aFrame

electrorganic percussion

FlaCon Application Manual
Mac Edition
for Ver 1.20

ATV

Index

1. Screen Structure

Connect / Disconnect / Print Button

<< / >> Button

aFrame Control

aFrame Version   VER.1.10

<<

>>

Harmo Drum
GRP A-01/10

aFrame

1 PITCH Button
2 DECAY Button
3 BEND Button
4 VOLUME Button
5 EFFECT Button

> 1 PITCH

< 2 DECAY

>> 3 BEND

<< 4 VOLUME

5 EFFECT

VALUE

<<   >>

A

B

C

D

A - D Button

Encoder

EDGE   CENTER

MUTE   FNC

FNC Button

Display

Volume Display
(Center and Edge)

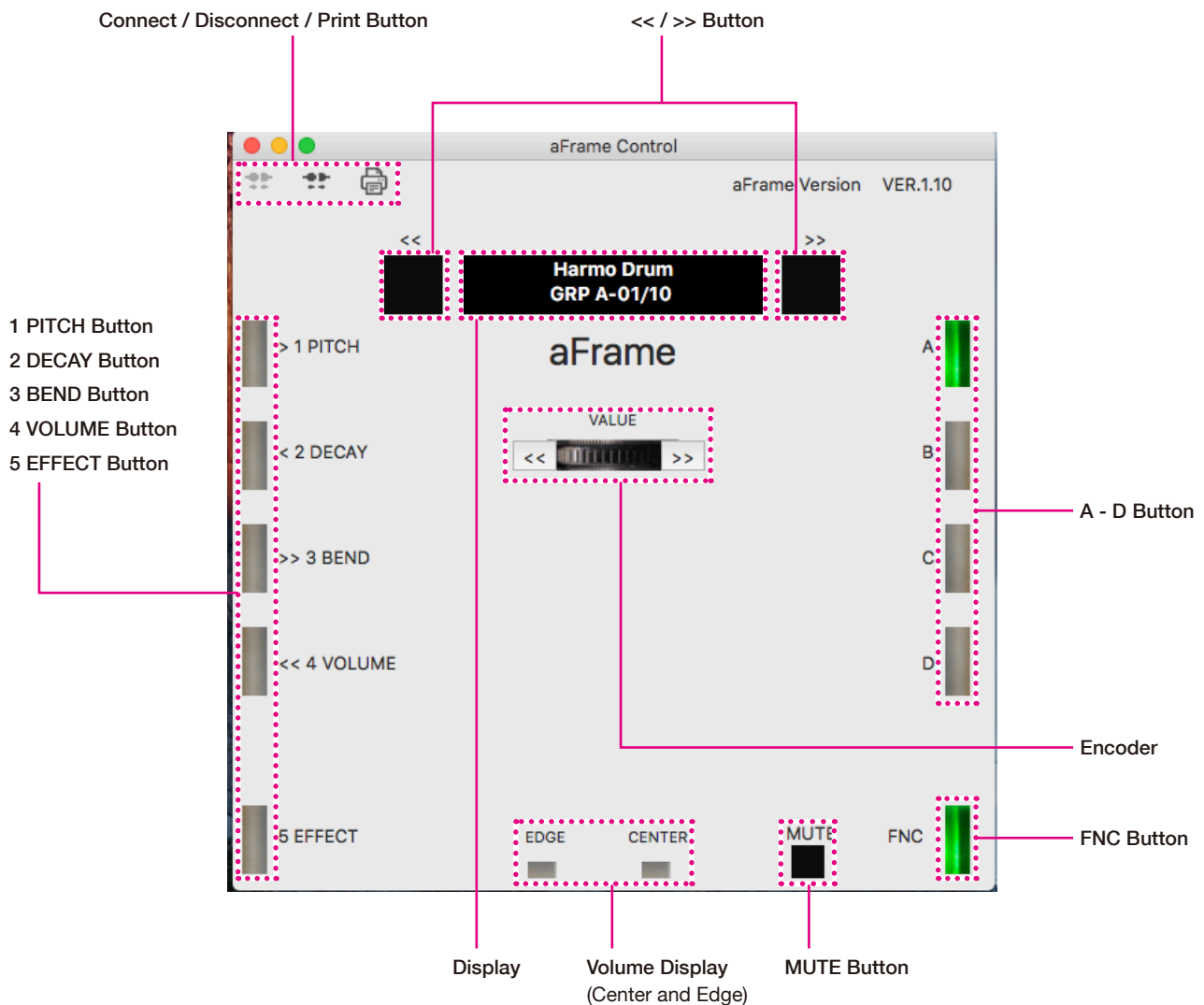MUTE Button

Fig 1

   The Basic configuration is the same as the aFrame itself. In the encoder section, decrement values with the << button and increment values with the >> button.
   Mute function can be muted / unmuted by pressing the MUTE button instead of the power button.

   Please refer to the aFrame startup manual for basic operation by each button operation.

   This application is a simple "Quick-Start Guide" application. It does not include complicated operations described in the reference manual, such as two buttons pushed at the same time.

   The operations specific to this application are described below.

![ATV]

2. Connect/Disconnect/Print

[Connect / Disconnect]

Button states and application connection states are shown in the table below.

Table 1

Step 1	Step 2	Step 3	Step 4
aFrame is Disconnect or is Connected and the Power is OFF. => Buttons are inactive.	aFrame Connectd and Power is ON. => Connect button is active. By pushing the connect button, the app will connect to the aFrame.	aFrame is connected to the app. =>Disconnect and Print buttons are active. By pushing the print button, the aFrame will create a tone and group information, and instrument and effects data parameters text file. By pushing the disconnect button, the aFrame will be disconnected from the app.	aFrame is disconnected from the app. => Connect button is active again. By pushing the connect button, the app will connect to the aFrame.

[Print]

Step 3, while the aFrame and application are connected, the print button is active.
By pushing the print button, it is possible to output a text file that contains the current tone information and the tone information of all the groups.
This includes current parameter values for all instruments and effects (I1-80 and E1-80).

```
<< printLog.txt >>
==========================================
| GRP A-01/10 (Current GRP Bank-Num/Max)   |
==========================================
| A-01 | I01:Harmo Drum  | E01:Harmo D.Rev  |
+------+-----------------+------------------+


==========================================
| GRP A  List Max:10                       |
==========================================
|*A-01 | I01:Harmo Drum  | E01:Harmo D.Rev  |
| A-02 | I02:Hyper Pot   | E02:Hyper P.Rev  |
| A-03 | I03:Psyco Skin  | E03:Psyco S.Rev  |
| A-04 | I04:Spanky      | E04:Spanky.Rev   |
| A-05 | I05:Bessel Clone| E05:Bess.DlyP.S  |
| A-06 | I06:Stereo Skin | E06:S.Skin.Ambie |
| A-07 | I07:Incantation | E07:Incant.PhsPM |
| A-08 | I08:BassOnBoard | E08:BassOnB.Rev  |
| A-09 | I09:BalaPhonic  | E09:BalaPh.DlyPM |
| A-10 | I10:HarmoVoice  | E10:HarmoV.Rev   |
+------+-----------------+------------------+


==========================================
| GRP B  List Max:10                       |
==========================================
| B-01 | I11:Quajon      | E11:Quajon Rev   |
| B-02 | I12:Taikology   | E12:TaikologyRev |
| B-03 | I13:Bamboo Drum | E13:Bamboo Rev   |
| B-04 | I14:Tunnel Drum | E14:Tunnel Rev   |
| B-05 | I15:Framey      | E15:Framey Rev   |
| B-06 | I16:Goblet Drum | E16:GobletD.Rev  |
| B-07 | I17:Candeiro    | E17:Candeiro.Rev |
| B-08 | I18:Snappin'Kit | E18:Snappy Rev   |
| B-09 | I19:MetalSurface| E19:MetalS.Rev   |
| B-10 | I20:Paper Drum  | E20:Paper D.Rev  |
+------+-----------------+------------------+

                    :
```

```
+------+-----------------+------------------+

==========================================
| GRP C' List Max:10                      |
==========================================
| C'01 | I61:Enchanted   | E61:Enchnt.Ambie |
| C'02 | I62:CaveExplorer | E62:CavExPresRev |
| C'03 | I63:PrayingGong | E63:PryGgPresRev |
| C'04 | I64:PunkyDroid  | E64:PunkyDrd_DLY |
| C'05 | I65:Alien'sCuica | E65:AlienCuiTDLY |
| C'06 | I66:VolcanoDance | E66:VolcanD.Rev |
| C'07 | I67:Harmo-Flare | E67:HrmFlrPdlyPS |
| C'08 | I68:CritterYodel | E68:ParD.PresRev |
| C'09 | I69:SlimyStroke | E69:SlmyPresFlg |
| C'10 | I70:Drum Whippy | E70:DrmWhip/Wah |
+------+-----------------+------------------+

==========================================
| GRP D' List Max:10                      |
==========================================
| D'01 | I71:Flex-Ambient | E71:FlxAmbRvLev- |
| D'02 | I72:Underground | E72:UdGrdRevLev+ |
| D'03 | I73:ClockwiseDrm | E73:Cloc.DlyP.S |
| D'04 | I74:Tablatron   | E74:TblTroDlyTm- |
| D'05 | I75:FaintInCoils | E75:FaintDlyT+ |
| D'06 | I76:ThirdEarDrum | E76:3rdEarPhsMn+ |
| D'07 | I77:VeggieDrum  | E77:MTDlyVegiDrm |
| D'08 | I78:ThunderStorm | E78:MTDlyThunder |
| D'09 | I79:Li'lEmperor | E79:ChorusEmpero |
| D'10 | I80:TribeTriplet | E80:Tribe_DlyP.S |
+------+-----------------+------------------+
```

```
============================
| I01:Harmo Drum           |
============================
| ALGO | DSP_ALGO_INST   |      0, |
| PNUM | 78parameters    |     78, |
+------+-----------------+
| P-01 | Main In:C50/E50 |     50, |
| P-02 | MainOvt:Natural |      0, |
| P-03 | MainHrmNo.:14   |     14, |
| P-04 | MainTune:   56Hz |     56, |
| P-05 | MainDcay: 2.0sec |     20, |
| P-06 | Main HFD:+0.20  |     20, |
| P-07 | Main DQM: 26    |     26, |
| P-08 | Main DFM: +11   |     11, |
| P-09 | Main PFM: +17   |     17, |
| P-10 | MainPSC:OFF     |      0, |
```

:

```
============================
| E80:Tribe_DlyP.S         |
============================
| ALGO | DSP_ALGO_STDELAY |      2, |
| PNUM | 16parameters    |     16, |
+------+-----------------+
| P-01 | Type:Stereo In  |      0, |
| P-02 | Time L: 300.0ms |   3000, |
| P-03 | Time R: 900.0ms |   9000, |
| P-04 | Feedback: 50    |     50, |
| P-05 | HF Damp:0.90    |     90, |
| P-06 | Pan Spread:100  |    100, |
| P-07 | Wet Level: 25   |     25, |
| P-08 | Dry Level:100   |    100, |
| P-09 | Mod Rate: 2.5Hz |     25, |
| P-10 | Mod Depth: 40   |     40, |
| P-11 | Mod Phase:180deg |    180, |
| P-12 | PressMode:SPREAD |      4, |
| P-13 | PressSens: 50   |     50, |
| P-14 | PressAtck: 100ms |    100, |
| P-15 | PressRele: 100ms |    100, |
| P-16 | Delay Sw:ON     |      1, |
+------+-----------------+
```

3. Edit

Edit parameters and corresponding number buttons are shown in the table below.

Table 2

Button	Parameter	Setting item	Setting value
1 PITCH	Pitch	Pitch	16 - 12544 (Hz)
2 DECAY	Decay	Decay time	0.1 - 10.0 (sec)
3 BEND	Bend Range	Amount of pitch change caused by Pressing the striking surface volume	-100 - 100
4 VOLUME	Master Volume	Volume	0 - 127
5 EFFECT	Effect	Effect output level	0 - 100

If you want to edit inst pitch, decay, bend, volume, and effect, left click and hold the desired button [1 - 5], slide out of the button and right click, then release.

Left click and on [1 PITCH] and slide out of the button and right click, then release.
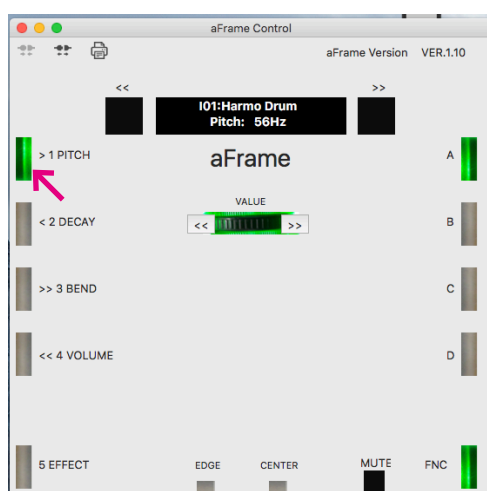
Fig 2

You can change parameters using the "<<" and ">>" buttons to the left and right of VALUE.
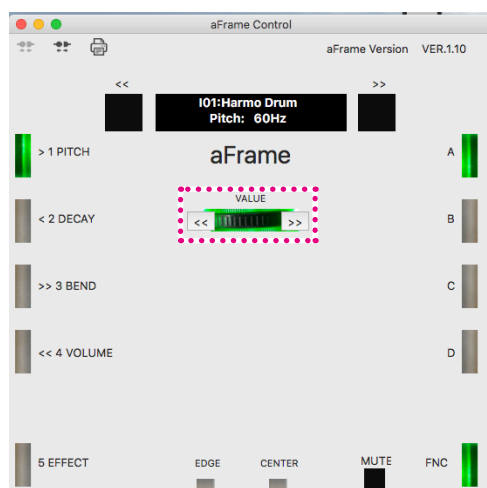
Fig 3

After completing the edit, exit edit mode by clicking on any left button [1–5].
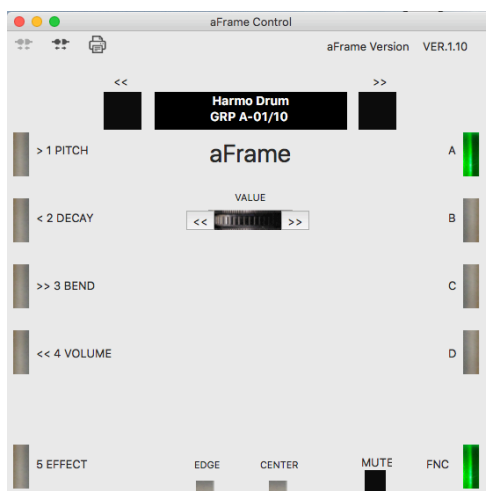
Fig 4

Left click on [1 PITCH] Button after editing, the new edited value will be displayed.

Fig 5

7
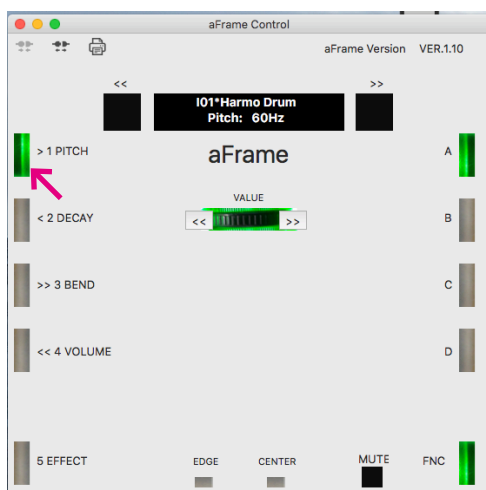
4. Mute Function

Left clicking the mute button at the bottom right of the application will enable the mute function. Left click again to disable the mute function.
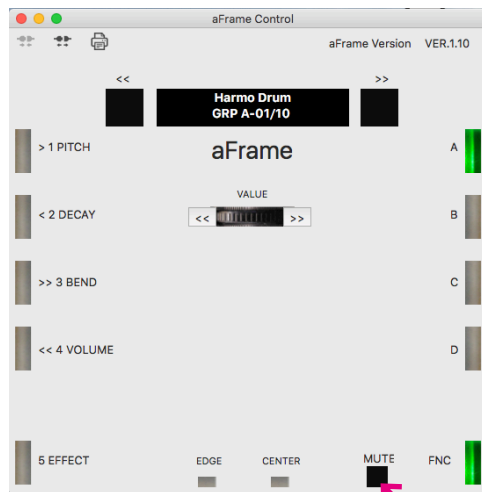

Fig 6

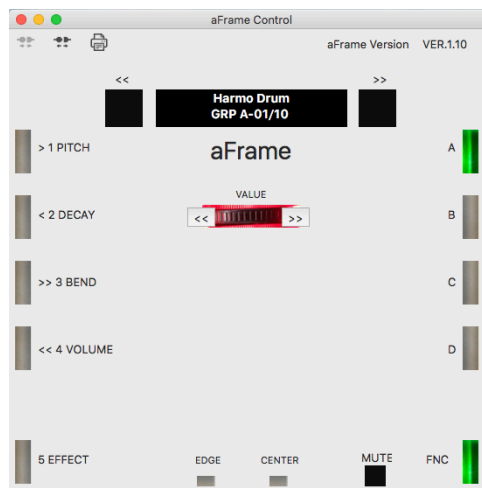When the mute function is on, the encoder button blinks red.

Fig 7

5. Group Key lock Function

If you hold down any individual A, B, C, D button for 2 seconds, the button will light red and the Group Select function is locked.
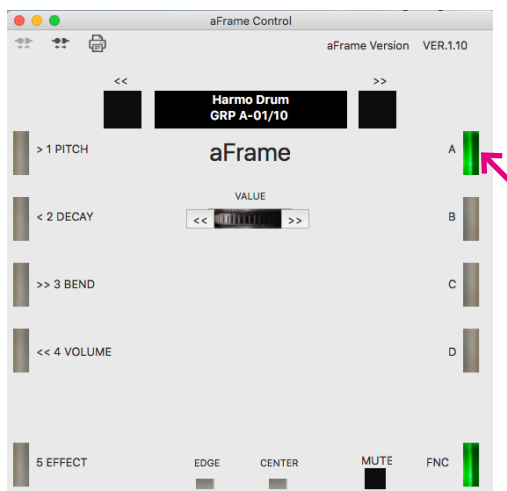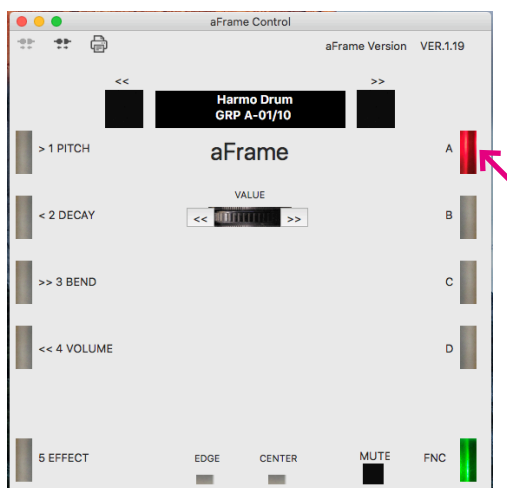

Fig 8

Fig 9

Holding down the same button for 2 seconds will unlock the Group Select function. The button color will return to the original Group color.
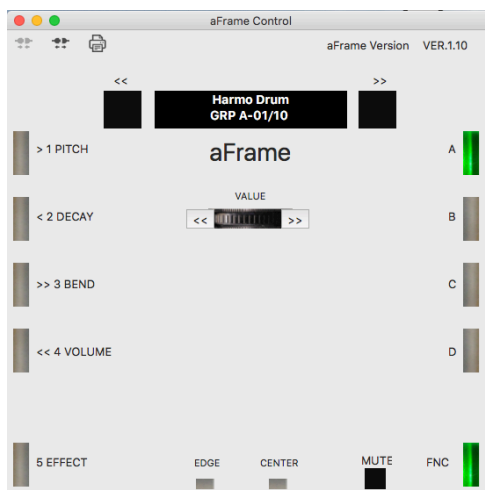

Fig 10