Octopus Release Notes & User Guide

Operating System version 5.00

Introduction

Welcome to the Octopus Community Edition Operating System v5.00.

Our project's primary focus is to refine, evolve and streamline these magnificent sequencers.

This release offers bug fixes, stabilisation, performance tuning and essential features. Throughout the process of improvement all components have been thoroughly checked, rechecked by dedicated Octopus users. New features have been added with careful consideration and any bugs that hampered workflow eradicated forever!

The contributors to this project share the dream inherited from GenoQs of the ultimate sequencer and we have <u>not</u> compromised in any way whatsoever in making sure that this release is in keeping with that dream.

Enjoy it all!

Disclaimer

The Software is provided "as is," with all faults, defects and errors, and without warranty of any kind.

Current CE Contributors

- Jean Blanc
- Eric Ellis
- Wilson Stockman

Feedback

We are a small group putting our best efforts together to code, test and document the OS development. Your feedback and involvement are most welcome so please join us on the forum if you have any issues, questions or suggestions. We thank all of you who have taken the time and trouble to get involved!

Installation

- Download the Octopus OS here:

https://groups.yahoo.com/neo/groups/genoQs_users/files/Latest_OS/2017_08_23_CE_OS_v500/Octopus_CE_OS_v500/OCT_OS_v500.elf

- Follow the usual process of installation via USB.

http://www.genoqs.com/wp-content/uploads/2015/01/OCT_USB_Update.pdf

- OSX Sierra users please see an addendum to the USB update guide
https://groups.yahoo.com/neo/groups/genoQs_users/files/Latest_OS/2017_08_23_CE_OS_v500/USB_OSX_Update.pdf

CE OS Release

CE OS Core Release

CE OS Core v5.00 release is based on OS v1.62 focuses on stabilisation and bug fixing. Features added are components of the sequencer core capabilities.

New Features

Improved Recording re-take

In a change to legacy behaviour, there are now two options to remove previously recorded notes as follows:- Whilst the sequencer running (and a track is armed for recording), clicking the Play button will delete the track under the chase light - and, if recording to a track chain a double-click of the Play button will delete all notes in the track chain.

Step Zoom available from all Page Edit state's

When in Edit Steps state or Edit Perform state, with a matrix Step button held - the ZOM mutator is now available thus it is possible to enter Step Zoom from all Page Edit state's. Additionally, the Step Polyphony is now shown on the Chord buttons (and may be set) when holding a matrix Step button.

Cluster Page Hold

In Grid Edit Mode holding a Page button and turning the STA encoder will, as before, set the number of page repeats, however in this new feature the Page STA may now be set to zero. If a page has a STA of zero if will repeat indefinitely - thus it is now possible to play part, or all, of a Cluster without looping back to the first page.

Chords V2

We present a redesign of step chords that removes the current limitation of the user interface(UI) and REC mode, which has no ability to stack notes within the chord on the octave, i.e. C1, C2, C3 are not possible to combine on the current Step.
A work around of course is to have other track(s) fill in the octave notes, but this hampers the workflow fluency (especially when recording). Addressing this limitation is what Chord v2 is all about.

User Interface

In addition to the familiar chord note entry UI (which we don't need to cover here) Chords V2 offers a UI that allows you to input notes of the chord, directly into each of the three octave layers.
Changes to the UI are purely to allow for manual Step Chord entry.
The Midi input for all Recording Modes now allows stacked notes to be recorded.

Chord Modes

There are two Chord modes, Chord View mode - which is the original mode unchanged, and Octave View mode, they both display chord note data but in two different ways.
As before, when zoomed into a step, holding any of the Chord buttons will display the Chord notes in the inner circle - but now, the Select led is orange and clicking the Select button (whilst continuing to hold a Chord button), will switch to the new chord mode and the Select led will change to flashing orange - indicating you are now in chord "Octave View"
- when in Chord View mode everything looks and works, as it did before
- when in Octave View mode you can navigate between the chord octave layers by clicking one of the 3 highlighted 'octave' buttons at the bottom of the inner circle, labelled MOD, SEL & CAD (default octave 1 selected) moving between 1-3 octaves respectively, the current octave will be flashing orange.
Entering a Step Chord containing a note which is the same 2 or more several octaves may only be done in Octave View mode.
By default the original Chord View mode is shown when clicking a Chord button, however, it is possible to double-click any chord button to enter Octave View directly (make sure you continue to hold the Chord button after the double-click). With a Chord button held its the Select button that switches between chord modes.

Building chords in Octave View Mode

It should be noted that the note colour scheme is radically different in Octave View mode as much more information is being conveyed when viewing the chords 'octave view'.
Enter Octave View mode by double clicking (and continuing to hold) any Chord button, the Select led will flash orange. Assuming the step is turned on and contains a single note, the root note will be flashing orange - also the MOD led will be flashing orange, the SEL & CAD leds will be lit green, this is telling you that you are viewing octave 1 of the chord. Other notes (in this octave) may be turned on or off by clicking their respective buttons - if turned on their led(s) will be orange.
Now click the SEL button and its led will change to flashing orange - this means we are now looking at the octave above the root note (octave 2) and any notes that were entered in octave 1 will now be shown with red leds (the chord root note will be flashing red).
The red led(s) simply means that the note exists in a different octave to the one you are currently viewing.
Again steps can be toggle on and off, and again when turned on they will be orange unless the note already exists in octave 1 in which case the note led will turn green - signifying that the note is on in this octave and also another octave.
Now click the CAD button and its led will change to flashing orange - this means we are now looking at the next octave up (octave 3), which works in similar matter to the previous octaves.
The led of a note that exists in all three octave will Shine_Green and if the root note exists in all three octave it will Shine_Red.

See chart below for Octave View mode note signalling:-

Chord Octave Note Input

When viewing the Chord Octave UI the inner circle displays the 12 note status within chord that is relative to the selected octave.

UI Location	State Description
Note LED ORANGE	Note IS set ONLY in currently viewed octave
Note LED GREEN	Note IS set in currently viewed octave AND also in another octave(s)
Note LED RED	Note NOT set in current octave, but IS set in one or more of the another octave(s)
Note LED ORANGE BLINK	Chord root note
Note LED SHINE_GREEN	Note IS set in ALL 3 Octaves (full stack)
Note LED SHINE_RED	Note IS set in ALL 3 Octaves (root note full stack)

Note: Although chord notes may be turned on or off in either chord mode if the root note is 'stacked' then they can only be turned off in Octave View mode.

Adding Octave spaced notes

If there are no notes at a pitch in any of the available octaves then double-clicking the note will turn-on that pitch in <u>all</u> three octaves.

Removing Octave spaced notes

From any 'octave view', if there are notes at a pitch in other octaves (i.e. led, red, green or shine_green) then, double-clicking the note will turn that note <u>on</u> in the current octave, and any note(s) at that pitch <u>off</u> in the other octaves. Removing notes at the octaves above the root note is accomplished by turning them off in their respective octaves.

A word of caution pilgrim

Chord v2.0 data structure is not <u>fully</u> backward compatible, you can import the chord step from earlier versions and chord steps that contain notes <u>only in octave 1</u> will be unchanged.
However, if the chord step from earlier versions contains chord notes in higher octaves, octave 2 and/or octave 3, then the chord will have to be re-entered as its notes will have been changed(& notes added) in the upgrade process.

Bug Fixes

The following bug fixes have been implemented. All fixes are subsequent to version 1.6203 which was the last official Genoqs Machines release.

- Custom DIR Editor turning the POS encoder (clockwise or anti-clockwise) causes sequencer freeze
- A Page LEN of less than 16 will break Cluster Play
- Step Event POS influencing Step Zoom (current step) in another track on same page (also causing chase light pollution when zooming into step)
- The maximum value of Track AMT should be 100 but in Track zoom mode it's possible to double-click the AMT (at step 12) and set the value to 120
- In Bank View mode and when holding a step (in Page Edit Steps/Perform mode) the VEL of the Step is shown in the Outer circle BUT the Bank View (selected pages) are also shown at the same time.
- Unable to Load single page from Flash
- CPU load handling improved
- Copying a track containing a Hyperstep, the Hyperstep is also placed in the pasted track
- Chord view - root note signalling error
- Page Solo in Grid Edit mode can cause sequencer freeze
- Step STA advance incorrect (chords) at Reduced Track speeds
- Hyperstep PIT not influencing Hyped-track correctly
- Page Copy/Paste loses the Hyperstep status of the source page
- DIR 3 & DIR 5 will play Muted steps
- DIR 3 & DIR 5 note timing errors
- DIR 5 random distribution uneven
- Step Phrase POS causes note length changes at Reduced track speeds
- Step Phrase POS does not rotate with Track POS
- Hyperstep lost when Track POS rotates
- No Step advance on Step Time Record
- On occasional start, sequencer does not transmit data on step 1
- Grid Track Mode can show deleted Page
- Step Event MCH changes incorrect with negative AMT values
- DIR Custom loses alignment on selecting a random slice
- Page lost after Paste operation when escaping from Grid
- Hyper-Step PIT offset value doubled when applied to Hyper-Track