

Arpeggiator Modes

Vector Firmware 2.2 adds two new **REC** modes that allow you to use the Vector as an arpeggiator. Those modes are called **ARPI** and **ARPP**. Both modes work similarly, but **ARPI** (Arp Inline) writes the arpeggio to the current Preset, while **ARPP** (Arp Preset) always uses the last Preset of the Part to hold the arpeggio. Use **ARPI** when you want to use the arpeggiator to write new patterns, use **ARPP** when you want to do an on-the-fly arpeggio and not overwrite any other presets.

To use either of these modes, press the **Rec** button to navigate to the **REC** page. Turn **REC** to **ON**, choose **ARPI** or **ARPP** as the mode, and set the **MIDI SRC** to use. If you want to use a connected Launchpad, pick **USBA** as the **SRC** and navigate to the Keyboard page on the Launchpad.

Once you have those settings enabled, anytime you play a note or chord on the **SRC** keyboard while the Vector is running, the Vector will write a sequence to play the arpeggiated notes. It will write Pitch values and set the length of the sequence, but it will not change any other parameters, so you can still use Gate, Velocity, Chance Ops, etc to modify how the arpeggiated notes will be played.

Three additional parameters allow you to customize how the arpeggio is written. Turn **LATCH** on to have the arpeggio keep playing when you release notes. Use **OCT** to set how many octaves to use, and use **MODE** to control the order in which notes play.

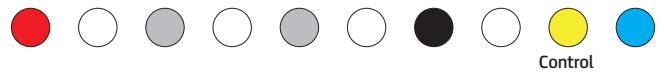
Un-Quantized Recording

When using **RT-G** (realtime grid) recording mode, you can now set the amount of quantization to use, via the **QUANT** setting. With any quantization amount other than 100%, the Vector will use **GROOVE** values to micro-time steps to match your playing. With **QUANT** set to **OFF**, the Vector will record your performance completely unquantised. As with any realtime recording, it can sometimes take a few passes to get the timing you want.

TIP: When recording drums, you can now use the key combo of **Shift+Edit+WhiteKey** to erase a single voice of a Drum Part. To erase the first voice, use **Shift+Edit+WhiteKey 1** (C on the mini-keyboard). For the second voice, use **Shift+Edit+WhiteKey 2**, etc.

TIP: Remember that you can always go back and edit the groove of a recording directly, including using **Encoder 9** to scale all values at the same time. You can also use **Shift + Groove** to reset all the groove values to zero.

TIP: In addition to un-quantized recording, you can use the **TIM VAR** param (on **SEQ CTL** page 2), to add controlled amounts of randomization to the groove of each step.



Sequence Controls : Changes and Additions

Some new params have been added to **SEQ CTL**, and the parameters have been re-arranged into more logical groupings. **CHABAR** (chance bar) and **VELO** have been moved to page 2, while **GEN**, **EVO** & **PQNT** are now on page 3. MIDI settings are now on page 4.

Free Gate

This setting is on the 3rd **SEQ CTL** page. When set to any value other than **OFF**, a separate step counter is used to read gate values. This counter runs independently from the main sequence. If the Free Gate value is 3, then the gate step counter will read only the first 3 gate values, in sequence, over and over, at the same rate as the main sequence. Same rate, different length. This is a great way to setup rhythmic patterns that run independently of the reset of the sequence.

MIDI Bank and Program Changes

On the 4th page of **SEQ CTL**, the **MIDI** page, you can set MIDI Bank and Program Change values to be sent out when that Preset is triggered. For Bank messages, you can set whether to use CC #0 or #32 and you can use the **SEND** param to control whether they are sent when the Preset begins (**NORM**) or before (**ERLY**). That latter setting is very useful when controlling another device (such as a sequencer) that also quantizes preset changes to the downbeat of a bar. These settings are stored per-preset, of course. The **BANK** and **PROG** params are **CUE** params:

turn the Encoder to edit them, push the Encoder to latch the value change. When you set a new value, the appropriate MIDI events are sent at that time.

ROPC: Reset On Preset Change

This setting is on the 3rd **SEQ CTL** page. Normally when switching between Presets, the sequence is reset to the 1st step regardless of where it was before. with **ROPC** off, the sequence will not be reset when changing Presets. With **ROPC** on and **PQNT** (preset quantize) set to **BEAT** or **NONE**, you can use Preset changes to perform a live remix between patterns.

Launchpad: New Keyboard Layout

The Launchpad mapping now includes a keyboard layout organized in fourths: Each row is a perfect fourth higher than the one below it. The root tone of the scale is in white, the fifth is in magenta. You can flip between the new layout and the old one by using the next and previous buttons on the Launchpad.

Other Changes:

- Custom chords can now have zero and negative offsets.
- Groove values now have a numeric readout.
- **TIM VAR** now has a much stronger effect.
- CC numbers are now **CUE** params.
- Tunings are now preset aware.