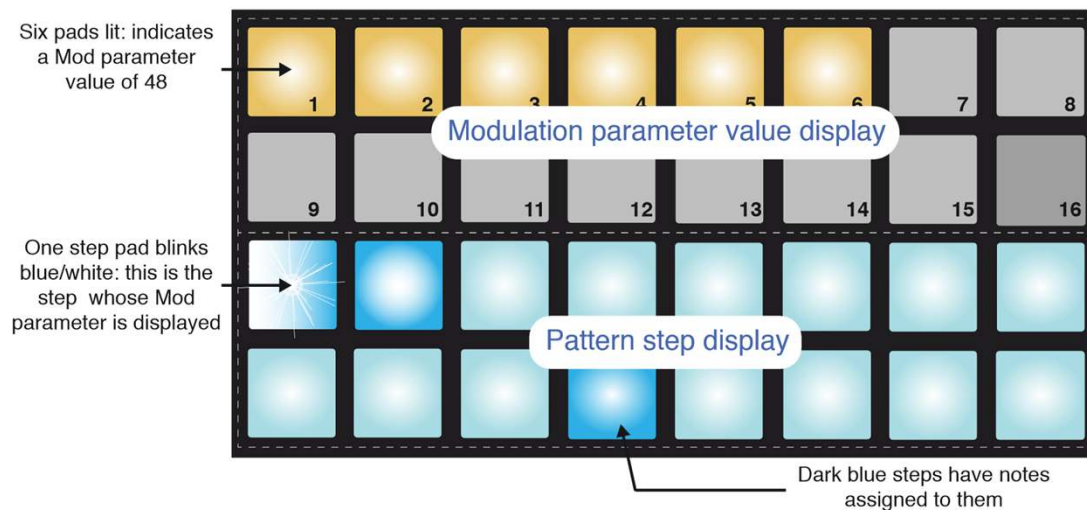
4- The modulation sequencer

Modulation Sequencer (Mod Seq) is a “virtual” third Track that can record a Modulation parameter value for each Step in a Pattern. T

The Track is saved to the Pattern along with the Tracks for Osc 1 and Osc 2, and in all other respects is handled simply as an additional sequencer track.

The data recorded in Mod Seq is available to the Modulation Matrix as one of its four sources (Seq).

It can then be routed to any of the eight Matrix destinations to vary oscillator pitch, pulse width, VCA level, filter frequency, etc.



5- Under the hood : Patch details

In order to understand the behaviour of each patches, you will find very useful informations in the folder 'Patch details'

(like for example the modulation sequence matrix data.)



6- Tips

- Don't hesitate to switch between to the 2 paraphonic mode

Some patches are designed to be played on 'Paraphonic Mode 2' in 'Dual Mode' but you can switch it depending your own personal taste.

In normal (default) operation only Oscillator 1 triggers the VCA. We call this mode **Paraphonic Mode 1**, and it is the mode you will use when playing Circuit Mono Station in live performance or for recording.

This mode is confirmed by the Scales button being lit dimly white when Shift is pressed. In Paraphonic Mode 1, every note played on the keys triggers both Oscillators, but the VCA is triggered only by Oscillator 1. The contribution that each oscillator makes to the overall sound can be heard provided the Osc 1 and Osc 2 level controls are turned up in the Mixer Section, and the pitch and waveform of each oscillator can be adjusted independently.

The important point about Paraphonic Mode 1 is that because it is Oscillator 1 that triggers the VCA, **Oscillator 2 will only be heard when a note in Oscillator 1's Pattern is of sufficient duration to trigger the VCA.**

Circuit Mono Station has a secondary mode, **Paraphonic Mode 2.**

This is selected by pressing Shift and Scales together: the Scales button will now illuminate bright white. In this mode, Oscillator 2 triggers the VCA as well as Oscillator 1, so you can turn the Osc 1 Mixer level control down and hear all the notes in Oscillator 2's Pattern.

- All the patches are velocity sensitive so please do not forget to disable the Fixed Velocity.

Reminder :

Fixed Velocity is enabled by pressing Velocity while holding down Shift .

Fixed Velocity is confirmed by the Velocity button illuminating white while Shift is pressed.

Note that setting Velocity to Fixed does not alter the Velocity values of notes previously recorded.

- Smooth your modulation sequence

Because Mod Seq parameter values are effectively assigned in increments of 8, there will always be a “jump” in the amount of modulation that is being applied to the chosen destination when subsequent Pattern Steps have different Mod Seq values.

This jump will obviously be amplified when different Mod Seq values are assigned to adjacent Steps.

The effect of this on the sound may be negligible - or even inaudible; or it may be a bit annoying.

To overcome this, **you can engage Smooth Mode, by pressing Shift and Mod Seq together.** This interpolates between the discrete Mod Seq values, and causes the modulation to change value gradually between steps, minimising the jump.

When Smooth is active, the Mod Seq button will light bright white when Shift is pressed; when Smooth is Off, the Mod Seq button will be dim white when Shift is pressed.

- Sidechain your sequence

An easy way to fake a sidechain is to set a full "Amp" negative value in the modulation matrix and assign "Seq" as a destination.

Then add your 'virtual' sidechain note and play with different velocity settings.

The example will really produce the typical sidechain pumping effect :

